

COMPENDIUM EXALTED

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Circles of power

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SPELL DESCRIPTIONS

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-A-

Animas Cleansing Light

write by JenjiKamidaki

Cost: 5 +1 per person

Description:

This spell causes the casters anima to flare, washing over the sorcerer leaving him sparkling clean and his cloths freshly laundered. The spell is a simple utility spell. It washes, dries, and is safe for most dry clean only items.

System:

Cost 5 motes to cast plus an additional 1 mote per person.

Arcane Bolts

Write by Adrien

Cost: 10 motes plus 1 mote per turn

Description:

This spell charges the caster's hands with brilliant, crackling energy that can then be hurled at opponents.

System:

The bolts are treated as any other ranged attack form, with the caster rolling his Perception Occult to target them (as many bolts can be tossed per turn as the caster desires, using the standard multiple action rules). The bolts cause a base damage as the caster's Intelligence Essence (Lethal).

The bolts ignore normal armor for the purposes of soak, but treats natural and magical protection as per normal - charms, armor made from the five magical materials, etc. As well, the bolts can only be parried with magic, or weapons made from one of the five magical materials (as per the standard missile parry rules). Finally, Arcane Bolts are stopped by all forms of Counter Magic.

Armor and Weapons of the moon

Write by Josh Bain

Cost: 15+ motes

Description:

This spell involves a long chant that calls upon the blessings of the Maiden of Battles, to arm the sorcerers troops. The spell takes a full minute of chanting per troop to be armed. It costs 3 additional motes beyond the initial casting cost per troop. The spell produces armor, cloths

and a single weapon, of no more than resources 4 cost each. The weapons and armor remain permanently, and repeated uses of this spell can outfit are large number of people in a matter of a few days.

Armor of the Chosen

Write by Anonymous

Cost: 10+ motes

Description:

In the First age, all of the Exalted were often fighting things far more powerful beings. The Primordials and the Minions of times outgunned the Armies of the Dragon-Blooded.

This spell was created by a Solar Exalted of the Twilight Caste, to ensure that the Dragon Blooded had other ways to withstand greater physical damage, leaving their essence to be used more strategically.

When this spell is invoked, essence floods to Sorcerers body, making it hardier and more resistant to damage.

System:

Spend 10 Motes. For every additional 5 motes spent, this allows to Sorcerers to direct essence into another Exalt, so that he gains the benefits of the spell as well.

The Exalted adds his Permanent Essence X 3 to his bashing soak, and his permanent Essence X 2 to his lethal soak. This spell can be used in conjunction with other charms, and while the Exalt is wearing armor.

Armor of the Five Dragons

Write by JenjiKamidaki

Cost: 30 motes +1 willpower

Description:

This spell was created by a talented dragon-blooded sorcerer for use on his many adventures into the thresholds and the wylds.

The caster anima ironically flairs and turns into a brilliant suit of armour that reflects is elemental aspect and personality.

System:

the Armour adds his essence to his physical attributes and adds 3X Permanent essence to his lethal and bashing soak. The users anima effect is active and his caste mark is visible on him and his armour. The spell lasts for twelve hours and can only be cast by dragon-blooded.

-B-

Bolts of Destructive Lightening strike

Write by Dragon Knight
Cost: 20 or 25 motes

Description:

Essence swirls around the sorcerer in magnificent patterns of energy as he shapes this spell. As it nears completion, Essence coalesces into a glowing pattern above the Exalted's upstretched hands. This focus takes a shape unique to each sorcerer and can be anything from a point of bright light to a complex rune structure, although it almost never takes a plant or animal shape. Upon the last breath of the spell, massive bolts of dazzling lightning strike down around the Exalted from the focal shape. Countless bolts crash down to the earth in an awe inspiring rain of lightning.

System:

This spell calls down lightning in a 15 yard by 15 yard area. The lightning will generally reach the ground with no problem, though casting the spell high enough in the air will cause the bolts to dissipate before striking the earth. Use Storyteller discretion as to how high cause that. Lightning hits everything in the target area, including allies and objects. The actual bolts cannot be blocked, only dodged, though the caster's allies get 2 bonus dice to dodge pools as the caster wraps the lightning around them. Mortals would stand almost no chance of dodging successfully without magic aiding them.

The spellcaster makes an attack roll of Wits + Occult. This is only rolled for the possibility of a botch and for extra successes. It is impossible to fail hitting the area with this spell, though the lightning itself can be dodged. Targets in the area of effect take a raw damage of 10 lethal plus extra successes at a rate of 2 to 1. Metal armor is useless against this, though nonmetal and magical armor, including armor made of the Five Magical Materials, works normally. Normal armor that is only partially metallic gets half soak.

If the spellcaster rolls a botch, he takes full damage with only natural soak as lightning and Essence course through his body. The spell fails to affect anyone else in this case.

Bolts of the Destructive Lightningstrike can be used indoors without penalty. Keep in mind that it would surely devastate a good portion of a building if cast from inside, however. This spell is designed to strike down from above the targets. For an additional 5 motes, a sorcerer can alter the spell to strike in a different direction. This can be in front of him or above him but he must always be between the focal pattern and the targets to aim and guide the bolts. In this case the lightning strikes the same 15 x 15 yard area and disperses after 75 yards.

Blade of the Noble Self

Write by Mockery
Cost: 10 motes

Description:

"Kind Heart, Brave Heart, Steadfast and Calm. Appear now, and may your edge prove the righteousness of my cause."

With this invocation, the Exalt calls up a reflection of her innermost self and shapes it into the form of a weapon. Despite the name, it need not be a sword or any bladed weapon, though it does need to be of the close-combat variety: bows, Chakrams, and throwing daggers need not apply.

While the weapon manifests in a burst of color as suits the individual sorcerer's anima, it appears to be no more than a finely crafted, albeit non-magical weapon. In truth, the weapon is composed of pure essence and has all the physical resilience of any of the Five Magical Materials.

The Blade of the noble self, in bringing the nature of the sorcerer into the open, also places her full will behind everything he does, such that her passions can now bolster her with all the strength of her will.

System:

The weapon created, as implied above, has statistics that reflect the virtues of the wielder: The Speed of the weapon equals the Exalt's compassion. The Accuracy equals the temperance of the wielder. The Damage is equal to one's Valor. And finally, use the wielder's Conviction as Defense.

Should the Blade of the Noble Self be shattered, the ST has free reign to dictate what should happen, though it shouldn't be pretty for the caster of the spell; The annihilation of such a refined expression of oneself may well have the same effect on one's psyche as destroying the fetish of a Yozi.

If the creator of the blade spends a willpower point to add virtue dice to his dice pool, she may opt to add instead her permanent willpower instead.

The blade may be maintained indefinitely, as long as the owner commits the essence to it, but she must stay within (essence x 2) yards of the caster, or else it will vanish in a burst of color.

Blazing Fury of the Fire Dragon

Write by Aldymm_Kunnar
Cost: 15 motes

Description:

Since the beginning of sorcery and the formal institutions of the Schools of Magic in the Immaculate Shogunate, the Elemental Dragons have taught these basic

tremendously powerful magic spells only to their most loyal servants, The Dragon-Blooded.

The sorcery of each Elemental Dragon has to be learned in solitude, inside temples in the Imperial Isle. Each temple aligned to the five Elemental Poles respective to their element. These can't be learnt in company of any other Exalted creature. It is a solitary moment when the Elemental Dragon reveals the nature of the sorcery to his loyal scion.

The Dragon Blooded are forbidden to teach this sorcery to any other Exalted that is not a Dragon-Blooded.

This spell is the one taught by the Fire Elemental Dragon. And it focuses on the haste and speed that comes with the control of fire.

System:

When casting this spell, the dragon blooded sorcerer attunes himself to the innate nature of the fire that runs in his very body. His anima flares immediately in iconic form regardless from which pool of essence he spent the motes.

The elemental anima of a Fire-aspected Dragon Blooded sorcerer flares and is activated for free for a whole scene. All the benefits and effects of the anima are doubled. Other elemental animas are not powered in the same way. Each one has its own sorcery.

The caster adds to all his Initiative and Accuracy rolls a number of dice equal to his own Essence.

He receives a number of soak dice equal to his Essence to withstand cold and water based attacks and sorceries.

The spell itself lasts for a whole scene after it is casted.

Blessing of the Elements

Write by Solarium

Cost: 15 motes

Description:

Travel across the Realm can be a dangerous thing. Between bandits, marauding Fair Folk and wandering undead, it can be enough for any traveler to simply make it alive from one city to the next. Among the most difficult challenges a traveler can face is that of the weather. The blistering heat can sap the life from horses, withering wind and rain can cause sickness and snowfall is often the slow death of many caravans. These obstacles are something that few can overcome - unless one is a sorcerer. This spell was designed to aid travelers in the face of such environmental terrors, and to facilitate the movement of animals and people.

System:

Blessing of the Elements is a simple spell designed to aid the sorcerer and his party in the face of bitter weather. The sorcerer invokes a limited blessing from the five Elemental Dragons, and extends a protective shield about himself and his party. In order to cast the spell, the sorcerer must first prepare a ritual mixture of sea salt; grasses dried by sunlight for 10 days and melted snow.

The mixture is then spread in a circle around those the sorcerer wishes to protect with the spell. The circle is limited to a radius no greater than 5 yards per point of the sorcerer's permanent Essence. As the sorcerer traces the outline of the circle, he intones the name of each of the Elemental Dragons and places one drop of his own blood at each of the cardinal points of the circle and finally in the circle's center.

After the ritual has been completed and an invocation to the five Elemental Dragons (Intelligence + Occult at Difficulty 1) is made (at which point the motes are spent), the mixture used to trace the circle is caught up by the wind and covers each member of the party. All environmental difficulties for travel, from things like rain or snow, are reduced by two (to a minimum of 1) for the duration of the spell. The spell may be released at any time the sorcerer desires, but until it is, the motes are considered committed.

This spell does not protect against damage from such things as lava flows, rock falls, forest fires or flying debris in a storm. It may reduce the difficulty of a task attempted in these conditions, but will not help the sorcerer or his party avoids damage from these hazards.

-C-

Calling the Earth Many Quartz Workers

Write by Yoshi

Cost: 15 motes

Description:

This spell is a 15 minutes long ritual, that call the Earth Many Workers: thousand of tiny earth elemental made of fragile quartz which are very dedicate worker and craft master, but lacking real creativity.

The ritual is an evocation each of the five elements that have to be followed carefully. At the beginning, the caster burns some specific crafting tools that have to be made in wood. After he extinguishes the fire with fresh water and scatters the ashes in the morning wind in the direction of the elemental pole of earth. Few minutes later, the ashes come back and forms several 30 cm humanoid quartz elemental.

System:

After the scattering of the ashes, the exalted make an Intelligence + Occult roll, the number of Quartz Worker called is equal to the Exalted's Essence + the number of success made on the roll. They can make only one task and will do it as a perfect team. If they are asked to do two different works or if other Quartz Workers are working when they appear, they will start to fight each other to know who have to do the job

Each Quartz Worker have five dots in all physical attributes and Craft, their craft's focus is corresponding of the tools that have been burned. They have a single health level and no combat capacity or desire.

Candle in The Dark

Write by KaiserStorm

Cost: 20 motes

Description:

As long as there has been night, man has used flame to drive back the darkness and create a space of safety for himself. With fire, civilization spreads, with fire, man conquers a world so often hostile to him.

Yet the fire is a poor substitute for the sun, and there are threats in the night that even fire cannot protect against. With sorcery, a member of the Exalted can bring the power of the sun into the dark places, however.

System:

This spell is meant for use at night and in the shadowlands. It is useless in the sunlight of Creation, and functions not at all in the Underworld at any time of day or night.

To use this spell, the sorcerer must have a flame no larger than a large man at hand to enchant-- campfires and lanterns are OK, bonfires are not. He must have a feather of a bird that hunts during the day on hand, and immediately before the spell drops it into the flame.

On completion of the spell, the flame begins to burn a bright white. The area lit by its flame is treated as In Creation, During the Day for the purposes of corporeality and essence recovery (see the chart from Exalted: The Abyssals, Chapter 1)-- hungry ghosts burn away, higher ghosts will fade away, non-Abyssal Exalted regain essence as normal while Abyssals do not regain essence by respiration and are made uncomfortable if not wearing the trappings of the dead.

A fire so enchanted will burn for a number of hours equal to the caster's Occult, then putter out. It will not spread during this duration by any means. Denizens of the

Underworld can instinctively tell what the spell will accomplish as soon as casting begins, and will most likely either attempt to stop the spell or flee. Abyssals may learn this spell, but take 2 points of Resonance for casting it.

Clap of Vertigo

Write by Erendiox

Cost: 10+

Description:

This spell was developed by a group of Immaculate martial artists. Being powerful earth aspect Dragon Blooded, their ability for deep meditation gave them insight on the ebbs and flows of the human mind. With practice and concentration, they learned to disrupt the natural essence flow of thought. The spell renders men and exalts alike suspended in a mind shredding vortex. The world spins and shifts rapidly and painfully with a crackling and howling that deafens the mind. The dull, overpowering screech is like running fingernails across a chalkboard. The effects from the feedback created is unbearable, making it extremely difficult to think and concentrate clearly. So useful was this spell that it has spread to become of commonplace usage on the Blessed Isle.

System:

The Clap of Vertigo emits a powerful anti-current of energy into an opponent which will sink the weak of mind into submission. This spell affects one person but the caster can spend another 5 motes to add an additional victim to a maximum of the her essence rating in targets. The caster must make be able to make eye contact with each of her targets. Roll the caster's Manipulation + Occult with a number of automatic successes equal to her essence rating. The targets each roll their willpower against it adding their essence scores in automatic successes.

If the target succeeds in their willpower roll against the caster, they shake off the effects of the spell, suffering only a minor -1 to their pools for the remainder of the turn. If they fail the roll, they are at a negative dice pool equal to the number of extra successes the caster achieved for a number of turns equal to the casters occult. After this period, the negative status subsides gradually (one die is recovered each turn). They also take the casters willpower in automatic health levels of bashing damage soaked with the targets willpower.

Contingency Plan

Write by

Cost: 5 motes, 1 will per commit, plus cost of spells

Description:

Back in the past even the solar mages went into battle at some point. So they weren't caught off guard they devised this simple but complex spell. When this ritual is cast an image of the caster appears before him in blue fog, with dark purple bands binding the fog in place. Once the caster starts directing the spells he wants at it they get absorbed by the fog and the spells essence soaks into the bands. Once finished the fog replica joins with the casters body and disappears until released when it explodes in a blinding flash and the caster seems to cast all the spells at once in an enchanting display of essence.

System:

The caster starts the ritual in a dark place in the middle of a 2-meter pentagram drawn in the dirt or chalk or anything. The caster casts 5 motes of essence and the fog replica appears. The caster now goes about casting the spells he wants to come out later, for every spell he has to commit 1 willpower. He has to cast them one after the other until he doesn't want any more and the ritual is wasted if he takes too long between spells, i.e., no time to regain essence or will. Once the spells the caster wants are absorbed he speaks the command word that will trigger the spell. Once done the fog joins with the casters body and disappears.

The spell lasts for a total duration of one week, within that time the caster may at any time utter the command word. Once done all the spells the caster cast take effect instantly, on the same round. If the spell is not cast within 1 week's time it diffuses harmlessly in a faint blur of essence.

Only one contingency plan may be in effect at one time and it's only a one-time use.

For example: Vorador casts the spell contingency within a pentagram and the fog replica appears. He has 60 essence and 6 will, and casts invulnerable skin of bronze, and flying guillotine twice. That sets him back 40 essence and 3 will (usually 6 will but he has a cool merit), the fog replica absorbs the spells and the essence cost. He shouts his dead wife's name Lauraine as the command word and the fog binds with Vorador's body. Three days later Vorador is jumped by two dragon blooded who know him and know he is a mage and so know he takes time to cast spells. Vorador says "Lauraine" and in a blinding flash of essence, the skin of bronze takes effect straight away and Vorador throws out 2 flying guillotines, one at each enemy, and all on the first round.

Curse of the Earth's Unyielding Grasp

Write by Anonymous

Cost: 15 Motes

Description:

Invoking the powers of Earth, the sorcerer curses a target with increased gravitation. The curse has been likened to having to carry yourself on your shoulders wherever you go.

System:

The unfortunate target sinks like a rock if she tries to swim, even if she is unburdened. Her jumping distances are halved, as are the effects of Charms that increase jumping distances, and she takes a level of damage for every *three* feet she falls. The increased weight counts as a constant Fatigue value of 2, as per the normal armor rules. This Fatigue adds to Fatigue from armor.

For the curse to work the sorcerer must obtain a piece of the target, like blood or hair, or an important possession. Only the target herself is affected. All that she carries retains its normal weight. The curse lasts for a number of days equal to the sorcerer's Permanent Essence.

Curse of the Torrential Downpour

Write by Richard

Cost: 25 motes

Description:

Igor huddled miserably as he walked along the road. The winds were picking up again, and the rain continued to pound down on his back. Igor hated rain. He'd hated it for exactly seven years, since he had refused Vlad Tepet, who had placed a curse on him. Since then, it rained everywhere he went.

This spell allows the Chosen to afflict a victim, preferably a mortal, with a minor affliction. Wherever the mortal goes, no matter what he does, he is constantly followed by a rain cloud, and it rains constantly.

Everyone hates you. You ruin parties, parades, and festivals, destroy crops as you pass, and make your neighbors miserable.

This cloud is for all intents a normal storm cloud. It moves after the character (even against the wind) at the same speed as the wind. It makes it absolutely no less probable that the character will be struck by lightning, or anything like it. However the rain is not water, instead any water falling from the sky vanishes without a trace seconds after striking the ground. It cannot be drunk, be used to water the desert, or otherwise benefit the victim.

System:

The sorcerer focuses his magic to create a magical storm cloud. It is capable of moving unnaturally quickly, so no

matter how far, or how fast the character moves, the cloud...and the rain...will be there the next scene.

This cloud isn't recognized by Air elementals, as a cloud, as it is simply Magic.

Among other things, this makes the character disgustingly simple to track. Mostly, however it is a nuisance.

-D-

Dance of the Autumn Leaves

Write by Soranna

Cost: 15 motes

Description:

Mnemon Saika stopped on the edge of the rise she had just climbed and looked back. The barbarians were still chasing her and even her Exalted blood couldn't lend her enough power to outrun them for much longer. Damn them all she thought to herself. It was only her master's orders that kept her from killing them all as they ran. She had come in peace and delivered her mentor's message. Their leader had even given her safe passage, but such was their hatred of the Realm that even that hadn't protected her.

The barbarians were charging up the rise now and as she looked down at them she let out an exasperated sigh. What could she do if she wasn't allowed to kill them she asked herself. Surely her master didn't expect her to die in this place. He could read fate itself and would not have sent her if it would mean her end, she thought, there must be a way out. Saika quickly began to run through all her spells and charms trying to find an answer. And then it came to her, and with a silent prayer to the Dragons, she let the world around her fade. The war cries of the barbarians died out as she focused on her magic, and, in the middle of a sea of chaos, Mnemon Saika, chosen of Sextes Jylis, began to dance like a flower in a gentle spring breeze.

System:

(This is my first attempt at a spell, and it is for the NPC above, any feedback, positive or negative is greatly appreciated.)

Dance of Autumn Leaves is exactly as it sounds, a dance that calls a whirling storm of autumn leaves, to impede an enemy's vision. It was created about 300 years ago by a famous Dragon-Blooded dancer by the name of Iselsi Rana as a very fancy way to end her shows, though clean up afterwards was always a chore. The spell itself is very subtle and unless peripheral essence is being used no one can tell that this spell is being invoked,

though someone dancing in the middle of a battle field will raise suspicions.

Mechanically the caster rolls their Dexterity + Performance when casting this spell at a difficulty 2 to succeed, may be more if the dance is very elaborate, though stunt bonuses should apply if the dance is really cool. If successful then the spell is cast and swirling leaves surround an area in front of the caster stretching 10 yards (5 yard length and 5 yard width) per point of the caster's permanent essence. These leaves last for a number of turns equal to the caster's permanent essence plus extra successes on the performance roll. All Awareness rolls involving sight or sound within the area of effect are at an increased difficulty equal to the caster's permanent essence.

(For Clarification):

Saika rolls 4 successes on her Dexterity + Performance roll and has a permanent essence of 3. For 5 turns, 3 for permanent essence and 2 for extra successes beyond the first, all people in an area of 15 yards long by 15 yards wide in front of her are at +3 difficulty on all Awareness rolls involving sight or sound.

The dance for this spell is different for each person and must be decided on the first time the spell is cast. It can be elaborate or simple, but the character must have full range of motion to cast the spell, a dance isn't a flick of the wrist or a high kick, but it can be merely turning in place on one foot. Final say on what is or isn't considered a dance for this spell is up to the ST, but in the Realm, a dancing troop's worth, if they have a Dragon-Blooded member, is often measured by how elaborate a dance they can create and still have enough focus to cast the spell. This spell is still used for it's original purpose and is a traditional way to end a dance performance.

Death Word (Locke)

write by

Cost: 15 Motes

Description:

With this powerful spell, the sorcerer calls forth the very soul of the target, making his soul to go out of his body, killing the target almost instantly, alas, this spell only works on normal mortals, and is also able to dispell lesser ghosts to the most nearby shadowland.

System:

The target must roll Willpower+Stamina against a the permanent essence score+wits of the sorcerer(i.e. the caster has a permanent essence rating of 3 and wits of 3, so the target must roll his 4 willpower+2 stamina with difficulty 6(3essence +3 wits))

As noted above this only works against mortals(animals, natural monsters, wyld shaped monsters, humans, etc).

Delivering the Familiar Vista

Write by Substatique

Cost: 20 motes (twice)

Description:

This spell allows the sorcerer to paint a picture of a place, and then step through the painting later to return to that location.

System:

The sorcerer casts this spell, pays 20 motes, then paints a life-size picture of a room or landscape that is visible through mundane means. The view cannot be one made visible through the use of charms, nor can it be painted second-hand from another painting, nor can the caster commission another to paint for him. The painting must be in colour, and in a realist style. The artist makes a Perception+Crafts (Painting) roll. The paint and cloth required for this job must be made from special materials that cost Resources 2 for one use. The paints only last one day once mixed, though the ingredients last indefinitely if stored separately. It requires an Intelligence+Lore roll at difficulty 3 to mix the paints. It takes eight hours to complete the painting, though the caster may rush the job, trading a die from his pool to save half an hour. Once it is finished, the sorcerer can roll it up and take it with him. The cloth and paint are very light, and will weigh only 5 to 10 pounds for a 10'x10' painting.

At any point thereafter, the sorcerer may unfurl his work and cast the second part of the spell, paying another 20 motes. This allows him to step into the painting, which returns him to the place depicted. At this point, the sorcerer makes a Willpower roll.

Total up the successes on the Craft roll and the Willpower roll. If there are 10 or more, the spell goes off properly. For every success below 10, reduce one of the caster's physical attributes by one as the journey saps his life force. These points return at one per day. If all three attributes are reduced to zero, the caster dies.

The caster must go first, but companions up to his permanent Essence can follow him into the painting, one at a time, making Willpower rolls in the same manner and totaling their successes with the caster's Craft roll. After all have passed through who are going to do so, the painting crumbles to fine grey dust.

The caster can tell whether or not his painting is well done, and can choose to redo it until he gets as many successes as he wants (with new paints and a new Crafts roll). The Willpower roll, on the other hand, cannot be retried. A failure on the Willpower roll breaks the painting and it will not function. In this case, the painting

remains as a non-magical work of art. A botch on the Willpower roll sends the poor sap somewhere he doesn't want to go: another place that resembles his painting, even if it is in Malfeas or the Underworld. In the case of a botch, the painting crumbles immediately.

-E-

Elemental Dragons Blessing

Write by Rynson

Cost: 10 motes

Description:

Although not very wide known, this Terrestrial Sorcery is becoming taught among all the Dragon Blooded of the Immaculate Order to achieve a degree of perfection far beyond that of the other Terrestrial Exalted.

Discovered after Xiao Yun Mei went on a Quest to the Five Elemental Poles of Creation and spoke to the Elemental Dragons herself.

This gift was a small teaching to her but a considerable one to all the Dragon Blooded in Creation.

Whether she invented it after the long travel and on her reveries, or if the Dragons themselves taught it to her remains a secret among the Immaculate Order.

System:

Upon casting this spell, the Anima of the Exalted flares as if she spent 20+ motes.

The effects of the Anima of the Exalted are activated freely upon completion of the Sorcery and are effectively doubled lasting 12 hours without need to spend the motes every scene.

Plus, any Dragon Style Form Charm activated does not spend Essence while wearing the Elemental Dragon's Blessing.

And any Charm related to the Element Aspect of the Exalted costs one mote less to activate (minimum 1) and has its effects increased by 1. (Be it damage, healing, movement, etc..)

Elemental Ray

Write by Obsidian Razor

Cost: 15 motes +2 motes per turn maintained

Description:

The Character launches a persistent ray of elemental power at an enemy. The Ray burns or cuts with the element he's aspect is (Celestials usually make the ray look something different from that like a silver flame in the case of a lunar) and can be maintained if the sorcerer has enough essence.

System:

The character rolls Perception + Occult and adds his essence x 2 as automatic damage dice. The ray can only

be dodged or parried with magic a shield or a weapon big enough to contain it. The ray is persistent, which means that if the sorcerer pays 2 motes each turn he rolls his damage dice again, or he can move the ray against another enemy without having to pay its full cost again. However sorcerers with circles should be cautious for the spell can hit his allies while he moves the ray towards another enemy.

Extended Hand of Essence

Write by mimesis

Cost: 15 motes

Description:

Cathak Garuda was a second-magnitude star in the ranks of his House, fit more for the role of General's aide than General himself. He was no great war-leader, but he was a scholar par excellence. When he was recruited into the Wyld Hunt (to spare his family the shame of having to explain his failure to advance into the higher echelons of command), he discovered a need for some ability that could outpace even the speeding death of the Hunt's Anathema quarry, and inconvenience or trip up the Hunt's targets without putting himself at too much risk. He put his keen mind and not inconsiderable resources to the problem, finally producing a spell that suited his cunning nature.

The Extended Hand of Essence permits manipulation at a distance, even if the sorcerer may not see what he is manipulating. The Hand is visible as a glowing nimbus of light around one of the sorcerer's hands.

History - updated and clarified after some comments.

System:

For the rest of the scene, one of the sorcerer's hands (right or left; caster's choice) glows with light, limned with runes of manipulation and control. The spell also ends immediately if the caster grabs, grasps or otherwise deliberately touches anything with this hand, though he may use his other freely.

The hand may reach out and "touch" anything within 100 yards of the caster's position, with a Strength rating equal to the caster's permanent Essence score. The caster may unbar doors, pull ropes, operate levers, and generally perform any other deed that she could accomplish with a single hand. If there is a question of finesse, roll the caster's Manipulation + Occult dice pool (for example, when picking a lock from afar).

There is no action/reaction with the hand, so the caster may not (for example) stop herself from falling by "pushing" downward or by grabbing onto a nearby rope.

She could, however, direct a loose rope to her other self and grab hold of it normally. Although the effect of the Hand may seem to pass through solid materials, it cannot do any task that would be impossible for a living hand (such as picking a lock without tools, or opening it without a key).

The caster need not see the object she wishes to control, if she is confident of its existence (for example, she may open barred doors from the other side, if she is aware of the barring mechanism through past experience and observation). Storytellers may demand Intelligence + Awareness rolls at appropriate penalties to "visualize" an unseen object well enough to manipulate it. Tasks that require visual feedback to perform are only possible if the caster really can see what he's working on; the visualization is not true clairvoyance and does not reflect reality. If a visualization fails, the hand will not "blindly knock over" or disrupt nearby objects; it simply has no effect.

The Hand may not directly penetrate an anima banner; it may only touch non-living things, and may not be used (for example) to grab someone's weapon and disarm him, or to punch someone from afar. It could be used to wield a sword against someone from afar, although as it is not "real" contact, a caster could not maintain his attunement to a daiklaive or other magical weapon with the use of this spell.

Attempts to parry or attack using the Brawl or Martial Arts abilities are made at -1 dice, if this spell is in operation and the caster wishes to avoid having it cancelled prematurely. Shield use is unaffected. The Storyteller may assign further penalties to any other Ability use he feels would be hampered by the need to preserve the spell, such as certain uses of Melee.

Characters wishing to terminate the power of the hand may make a Brawl or Martial Arts attack against the caster at difficulty 2 to grab the ensorcelled hand. Merely occupying the immediate area of space as the Essence Hand while it is in action will cancel its immediate effects (for example, if the caster is trying to pull a lever and you reach down to push on it), but such acts do not cancel the spell itself. The sorcerer is free to affect other objects, or try again when your anima banner is no longer in close proximity to the object he wanted to affect. If the Hand is disrupted in this fashion, the sorcerer will realize it, but not know just what happened unless he can actually see what's going on.

Eyes of Blue Jade

Write by Maryuoh

Cost: 12 motes

Description:

To cast this spell, the Sorcerer must stand in the middle of an open field, in the midst of a stream, or on top of a tall tower. The ritual lasts approximately three minutes, during which the Sorcerer rolls a small ball of Jade between her hands, chanting a mantra to the Elemental Dragons. As the caster chants, she is surrounded by small arcs of electricity, gusts of wind, dark mists, or waves of heat and cold. Upon completion of the ritual, the Caster is able to foresee with a high degree of accuracy the weather patterns of the immediate future.

System:

This spell requires a Perception+Lore roll at Difficulty 3. Number of successes indicates both how accurate the information is, how large an area it extends to, and how far into the future the Sorcerer can see. This spell will not predict supernatural influences in weather patterns, and is never as accurate a gauge as Sidereal magic.

- 1 Success- You can foresee tomorrow's weather for a small town.
- 2- Foresee weather for the next three days in a tiny region.
- 3- Predict next week's weather patterns for a major city or group of towns.
- 4- Analyze weather system for an entire month, for a large region.
- 5- Predict the weather of an entire Kingdom for a season.

-F-

Feathered Wings of the Air Dragon

Write by Aldymm_Kummar

Cost: 20 motes

Description:

Since the beginning of sorcery and the formal institution of the Schools of Magic in the lands of the Imperial Shogunate, the Elemental Dragons have taught these powerful magic spells only to their most loyal servants. The Dragon-Bloodeds.

The sorcery of each Elemental Dragon has to be learned in solitude, inside temples attuned to the five Elemental Poles. These can't be learnt in company of any other Exalted creature.

The Dragon Blooded are forbidden to teach this sorcery to any other Exalted that is not a Dragon-Blooded.

This spell is the one taught by the Air Elemental Dragon. And it focuses on the graceful movement of the wind.

System:

When casting this spell, the elemental anima of an Air-

aspected Dragon Blooded sorcerer flares and is activated for free for a whole scene. It works with double strength while the sorcery lasts.

The caster increases his movement. Doubling the movement rates as per the rules in the main corebook. And becomes immune to falling damage regardless of the distance while the sorcery is still in effect.

The sorcery lasts for a whole scene.

Fighting Spirit

Write by Chaospher311

Cost: 5 motes +1 willpower

Description:

Fighting Spirit turns an Exalted's body into the perfect fighting machine

System:

Once Activated she gains + 1 to her Strength, Dexterity, Stamina, Endurance, Dodge and to the greatest of her Dawn abilities. The effects last 30 minutes per 5 motes of essence and the Exalted may not cast any other magic while in this state. She may use this multiple times but only the amount of times equal to her permanent essence score.

Fireball

Write by Maryuoh

Cost: 10+ motes

Description:

Fire is the element of change, of passion, of the inner self unleashed. This spell taps into fire's nature, conjuring forth a smooth sphere of orange flame. This ball of fire is so smooth that from a distance it might be mistaken for colored glass, although it still crackles and sheds warmth as a normal fire. It sheds a warm light in a ten-yard radius, and those who look within the orb find something of themselves within. Bathing thusly in the Sphere's light reinvigorates the spirit, although it can also lead to rashness and impulsiveness. Upon being extinguished, the ball vanishes in a haze of white smoke and flame, leaving behind no mark of its presence.

System:

The initial spell lasts ten minutes, although the Sorcerer may extend the spell's duration past that for two motes every five minutes.

Relaxing in front of the Fireball will restore a person's temporary Willpower at the rate of one point every ten minutes. This requires full relaxation, and cannot be done in the midst of battle for obvious reasons. Tents tending the wounded often employ this spell amongst the

Imperial Legions. Theoretically, any number of beings that can fit within 10 yards of the orb may be affected by this spell.

Although this ball provides warmth, it will not ignore any material, no matter how flammable, that it is exposed to, and thus is completely safe to use even in seemingly dangerous places such as the cabins of ships. Those who place their hands on the orb feel intense heat, but are not harmed.

Floating Disk

Write by Descending Falcon
Cost: 10 motes

Description:

This relatively simple spell creates a small, thin floating disk that will follow the intended target quite dutifully. The disk will follow the intended target for exactly 24 hours from the moment of its creation. It begins as an opaque white color, but as the day wears on, it slowly fades to translucent and then transparent when it is about to disintegrate at the end of the duration.

System:

No rolling necessary, once the sorcerer releases the Essence and shapes it, the spell is done. The caster may choose a target other than herself to be the recipient of the disk.

The disk is a circular object with a radius of one yard and is capable of carrying 100 pounds per point of permanent essence of the caster. The floating disk can carry people, though not its intended target who the disk follows. The disk hovers roughly a foot above the ground and can traverse minor obstacles such as terrain, but not locked doors.

-G-

Gather the desired

write by John Thompson
Cost: 10 motes

Description:

By means of this spell, a sorcerer can pull out a desired common material out of a homogenized mass. This spell is used during a harvest, flooding, or at mines.

System:

The material must be in very small particles. The caster walks around the mass, chanting as he makes a circle no larger than a hectare. When the caster completes the walk, all of the chosen material is collected in a small

mound. It won't pull Orichalcum out of a pile of gold dust, but will pull ore out of gangue.

Guardian of the Wild Dead

write by Josh Bain
Cost: 20+ motes

Description:

This spell allows the caster to call forth the spirit of a dead animal of exceptional strength and power. They must have the corpse or bones of an animal that stood head and shoulders over others of its kind, either the great leader of the largest pack in the region, or a predator that drove all others of its kind out of a territory so vast that no others of its kind in the region have rivaled it.

System:

Once the spell is cast the Exalt must enter into an extended contested roll Essence + Willpower against the spirit. If the character scores 3 net successes then the spirit is bound to serve the sorcerer for the next lunar month, if the spirit gains 3 net successes over the Exalt, it is free to attack her and kill her before it returns to its restless slumber. Each additional 5 motes spent on this spell reduces the spirit's dice pool by 1. The Guardian of the Wild Dead has the following stats. The only force that can release the spirit from its servitude early, except for the consent of the Sorcerer, is the permission of the Animal Avatar of its species.

-H-

Harmonious Seasons of the Home

Write by Memesis
Cost: 20 motes

Description:

The Dragon-Blooded pride themselves on being masters of the world, of being demigods incarnate, of having spectacular fates emblazoned on the heavens themselves. They command the armies of man and know the secrets of the unseen spirit world. It is this haughty tradition that informed the creation of this spell.

Though every Dragon-Blooded noble of any means whatever has a regular array of servants, staff and slaves to oversee her house's affairs, it offends the sensibilities of many sorcerers to know that any of their mortal servants is better-informed than they on any matter, even one as trifling as the affairs of the home. It is also true that few of the Terrestrial Exalted do not care to be forewarned of dangers to their person, especially within their sanctums.

This spell releases energies that mingle with the Essence

of a household the sorcerer is intimately connected with, and give her an intuitive sense of the ebb and flow of the household's innate rhythms. She becomes aware of interpersonal frictions, troublesome guests, unduly gossiping servants, and even direct dangers to herself or her guests.

History - reduced duration, additional ritual requirements, notes on detection and etiquette.

System:

This spell must be cast over a single household (which may be of almost any size) - this includes a single large house and any supplementary buildings upon the grounds, but cannot encompass more than a single overall dwelling. Anything up to a single great mansion and its adjacent buildings is acceptable; a series of homes all owned by the same Exalted is not. The household must be one in which the sorcerer holds an important station - mistress of the house, trusted friend of the mistress, and so forth. This spell will explicitly not function in any household whose head is neutral or hostile to the sorcerer. The spell takes a day to fully cast, during which time the sorcerer must wander the household, speaking with the servants, entertaining guests, and in general conducting herself as she normally would. She must also spend this day applying ritually prepared materials to the house itself - salt to ward off spirits, offerings of food, small amounts of money, and so forth. The spell must be cast on the first day of the season (e.g. first day of Ascending Air), and lasts for the season. The spell reflects changes in the sorcerer's status; a sorcerer who falls out of favor in a household loses the benefits of the spell, and one who goes on a journey (leaving the household behind) can no longer sense the ebb and flow of events therein while she is away.

Once cast, the spell settles into place throughout the household, with invisible currents of Essence finding niches in the physical and social structure and mingling with them gradually. Thereafter, the sorcerer may become aware of disruptions in the usual patterns of the household. For example, if a new guest arrives, or a resident guest departs, the sorcerer becomes aware of it. The presence of unusual gossip will be noted, although the exact nature of such gossip is not revealed by this spell. The sorcerer cannot overhear specific conversations with this spell, although the magic may provide her with impetus to begin listening in on people. Note that only variations from the norm are indicated; a sorcerer casting this spell on an unusually gossip-prone household will notice nothing out of the ordinary (unless, of course, the wagging tongues cease for some reason).

Beyond the general awareness of something amiss, this

gives the sorcerer automatic successes equal to her Essence on any Bureaucracy or Socialize roll where such a roll pertains to the functioning of the household itself. For example, she may not use these automatic successes to persuade guests to a particular viewpoint, but she could use them to discern whether a given member of the staff or family was lying to her about something directly related to the household. If the household is targeted by a Bureaucracy Charm, the sorcerer will be aware of the use of a Charm, though not its specific effects.

This spell will not detect hostile intent unless that intent is directed against the household, or a member of it. An assassin targeting the master of the house would register as a strongly aggressive presence, but the sorcerer would not necessarily know the identity or exact location of the would-be killer. An assassin who was not presently hostile to anyone in the house would not have her nature betrayed by this spell; if she were a trusted friend of the master, for example, the sorcerer would sense nothing at all amiss.

Accomplished occultists who visit a household under the influence of this magic may take note of it through careful observation (Perception + Occult, difficulty 3). To meddle with the sacrificial tokens the spell requires is generally regarded as very bad manners, and the subtle spying the magic permits is considered part and parcel of being the guest of a sorcerer, in Dynastic society.

Healing Flames

Write by John

Cost: 10 motes + 5 motes per health level

Description:

This spell allows the sorcerer to heal wounds and broken bones as much as Purifying Flames allows an Exalted to purify corruption and poisons. Blazing white, heatless flames wash out from the sorcerer, and burn brilliantly around the touched target or around himself.

System:

This sorcery can affect only a single person and it can heal a number of wounds equal to twice the sorcerer's Essence. The healing occurs at a rate of one Health Level per turn, until the full amount has been achieved. This spell does not heal damage sustained after its casting, nor does it speed the healing of aggravated damage or allow the regeneration of amputated or destroyed tissue. Casting this sorcery is very taxing and the extra essence spent to heal a target (5 motes per Health Level) is considered Committed for one full day. This means that repeated uses of this spell can leave an Exalted helpless before his enemies for 24 hours or more.

Hetsuns Haste

Write by Toclmi

Cost: 10 motes

Description:

This Spell is cast by Inhaling and Exhaling one deep breath. The arms raise to parallel with the shoulder and bend up, towards the head on the exhale. Sparks of essence briefly encompass the user's head, this spreads throughout his body and ends with his hands. The user's hands glow for a few extra seconds and then fade.

This spell was often used before going into battle or traveling in dangerous areas, allowing for a devastatingly fast spell or quick emergency spell.

System:

Occult 4 minimum, showing the extra understanding needed to perform this spell. This does not work with any spells other than Terrestrial Circle.

The next spell cast by the invoker has one turn knocked off of its casting time. Most Terrestrial spells will cast in one turn while this spell is in use. The cost to activate and cast the next spell stays the same, the only difference being the shortened casting duration. The duration of this spell equals caster's Essence in days, if not used before then, then it will dissipate, but the essence used to cast Hetsun's Haste is considered committed until then.

Hidden Armor of the Wind

Write by Tenoh Arashi

Cost: 15 motes

Description:

Calling the power of the four winds to her aid, the caster of this spell creates barriers of invisible wind-aspected essence around herself and a small number of allies.

System:

The Hidden Armor of the Wind adds +3B and +3L to the soak ratings of the caster and a number of allies equal to her permanent essence.

This spell cannot be used to raise either a lethal or a bashing soak rating above 15, nor can it be cast multiple times upon the same targets. Once cast upon a group, it cannot be recast until the protective barrier wears off at the end of the scene.

Hidden Way

Write by Josh Bain

Cost: 10 motes

Description:

This spell allows the Sorcerer to hide an entrance to an area. A cave mouth, the side door to a castle, etc. The illusion so invoked creates an appropriate cover, the wall appears unbroken, or the cave face uncracked. It does not in any way prevent logical deduction or physical examination from preventing the entrance from being found, the illusion is purely visual. Once created the illusion is permanent unless cold wrought iron is touched to it.

Holding the Gates

Write by Maryuoh

Cost: 5+ motes + 1 willpower

Description:

There are some doors that must not be opened, and always those willing to open those doors. Holding the Gate, then, is the last weapon of a magician against siege. This spell is only commonly known (as much as any Sorcery can be said to be "common") in the great cities of the Southern Thresh-holds, where the greatest stores of First Age Lore remain intact. This spell allows the Sorcerer to hold a gate, door, or other entrance against invasion by force. With a word, the Sorcerer imbues the entrance with her inner strength, holding it against invasion, although sometimes at a terrible cost. The spell surrounds the doorway with a normal invisible aura of strength, although when pressed by force, an energy field of crackling energy and a deep, throbbing, humming noise appears.

System:

For 10 Motes, the Sorcerer may add his Permanent Willpower to the soak of the gate. Even if the door was unlocked, it cannot be opened manually at this point. For every turn past the first that the magician wishes to maintain the spell, she must spend a Mote of Essence. Spending a Willpower Point or Health Level will extend the spell for an additional two turns. In addition, the Sorcerer may raise the Soak of the gate even further for a turn, at the rate of 2 levels of Soak for 1 Mote of Essence. The Sorcerer may not spend more Motes a turn in this way than he has Permanent Essence.

As a last resort, the Sorcerer may take damage to the entrance upon herself, taking 1 level of Bashing damage, no Soak, for every three levels of Damage he wishes to prevent to the gate.

Note: This was inspired by the spell Gandalf uses in The Fellowship of the Ring to try and hold the door against the Balrog.

-I-

Incantation of Mechanical Dysfunction

Write by JenjiKamidaki

Cost: 20 motes

Description:

A knowledgeable enchanter created this spell during the first age to use against his enemies' war machines that besieged his manse in the deep northlands. He knew that the more complicated the device was the easier something could go wrong. He exploited this fact and was able to give Murphy's Law a push in his favor.

System:

The caster utters a word and points at his target (he must be able to see the machine for the spell to work.) Mundane machines refuse to work and will not begin working properly for one hour times the casters permanent essence. Artifacts are a bit more resistant to failing when properly maintained. To jam a properly maintained weapons like ballistae, war striders and other automatons (any complex artifact with moving parts and gears) the caster the caster rolls his essence + occult with a difficulty of the level of the artifact. If the artifact is poorly maintained and prone to malfunction subtract one from the difficulty to jam the artifact. Artifacts refuse to work for 10 rounds per permanent essence of the caster. Sentient Artifacts and/or constructs such as Alchemicals are virtually immune to this spell. The target may spend 1 willpower to totally negate this spells effects after a number of rounds equal to the casters essence.

-J-

-K-

Kiss of the Thunderbird

Write by Erendiox

Cost: 15+ motes

Description:

Nira felt her blood boil and her skin burn as the fierce element of lightning coursed through her body. Her awed troops stared up at her as violent blue static bolts shot upward, spiraling and encircling the pillar of her anima, toward the clouds. The bird of prey that was her spirit sung a note of endings. A final chant, a gesture toward the sky, and the elemental hell that was her being engulfed the ranks of the opposition. Screams ensued. Flesh cooked. Terror drove the barbarian army back.

This spell was developed by a brilliant general who led some of the finest troops the realm has ever seen. Iselsi Nira Latulis was her full name as a member of her house but in battle she is known as Nira the Thunderbird for her swift martial arts and deadly lightning.

System:

The spell affects a circular area with a radius of 5 yards per point of perm essence. The caster may designate the center of this circle anywhere that she can see clearly. Triple the radius if the area is covered in water (River, Ocean). The caster rolls perception + occult with a number of automatic successes equal to her perm essence. This attack cannot be parried, but it can be dodged. Although this spell covers a radius, it is possible for a character to weave their way around the pillars of lightning and still remaining in the area of effect effectively increasing the difficulty to dodge by 1. Obviously, this spell may not be cast indoors.

The base damage done by this spell is equal to the caster's Occult score but can be raised by 2 by spending another 5 motes toward the casting cost of the spell. Extra successes DO NOT add to the damage of the spell. The caster may pay an additional 5 motes a number of times equal to his perm Essence.

The damage done is lethal and ignores all armour soak. Mirrors WILL reflect this attack and glass will nullify it. Any metals are ignored. Soak gained by magical means, such as charms and sorcery, will still have its effect although magic involving metal (Iron Kettle body, Invulnerable Skin of Bronse) is completely ignored. Being submerged in water or soaked will add 3 dice of damage to this attack. An opponent struck by this attack must make a stamina + resistance roll vs. a difficulty of the damage dice taken (after soak) and be at a negative dice pool equal to the difficulty left over (however many successes you missed the difficulty by). This negative state subsides at the rate of one negative die per turn. If the negative state exceeds the target's stamina, the target will only recover those negative dice below his stamina and the ones above take each one day to heal. If the caster's essence + occult is ever higher than a stricken opponents stamina + resistance + essence, they are knocked unconscious without a roll.

Additionally, anyone inside the area of effect, whether they were hit by lighting or not, must make a willpower save vs. the caster's perm Essence in difficulty or be deafened a number of turns equal to the caster's perm essence.

-L-

Light the Sky

Write by Grummiccijr

Cost: 15 motes

Description:

The Water Aspect Ledaal Covrin stood on the shaking watchtower that stood at the center of the encampment

of her troops. Whispering the words of magic she reached out her hands, surveying the camp. Where she reached out with her power, globes of light sprang into existence, lighting the regimented rows of tents throughout the camp. Though they gave no heat, they provided a gentle light to see by, and to fight of the dark of the night

System:

The character rolls Lore + Intelligence with a difficult of 5, needing only one success. The character may create a number of spheres of light up to their permanent essence x20. These spheres illumine a 10 ft radius, but offer no heat. They will float and provide unwavering light for the casters permanent essence in hours. Once the time is up, they can be prolonged, by rerolling Lore plus Intelligence.

Lovers Grasp of Power

Write by LoreMaster

Cost: 15 motes +1 mote per person

Description:

While Celestial spells often mark the target's soul or his higher self, the more base desires of men and the instincts of the beast within them are within reach of the Dragons' Chosen.

It is said that Mnemon herself created this power that is the only magical enslavement the Chosen of the Dragons are able to cause, but most serious leads stay within the Cynis family, which sometimes make an exaggerated use of this spell.

This spell is an example of that which can be reached.

System:

This spell harnesses the deepest animal desires of men and brings them to the surface in a matter of hours.

To cast the spell, the Exalted must whisper a small incantation while engaging in any sort of debauchery that satisfies his own basic needs in a very satisfying way (sex is often the best focus for this spell).

Basically, in the 6 hours following the casting of the spell, all the people in and around the house/manor/castle where the caster is will make whatever they can to eat and drink all they want and as much as they want. Anyone who has reached puberty will also try to have sex with AT LEAST one person with the sex he/she is drawn to.

Anybody that is not satisfied will go more and more restless, often causing mayhem until either the 6 hours pass (at which time the person might be almost

hysterical) or his needs are attended to. A wise host makes sure everybody will have everything they need before having this spell cast.

The main use of this spell, in addition to the "addiction" that tied more than one DB to House Cynis as those parties were the only places they could go Wyld, is that people tend to speak a lot more when they're drunk and in the bed of a cute servant...

-M-

Magic Hands

write by Martin Castro

Cost: 8 motes

Description:

This spell is most basic to practice the art. The magician canalizes his essence ordering to diverse instruments so that they make routine activities. He can order to a teapot that serves tea to him, and that the cup floats towards him. But if before nonfull of water the teapot, nor ignites the fire, the spell will not do anything.

System:

After the magic was invoked, the magician can issue simple orders to any type of tool by the duration of a scene. It cannot be used for tasks that the tools are not made for. (like order a cup to strike an enemy)

Make servant

write by Earthbinder

Cost: varies

Description:

this spell allows the sorcerer to create a construct with little to no intelligence but good abilities. the casting cost varies from use to use but a base cost of 10 essence + 1 mote, item or component per dot filled in on the sheet

System:

the caster must make two diff 2 rolls intelligence + occult/ritual any excess successes add 1 dot to the creation's stats/abilities then another roll at diff 2 but this time a Perception + Craft any excess successes add one dot to the creatures natural attacks or allow you to add in more natural attacks.

Mending the Inner Wound

Write by Joseph

Cost: 15 motes

Description:

Creation can be a dangerous place, and the wounds

inflicted by ones encounters there may not always be as simple as mere cuts and bruises. At times, one may have inflicted upon them wounds that damage the flesh and organs deep beneath their skin, and even the best medical practitioners in Creation may not be able to solve such problems with any ease. Fortunately, with the blessing of Essence all things are possible, and even internal wounds may be survived by use of Mending the Inner Wound.

System:

This spell may be cast upon any living being. Upon receiving its blessing, any internal damage the target may be suffering from is immediately resolved to the point where it will not be fatal. Mechanically speaking, any internal lethal wounds ones suffers from are converted to bashing wounds. Further, any foreign matter within the target's body that is doing damage (Such as shards from the Moonsilver weapons of the Lunars, or the Abyssal's Bone Maggots) are immediately expelled into Elsewhere, saving the target from further damage.

Mend the Flesh and Bone

Write by Bledell

Cost: 10 – 20 motes

Description:

Through the casting of this spell the sorcerer becomes greatly skilled in the art of healing, she is able to make bones whole where they are broken and mend flesh back together seamlessly. The sorcerer needs only to place her hands on the targeted individual as she is casting the spell, she then spends the required motes needed to acquire the desired effectiveness.

System:

10 motes for bashing damage, 15 for lethal or 20 for aggravated. The caster rolls her Intelligence + Medicine, all successes count as the number of health levels restored, for bashing and lethal, the roll changes for aggravated damage as it is more difficult to mend such grievous injuries, the roll for aggravated is the caster's permanent Essence rating. If any of the above rolls are botched, the target of the spell suffers a number of health levels of damage equal to the caster's permanent Essence rating, the damage is the equivalent to the damage that the sorcerer was attempting to heal.

Mind Bolt

write by FoxFire

Cost: 10 essence

Description:

This spell is often used when trying to take down powerful foe's. The caster uses his/her will to send a bolt of essence to attempt to confuse and confound the

enemy. While this spell does not directly cause any lasting harm to the subject, nearly any foe mortal or exalted can be reduced from unstoppable to unconscious.

System:

The caster must have line of sight and must be within 100 yards per dot of perm. essence. The caster and the target make opposed willpower rolls with the caster getting a number of automatic successes equal to their perm essence score. For every success the caster gets over the target gives a -1 penalty to all the target's die rolls for the remainder of the scene. Note, do to the magical nature spirits are not immune to this effect nor are the fae, but constructs, golems, and most mindless undead are unaffected.

Movement of the Mind

Write by Ishtari 2.0

Cost: 10 motes

Description:

Cynis Quiero sat in his chair as the barbarian princess was led into his tent. the chains she wore did not retract from her beauty. "i am going to give you a choice. i am going to let you go, if you value your life and the life of you people you will come back here and kneel to me with your father, and i will let your people live as my slaves, resist." when he said that he simply raised his hand and as he did that the girl was lifted off the ground into the air, she could feel her body being squeezed as if by an invisible vice. "and i will squeeze your people until they pop." and he let her go and she fell to the ground in a pile, struggling to regain her breathe, "now go."

System:

when this spell is invoked the caster may telekinetically control a single object that is less then the caster's permanent essence times 50 Kg. they may squeeze or throw the object. to throw an object roll intelligence plus occult.

-N-

Nassar's Augmentation

write by Anonymous

Cost: 20 Motes + 5 per subject

Description:

The Outcaste sorcerer Nassar sought a way to increase the effectiveness of his troops. Seeing the amazing abilities of certain Wyld barbarians, he did research into the phenomenon. After decades of information gathering and experimentation, he devised this spell. He was unsatisfied with its results,

however, and continued with his research, eventually dying when a Wyld portal exploded in his Manse.

The caster literally pierces a pinprick in Creation to the Wyld realm beyond. Using his Essence as a lens, he guides and shapes the Wyld energies that flow into the subject(s). As a result, he is able to control to a certain extent the nature of the Wyld afflictions on his subjects (usually).

The drawbacks to this spell, which can be cast on any mortal being (so far, only Exalted and already unnatural creatures seem immune) are its costs and duration. This spell must be cast in a place of power, a Demense or Manse, and it reduces the effectiveness of the place while it is active, even causing Hearthstones to fail. After 24 hours, the spell's binding will dissipate, unable to withstand the Wyld energies. Unfortunately for the mortals involved, the release of the binding causes Wyld energies to rip through their form, crippling or killing them.

It is said that Nassar was working on several versions of this spell, to increase his own powers and to reduce the negative effects. However, the truth of additional works are as yet unknown, for only this version of his research exists, on record, in the Library on the Blessed Isle.

System:

Intelligence + Occult (normal difficulty)

The caster may affect as many WILLING subjects as he has permanent Essence. The caster and all subjects must go through a cleansing process for 24 hours or else the spell will run wild (allowing the Storyteller to use his imagination). The ritual itself takes as many hours as there are subjects plus 3 (therefore 2 subjects means a 5 hour ritual).

The ritual also requires some object from a Wyld area (no smaller than the size of a sling stone), something representing the alterations the caster desires (such as a fish for gills), a carefully-inscribed silver (or Moonsilver) gong and mallet, and assorted herbs and sacrifices to ensure the sanctity of the place of power (the final component is dependant on the place. Air-aspected Demenses may require the sacrifice of incense or birds, for example). All the components, save for the gong and mallet, are consumed during the ritual. The components cost 2+ Resource points (depending on the availability. 2 Resources is the minimum, and does not include the gong, for example).

Casting on multiple targets results in a normal multiple action penalty unless the alterations on all subjects

are exactly the same. If the caster succeeds, the successes are used to "buy" alterations and for the duration of the spell (24 hours) the manse / demesne loses a level (even going to zero if a level one). Any Hearthstones in the Manse are temporarily powerless (if there are multiple Hearthstones, one may go dead while the others continue to work, Storyteller's choice). If the caster fails, the power loss still occurs, but none of the subjects gain any powers. IF the caster botches, all involved with the ritual gain a derangement (or another suitable flaw, decided by the Storyteller) and the demesne / manse loses a level PERMANENTLY.

When bestowing powers, look to the powers on p. 280 of the main book. Each success will gain the subject a Pox. Every two successes mean the target gains an Affliction. Finally, for three successes, the subject gains a Blight. For an extra success (on any level), the modification may be made PERMANENT, but the subject will still suffer damage after 24 hours, and then every month after that. If any subject receives more than two successes worth of modification, they also gain a temporary Derangement (also chosen by the caster) which fades after 24 hours. If the target gets four or more successes of modification, the Derangement is permanent.

-O-

Other Side of the Mirror

write by Josh Bain

Cost: 25 Motes

Description:

This Spell allows the Sorcerer to step into a mirror and the mirror world that exists there. It appears to be a vast series of hallways, with window-like opening that correspond to mirrors in the real world. The first mirror the lunar peers into from this side draws them in and back into the material world at that point. Shattering the mirror they emerge from in the process. If the mirror would be too small to allow the lunar to pass beyond it, they suffer 5L dice of damage from the shattered fragments of glass.

-P-

Persistence of the Wolf

write by Josh Bain

Cost: 20 motes

Description:

Through this spell the sorcerer enables themselves or another Exalted to manifest a charm indefinitely. The spell must be cast upon an Exalted that willingly

participates in the process, by invoking the charm and then committing additional essence to its effect. The additional essence that the recipient must invest in the effect is 5 motes if the charm normally lasts a full day or 10 if it lasts a single scene. Charms of instant duration cannot be extended by the use of this magic.

Though the Exalted receiving this effect can choose to end it and remove the motes from his committed pool at any time, while the spell and charm are in effect, they not only have to commit the essence required to work the charm, but the additional essence they committed as their part of this spell.

Pocket Full of Sunshine

Write by Zilvonias

Cost: 15 motes

Description:

The sorcerer gestures over his pocket, and withdraws a small, glowing orb half the size of an apple. The orb is a golden yellow, dimly lit. This orb can be thrown at a creature or into the air.

In either case, using this spell at night is cautioned- the second sun can be seen for miles.

System:

Duration: Instant (if thrown); One scene (as light)

If thrown at a creature:

The caster wings the orb at a creature (25 yards * perm. essence) away. The orb bursts into brilliance, as if a miniature sun has come into being and is streaking through the landscape. The caster rolls Perception + Occult to hit, and the orb does 10L + perm. essence of the caster + any extra successes on the Perception + Occult roll. Against creatures of the Underworld, demons, and creatures of the night, the orb does unsoakable aggravated damage.

If thrown into the air:

The caster speeds the orb into the air, and the orb flies upwards of (50 * perm. essence) yards before coming to a complete halt. The dimly lit ball then blazes as a second sun, if daytime, or as if the sun has peaked to its zenith suddenly, if nighttime. Any nonmagical fog is evaporated in (6 - caster's perm. essence) turns and any precipitation is halved for the scene. The light reaches a radius of (150 * perm. essence) yards, eliminating all shadow and allowing normal vision within the radius. At the boundaries of the spell, the light slowly fades in gradient to darkness (if night) or dimness (if day). Creatures of the Underworld, demons, and creatures of the night get -2 penalty to all rolls while under the second sun.

Note: To use this this spell, caster must be wearing clothing which contains a pocket.

-Q-

-R-

Renewal Blessing of the Wood Dragon

Write by Aldymm_Kumar

Cost: 15 motes

Description:

Since the beginning of sorcery and the formal institution of the Schools of Magic in the Imperial Shogunate, the Elemental Dragons have taught these basic powerful magic spells only to their most loyal servants. The Dragon-Blooded.

The sorcery of each Elemental Dragon has to be learned in solitude, inside secret temples each one aligned to the far corners of the Elemental Poles respective to their element. These can't be learnt in company of any other Exalted creature. But humans are welcome to attend the dragon-bloodeds.

The Dragon Blooded are forbidden to teach this sorcery to any other Exalted that is not a Dragon-Blooded.

This spell is the one taught by the Wood Elemental Dragon. And it focuses on the healing and curative properties of the Wood aspect.

System:

The elemental anima of a Wood-aspected Dragon Blooded sorcerer flares and is activated for free for a whole scene.

All the benefits and effects of the wood elemental anima are doubled. Other elemental animas are not powered in the same way.

Each anima has its own sorcery.

The spell itself lasts for a number of a whole scene after it is casted.

Since the sorcerer is attuned to the flow of life and essence, this spell augments his attunement and allows him to sense weakness.

This benefit translates into extra dice to heal or harm equal to the caster perception score while the sorcery lasts.

Rite of the Emerald Manse

write by Adrien

Cost: 40 motes

Description:

With this ritual, which takes a full day to prepare, and a full night to enact (endurance checks?), the caster summons the elemental forces to create a Manse (max two dots) which will stand for a full month. The summoned Manse is clearly a magical construction - a building of crystal, gold, fire, shadow and/or light (suited to the character who worked the sorcery).

System:

The ritual is a very complex and involved process, that requires several rare items (including an item from and characteristic of each of the five elemental poles - ie, a pinch of sand from the South, a rock from the Blessed Isle, a cup of sea water from the far West, and a small branch from the far east). These are only examples, and other items may be substituted. From here, there are three steps:

1. Design - while sorcery builds the manse, the caster must still focus its efforts. Before the ritual begins, the character rolls Int Craft(architecture) with a difficulty equal to the level of the manse. If no successes are rolled, the manse will not be aligned properly, and there could be random and unforeseen results in its hearthstone. A botch indicates that the design has a fatal flaw that will either create a "cursed" hearthstone, or will create a buildup of essence in the structure - Boom. Success indicates a stable structure and the degree of influence the character has over the resulting hearthstone.

2. The ritual. While long and involved, the caster need only spend the Willpower and Essence to succeed (though the Storyteller may rule that a Stamina Endurance check is in order...)

3. At or close to the end of the month, the character may re-enact the ritual to extend the manse's existence. The re-enactment ritual takes only an hour to cast, and needs no special materials. The character need only spend the Willpower and Essence to do so (though he needs to do it at the Manse in question...).

The essence used in this spell is not dedicated, and return to the caster as per normal. However, the caster (or another character) needs to then quickly attune themselves to the manse in order to complete the spell (a manse created with this ritual left un-attuned will fade after a single night).

Ritual of Terrestrial Enhancement

Write by Chylde

Cost: 10 motes

Description:

This ritual was created as a precaution to allow sorcerers the chance to utilize spells more efficiently in combat, giving them a fast way of casting spells in an emergency or allowing them that extra punch in a prepared battle, provided there cautious enough to cast the ritual in the first place

System:

The ritual takes 3 hours to perform and lasts a number of days equal to the casters permanent essence, the motes spent to cast this spell are considered "committed" untill the duration of the spell is over, or another terrestrial spell is cast.

Once another spell of the same circle is cast you must choose one of the following effects: the first option is you may cast two spells in the space of one (so you could cast flying guillotine and sting of the icehornet at once, or the same spell twice at the same or differnt target) but you must also pay for the price of both spells in motes, but only one willpower. or have one turn knocked off the casting time (so terrestrial is cast the turn you begin the spell). Once the choice has been made and the spells take effect, the motes committed become free again to regain as normal in typical essence recovery. this spell can be stacked to allow multiple uses of this spell (but who would want to committ 20+ essence?!)

-S-

Sanguine Reverie

Write by Coldstone

Cost: 20 motes +1 health levels

Description:

This spell is a ritual that can be cast at any time, provided the sorcerer has a quiet place to perform it and is not disturbed for the duration of the spell. The sorcerer uses his own blood to form a window into history, moving back along his bloodline to learn of events his direct ancestors experienced. This ritual is by its very nature difficult and draining, and usually leaves the sorcerer exhausted and out of commission for several days after. It is more often used by the Dragon-Blooded than others, as their power stems from the elemental magic of their bloodlines rather than from the blessing of the gods, and their bloodlines are easier to trace. Nevertheless, the spell can be quite useful to any Exalted sorcerer who needs to know what lies in his past.

System:

The caster prepares a vessel to contain his blood and form the window; this is usually a shallow bowl made of an element the caster is sympathetic with (gold, jade, silver, etc). While casting the spell, the caster ritually drains his own blood into the bowl to create the link to the

past. Each health level of lethal damage the caster sacrifices allows him to see either 100 years into the past (if he is looking for non-specific incidents) or 200 years into the past (if he is looking for a specific incident involving a known relative). Whether specific or general, he will see the events that occurred as if through the eyes of his blood relative.

The base difficulty to find any events in his bloodline's history is 2. If successful, the caster locates the incident he seeks; if not, the spell has gotten lost on one of the many branches of the caster's family tree, and he must try again. A character may seek as many incidents as he has points of permanent Essence before the spell ends and he returns to the present.

If the caster is looking for non-specific incidents, such as "anyone related to me who fought a Lunar" or "anyone related to me who met the Empress", the difficulty of the Perception + Occult roll is raised by one for every century removed from the present. If more than one blood relative fits the required criteria, the character will see shifting, confusing images; to home in on a particular instance in this case requires a Wits + Occult roll (difficulty 2). The sorcerer may still only seek as many general incidents as he has points of Essence.

To find specific incidents, the caster must roll Perception + Occult as above. The difficulty increases by one for every two centuries removed from the present.

As with any sort of divination, what is revealed is largely up to the Storyteller. Keep in mind that what is revealed is not viewed objectively, but from the point of view of the blood relative. If the relative was under the effect of a spell or Charm, or their vision was obscured, or what they were seeing was somehow veiled, the information gained may not be fully accurate. This spell provides visual information only, never sound or other sensation. An event viewed through this spell may be no longer than one scene (i.e., the sorcerer could witness his ancestor in personal combat with a Solar Exalt, but could not view the events leading up to or following the encounter). The spell can only show events that occurred prior to the sorcerer's birth; it cannot be used to see through the eyes of a still-living relative, only to see what has gone in the past.

It's also worth noting that this spell does nothing to staunch the bleeding caused by the preparation stage of this spell. If the sorcerer neglects to exert his will and stop the bleeding before fully entering the scrying trance, he may bleed to death before the trance ends. The trance lasts for eight hours minus the character's permanent Essence Rating in hours, regardless of whether the desired events are found or not. If the

sorcerer is disturbed before the end of the trance, no knowledge will be gained from the past.

Seeds of Eternal Flame

Write by Ashkaga

Cost: 5 motes/ seed

Description:

The most resourceful of sorcerers can turn even the seeds of life into instruments of distraction. By storing a small amount of Essence into an acorn, or like sized seed, the sorcerer can save it for later attacks. While this essence can not be drawn and used for the purposes of spells or charms anymore, it can be called forth with explosive force, shattering its container and burning anything in a 1 yard radius with intense heat. This power cannot be contained for long however, because of this the seeds can not be stored more than a few days.

System:

Creation:

This spell requires the material component of an acorn, or other like sized seed. It must be a seed, rocks and the like will not hold the essence required. With the material components in hand, the character must begin the process of storing the essence into each seed. This process takes two hours per seed, and must go uninterrupted.

Use:

The seeds are used just like any other grenade weapon. Each grenade does 3 levels of aggravated damage to anything in the initial blast radius of 1 yard. This weapon does no splash damage. Anything combustible in the blast will catch on fire.

The seeds will only hold the essence for one half the creators essence rating in days.

Shadowfoot Guardian

Write by Dvana

Cost: 25 motes

Description:

For twenty-four hours, this spell summons a independent but thoughtless guardian composed solely of magical mist and shadow. When dormant, the creature appears to be the shadow of a small cat. If it fits in the shadow of the caster or a nearby object, it may hide there undetected, but may not range more than 100 yards from the caster.

When a threat presents itself, the cat will grow into a panther-sized creature with wings of jet. They appear to be more substantial than the creature itself. Anything that hits the creature stirs up a small flurry of ethereal down feathers.

System:

The shadow cat may shield the caster either from ranged attacks or close combat, but never both in the same turn. Commands are issued via telepathy, and targets may be specified so long as they are a threat to the caster.

The cat may take a shielding stance, covering the caster with its wings. The wings do not impede line of sight for the caster. They provide 75% cover (or -3 successes to hit caster) as per a tower shield. In this stance, the creature takes no damage.

It may also take an actively defensive stance. In this form, the creature has hit points equal to the caster's permanent HP x Permanent Valor. The creature parries with a pool equaling the caster's Conviction x Occult. The creature may, at no point, directly do damage to either weapons or people.

Any hand-to-hand attacker parried by the cat within three feet of it must make a Stamina + Resistance check as the feathers of the cat shower down and cover their eyes entirely (Exalt difficulty 2, 3 for hand-to-hand attackers, mortal difficulty 3, 4). This blinds the attackers for a scene, or until they have slept for fifteen minutes, whichever comes first. If the creature dies, it dissipates in a cloud of feathers and mist.

Shards of a broken Soul

write by Earthbinder

Cost: 15 motes and 1 aggravated health level

Description:

raising his hands toward his enemy, Ralara Prince of leaves slowly drew the jade dagger across his palms. as the blood trickled down his bare arms the wounds on his body began to heal. suddenly the scars and scabs that had so rapidly formed blew outwards in a shower of essence. as he fell to the ground his last breaths could barely be heard. "from this day forth wherever you go you shall be known as one who slew a prince of wood, the people shall see the mark upon your soul, beasts of the woods and my fellow exalted shall fight you until your dying day"

"Your petty spells do not scare me" his opponent growled through a mouth rotted with decay and the ravages of time "i am a lord of death, i am above such things" and the dark steel blade covered in runes was the last image to pass through the soul of Ralara

System:

with this spell a sorcerer marks an opponent as his slayer, all exalted can see a glowing rune upon the body of the slayer. and when the slayer experiences any anima effects the rune is visible to normal mortals.

the rune itself contained a spell of understanding so all who see it know who the slain was and how they died. in a exemption to normal sorcery this spell is automatically cast when the sorcerer reaches the incapacitated level. any person seeing the rune will respond in an appropriate manner (abyssals may congratulate the bearer or attack them to prove that they are more powerful, dragonbloods will attack the bearer if the slain was of their own alignment/caste the same goes for solars and lunars, sidereals may give false information or curse the bearer)

Shun the Shroud

Write by Maryuoh

Cost: 4 motes, 2 Willpower

Description:

This spell, though Terrestrial, is (or is supposed to be) unknown to any Dragon-Blooded, or their Sidereal allies. It is only widely known (not practiced) amongst the Deathlords, Abyssals, and their lesser Exalted servants. Mortal sorcerers would be able to perhaps master the spell, although only those who live in Shadowlands would truly have the opportunity. The Sorcerer may choose a living being whom they trust. Upon the death of the Sorcerer, their soul goes not to the Underworld, but remains in the living World, attached to Shun the Shroud's target.

System:

The Sorcerer, upon death, immediately becomes a Ghost, retaining all their stats except for Charms and Spells, which are lost (with the exception of any Spirit Charms which may have been learned). The character now has a Spirit's Essence pool and access to their charms. They may materialize at will as a Spirit. They may interact freely with the being whom they are attached to, although other living beings will not be able to see or hear them unless they are Materialized. Although they can be destroyed as other Spirits, they will always reform three days later so long as the host whom their soul is tied to remains alive.

A host must be willing to share their soul with the Sorcerer, one very good reason not to attempt this spell on enemies. Once the host has accepted the Sorcerer's soul within them, however, it cannot be expelled by any known magic.

Every time the Sorcerer's Ghost is damaged, their host takes an equal amount of Health Levels of bashing damage. This cannot be soaked. This damage is not capable of killing the host, but can render them unconscious.

Sorcerers Browbeat

Write by Maryuoh

Cost: 10 motes

Description:

One of the most elementary of spells, the Sorcerer's Browbeat is capable of being learned by even the slowest pupil with little difficulty. The spell has many names; in the halls of the Heptagram it is called the Duel of the Dragon Kings, and it's known as the Ghost Dance in the isles of the West. By any name, this spell is nothing less than a show of mystic might; the Sorcerer calls forth phantoms and hints of her power, invoking the awe of her magic. The Browbeat is unique to each Sorcerer that casts it; any PCs with the spell should describe how they shape the magic themselves. It is most common for Browbeats to consist of smoke and bright lights, and symbolic animal shapes carved of elemental fire, ice, and lightning dancing around the Sorcerer. This display can last upwards of ten minutes. This spell is used most often to terrify one's foes, or to entertain mighty kings or crowds on the street for change (though few Sorcerers would like to see themselves in a position to justify the latter).

The Sorcerer's Browbeat in particular has odd effects when two Sorcerers near to each other cast it at the same time. If the two wizards are on friendly terms, the displays will interact harmoniously. If, on the other hand, the two are enemies, a phantom battle takes place, with the victor's shadows consuming his opponents. Oftentimes, this is used as a non-violent way of settling a dispute of magical might between rivals.

System:

When the Sorcerer's Browbeat is cast, have the character roll their Manipulation + Performance, adding their permanent Essence as automatic successes. Any sentient extras wishing to attack, harm, or in some way contest with the Sorcerer for the rest of the Scene must pass a Willpower roll at Difficulty equal to the number of successes scored this way. If they fail, they subtract the Sorcerer's Essence in dice from all dicepools against the wizard. Characters are under the same rules, but may roll their Willpower + their highest Virtue. Note that this performance is often quite breathtakingly beautiful for those who have no reason to resent the Sorcerer, and are not used to displays of magic- i.e., most mortals.

If two Sorcerers use the Browbeat on each other, they must roll Manipulation + Occult against each other each turn until one of them dispenses their display. For each success one scores above the other, they may empty a mote of that Sorcerer's Essence from his or her pool. This can be continued until one of the characters runs completely out of Essence.

Some mortal Sorcerers are capable of creating relatively weak versions of this spell, fueled with Willpower rather than Essence.

Splinter Servant

Cost: 15 motes

System:

This spell allows the Sorcerer to imbue a construct of wood, with the semblance of life and intelligence. It requires a carefully created wooden man (or woman) to be carved by the sorcerer (or on her behalf) who must have occult, lore and crafts ratings of 4 or more to be able to successfully attempt the carving. Carving the figure is an extended action, each intelligence + crafts roll takes a month, and is difficulty +3. The carver must accumulate 10 successes to complete the figure, and a botch ruins the work to date. The ritual itself can only be cast upon the night of the full moon, and the statue must be buried in at least 6 foot of rich soil. The ritual takes all night to complete. When the first rays of sunlight touch the soil, the Splinter Servant emerges from the earth, totally loyal to the caster. The servant is created per the rules for heroic mortals, though it gains an essence rating of 2, and a number of motes of essence equal to the combined personal and peripheral pools that a Terrestrial Exalted would have at its ratings of virtues and willpower. It also gains a number of wood aspected charms equal to the essence rating of the caster, so long as it meets all the minimum requirements. It can never improve in any aspect of its abilities and remains exactly as it was the night it was created. It serves the caster faithfully until it is destroyed. It can be repaired by burring it in rich soil and letting it grow back damage at the rate of one lethal or bashing level a night. It cannot repair aggravated damage.

Stone of Binding

write by Winteredge

Cost: 20 Motes

Description:

The character enchants a stone or throwing weapon for later use.

When triggered by a command word the item flares with essence and carries with it a magical energy that will temporarily incapacitate most victims leaving them rigid and unable to move for hours.

System:

This spell may be cast on any object or weapon that is hand-sized or smaller.

When the spell is cast the sorcerer utters a command word that will later activate the spell. The sorcerer then rolls Manipulation Occult and adds their Essence trait as automatic successes. Later, when the spell is triggered the item must be then hurled at a target living creature. If it is not hurled within a scene of activation, the essence fades and the spell is lost. When triggered and hurled, a successful strike on a living creature causes the magic to be released and the victim takes a number of automatic unsoakable health levels of stun damage. This damage is treated like bashing damage except that the victim cannot be killed by this damage, and the damage fades at a rate of one health level per scene. Victims who are put below incapacitated are stunned, and must wait for a number of scenes equal to the additional stun damage total prior to recovering their actual health levels. Victims affected by this spell become rigid and often compare the experience to being bound by an invisible rope. If a victim is rendered incapacitated, or takes damage below incapacitated, they are completely paralyzed, though they are still able to observe surroundings directly in front of them, or within hearing range normally.

Damage done by the weapon is applied before the magical stun damage is applied. If the weapon strikes an opponent at all, even if it inflicts no damage, the victim takes the full brunt of the spell.

The enchanted weapon may only be dodged, not parried. Even shields cannot protect a victim from this spell. If a missile weapon WOULD have struck a target using a shield, but the shot missed because of the increased difficulty of the due to the shield, then the spell still activates affecting that victim.

Only one such spell may be put on a specific item at a time. If a sorcerer attempts to perform a Stone of Binding on an object that is already enchanted with this spell, both spells backfire onto the caster immediately.

Once cast the enchantment will last for a number of days equal to the caster's Essence trait. If the stone is not triggered and thrown within this period of time, the spell's effects fade harmlessly.

If the caster triggers and hurls the enchanted weapon, but misses his target, the spell instantly dissipates harmlessly with a quick burst of light and a soft hiss.

When the spell triggers, for whatever reason, the enchanted object is destroyed. This is why it is usually cast on a worthless stone. Wealthy characters, however, may not mind losing a dagger or throwing ax,

and are free to cast it on more expensive ammunition. The spell will function normally if cast on arrows. As usual, essence spent casting this spell is not considered to be committed essence and is regained normally.

Ex: an arrowhead on which this spell has been cast hits Poly, a Barbarian from the small isle of Thane. Successes are totaled, soak is applied, and the arrow damage is rolled and Polly marks an X in his second .2 health level box. Then the stun damage is applied. The sorcerer who cast the spell three days ago had an Essence rating of 4. In casting the spell they scored five successes. This means that Poly takes a total of 9 levels of stun damage. Polly has no additional health levels, as he's just a normal human, so he will have to wait a total of eight scenes (two hours, assuming 15 minutes a scene) before he recovers enough health levels to not be incapacitated, and an additional scene after that to not be affected by any stun damage at all.

Stone Storm

Write by Red Suzuka

Cost: 20 motes +1 mote per extra stone.

Description:

Murgesa stood on the cliff as a hordes of Deathknights climbed the hill to slay him and his circle. A smile crossed Murgesa's lips and he began chanting his favorite sorcery charm. His essence ebbed from him into the rocky earth. Large jagged rocks and boulders ripped themselves out of the ground and bashed the charging deathknights with such force that few could keep on the feet. Murgesa turned away laughing.

System:

The sorcery charm calls rocks and boulders equal to the casters permanent essence score, plus 1 per extra stone or boulder commanded. They can be commanded to attack multiple targets. The dice roll to hit a target is PER+OCCULT, and this can't be parried, only dodged unless by charms. Each rock and boulder is surrounded in essence and does the caster's permanent essence dice+occult in bashing damage.

Swift Words in the Wind

Write by Hakkar

Cost: 20 motes +1 per Target

Description:

A simple but helpful spell that was developed some time ago by a sorcerer that wanted to communicate across several miles with his students.

They were retrieving some arcane formulas and artifacts from a forgotten First Age ruins and needed specific lore

guarded in the castle's library.

So the sorcerer decided to develop this versatile and simple spell to enable a brief communication between several persons at the same time for some time.

System:

The sorcerer taps into the wind's essence and utters a simple arcane syllable that forms a conduit between the desired subjects.

The sorcerer needs a token given by the targets willingly to allow the connection. (a coin, a hair, a nail will suffice)

By spending the motes and the willpower point the caster and the targets can communicate for a whole scene, or until the sun crosses the horizon once again.

The conversation must be spoken, it can't be mental or visual. It is 100% auditive. It can be as low as a whisper or loud as a strong shout, but the only ones that can hear effectively the conversation are those under the spell's influence.

The maximum range that can be covered by the spell is a mile per point of permanent Essence of the caster.

-T-

Terrestrial Circle Spellbinding

Write by Runsatdawn

Cost: Varies

Description:

Terrestrial Circle Spellbinding allows spells of the Terrestrial Circle to be bound into an object for later, immediate use, effectively allowing for the creation of single use artifacts (inspired by magic potions, scrolls, and the like.)

System:

Cost: variable; full cost of the spell being imbued into the item must be paid, plus 1wp and 10 motes to perform the binding itself. 8 motes must then be committed to the item to maintain the binding.

Duration: Permanent until used

Note: This is, for all intents and purposes, a Supplemental type sorcery spell. It must be cast immediately following the ritualized version of spell to be bound, and yes, that means you activate the Terrestrial Circle Sorcery charm twice to perform a spellbinding -- you're casting two spells in rapid succession, in effect.

A spellbinding can only be used to harness spells of its

specific level (a higher circle binding will overwhelm a lower circle spell, and the object will not be able to activate at all; a lower circle binding isn't strong enough for a higher circle spell, and the object will go off immediately, potentially doing the caster and anyone in the immediate vicinity a great deal of harm.)

To use spellbinding, the caster must perform a ritualized version of the spell they intend to bind, which takes at least twice the normal length of time as the spell itself, but generally around 3-4 hours as a minimum. They must also have, as a focus for the binding, a very high quality, specially prepared item that is appropriate to the spell being bound. (Storyteller's discretion, but generally something at least somewhat rare or expensive.)

After binding, the object radiates essence clearly visible to anyone with appropriate charms; a skilled sorcerer can determine that an item has something bound to it on diff 2 perception + occult roll, with additional successes allowing the sorcerer to determine more information about the spell that has been bound.

Upon release of the spell, the object that was holding it is destroyed in a manner appropriate to the type of sorcerer who performed the binding (A fire aspect Dragon Blood's binding, for instance, would likely turn the object to ash.) Note that the spell is still subject to any limitations normally put upon it even when being unbound -- if it is only effective when cast at night, trying to invoke the object during the day will result in a failed spell and the object's destruction.

The caster may control access to the bound spell by two means -- it may be limited to any person (including the caster) whose true name is inscribed on the object, or it may instead be invoked with a power word chosen at the time of the binding, which must also be inscribed on the object. Note that the name or word may be in any language, and is frequently hidden amid ornate carvings or writings. Without one of these methods, anyone (including a mortal) can invoke the power simply by willing it, because the essence required for the spell has already been paid by the sorcerer. Needless to say, most sorcerers use one of the two methods to prevent their bound spell from being used against them.

Among the dangers of using spellbinding is that the motes remain committed until the spell is used, meaning anyone who values the motes will only provide spellbound objects to those he trusts.

Also, while the spellbinding will survive the death of the caster, the magic begins a gradual process of decay after the sorcerer's death, making the spellbound object potentially very risky to keep. The speed of decay is

dependent on the skill and strength of the sorcerer in question; some rare spellbound items from the first age may well exist, but if so, are likely to be nearly as dangerous to the one wanting to use them as to their potential target.

Because of the complexity of spellbinding, and the ties between an Exalt and the objects he has essence committed to, no sorcerer may create more spellbound objects at any one time than 1/2 his permanent essence, rounded down. Attempts to make to bind additional spells fail, with much the same risks as trying to bind a higher circle spell with a lower circle spellbinding.

Terrestrial Mastery

write by JenjiKamidaki

Cost: 10+ motes

Description:

The true masters of terrestrial circle sorcery know how to interweave the tapestry of magic. With a few gestures the sorcerer surrounds himself with currents of essence that waits for the sorcerers attack.

The spell strengthen the next offensive spell cast by the sorcerer by turning a magical solo into a brilliant chorus of magical attacks.

System:

The spell changes the variables of the spell allowing the caster to extend the duration of the spell by extending the end of the spell. The sorcerer may also change the attack modifier.

Example: The sorcerer wants to cast death of obsidian butterflys for several rounds. The caster extends the duration of the spell by several rounds. He pays 10 mote and one will for this spell. Then when he casts death of obsidian butterflys he pays the normal cost for the first round then pays an additional cost in essence to sustain the spell.

Note: This spell was designed for a master of the theorys behind terrestrial circle sorcery. The minimum requirements should reflect such mastery. occult5 lore5 essence5 and should already have a large amount of spells. A spell of this caliber should be on the lines of a masters thesis by a teacher of the Heptagram.

The Mind's Reach

write by Maryuoh

Cost: 10 Motes

Description:

This spell allows the caster to manipulate the Essence of the air with his mind, in effect granting him telekinesis. For a short time, the caster can manipulate

the physical World with but a thought. Considered by many to be one of the signature spells of Air style Elemental Sorcery, this spell is well-known in the Realm, but virtually unknown outside of it.

System:

For purposes of movement, the caster is considered to have Strength equal to the Caster's permanent Essence, and Brawl equal to the character's Occult. Reach is considered to be anything the character can sense. Scrying, far-sight, etc., do not allow the caster to manipulate objects he is not within the immediate vicinity of. The caster must concentrate for a turn to move anything- meaning that one turn is spent in concentration before the actual movement occurs. The duration of this spell is one Scene or a half hour, whichever is shorter. This spell creates a precise, external force- it cannot be used as a force field, nor can it be focused on someone's innards, or on the inside of a building the Caster is standing outside of.

The Mind Set in Motion

Write by JenjiKamidaki

Cost: 15 motes +1 motes per 2 dice

Description:

The mind set in Motion was created by Ledaal Jenji Kamidaki, an air aspect graduate of the heptigram after an expedition far north past the city of Diamond hearth. He returned from the elemental pole of air contemplating a mantra taught to him by an air elemental he met at his visit. "I set my mind in motion. My thoughts become sounds. Those sounds become words. My words become actions. I set my mind in motion." He understood the power in those words. The words had structure and formed thought which formed essence. This was the beginning of a spell.

His thoughts controlled essence, his essence controlled the air and all within it. The air carries essence that flows through everything. By use of this spell, the user can control the air and the essence that flows with it.

note: for those of you who know this mantra, please let me know if I forgot a section.

System:

To move objects the caster uses wits+occult adding his permanent essence as a success. He also may add additional dice with the limit of the amount of essence and willpower he is willing to spend. Every time he doubles his natural wits+occult pool it costs him 1 willpower and 1 healthlevel of bashing.

The caster can levitate himself allowing flight at his

running times two per permanent essence. The spell lasts for 12 Hrs but any extra dice added lasts for only one round.

Examples

Move objects: Wits 5+ occult 5= natural Dicepool of 10. For every 10 dice the user buys costs him 5 motes, 1 willpower, 1 HL ba. This pool takes the place of his Str+ath and uses the feats of strength table.

Flight: Dex 5 essence 5. (Dex 5+12yds times 10) 170yds per turn or 38.63 MPH

The Silver Moon Crystal Power Kiss

write by Josh Bain
Cost: 10 motes

System:

Used by Sorcerer-Archers in the First Age this powerful spell requires the caster to use a bow as a focus. It need not be a Powerbow or even made of the five magical materials, but it must be capable of firing arrows. In the first round of invoking the spell the caster must kiss their bow and perform a series of precise, but brief movements. At the very beginning of the second round a hail of crystalline feathers with razor sharp points swirl out of the bow and around the caster. While they are swirling around they automatically block all ranged attacks that do less than 10L base damage from hitting the caster and deal 10L damage to anyone in melee range, friend or foe. Once it reaches the casters initiative for the second round the crystalline feathers spray forth in a cone a foot in diameter at the point of the bow, and 30 feet in diameter at the end of its 60 foot length. The caster rolls Strength + Occult and everyone within that area is treated as if they were subjected to a ranged attack that does 10L base damage and uses the casters roll for the hit roll. Even standing behind a barrier will not help as the crystal feathers will dodge round it to strike at the targets.

Thousand Barred Fortification

write by Smaugfrost
Cost: 15 motes

Description:

In times of trouble the meeting house of the town of Mordikar in the East was the safest place for all the residents to go to. Be it Wyld barbarians or Fair Folk raids, the large redwood constructed common house had withstood assault after assault for 15 generations.

System:

With this spell, a large structure can be made impregnable to all but 1001+ men. The doors will not give

way to any amount of force and any fires begun will burn out swiftly leaving only scorched marks but no structural damage. The only way to gain entrance to the structure is by assailing it with over one thousand men. This spell lasts for the length of time the occupants seek refuge inside the structure, and ends when someone leaves the protection of the affected area. Note: this spell makes no allowances for food and water supplies to be brought in either.

Thousand Striking Wasps Invocation

write by Anonymous
Cost: 10 motes

Description:

This spell calls forth a blast of numbing static electricity from the air around its target to immobilize him or her. Victims caught in the blast are subjected to debilitating electric shock and feel an excruciating stinging sensation for half an hour afterwards, hence the spells descriptive moniker.

System:

The caster creates a cloud with a radius of the casters Essence in yards and rolls his Intelligence + Occult. Anyone caught in the cloud must roll Stamina + Resistance and achieve more successes than the caster. Success means that the target absorbs the spell harmlessly; failure means the target is knocked prone, stunned, and takes a number of bashing levels equal to the casters essence. The victim may not attempt to stand as long as he/she is stunned as he/she is too debilitated by the shock.

Thrashing Wave of the Earth Dragon

Write by aldyymm_Kummar
Cost: 15 motes

Description:

Since the beginning of sorcery and the institution of the Schools of Magic, the Elemental Dragons have taught these basic but tremendously powerful magic spells only to their most loyal servants.

The sorcery of each Elemental Dragon has to be learned in solitude, inside temples aligned to their respective Elemental Poles. These can't be learnt in company of any other Exalted creature.

The Dragon Blooded are forbidden to teach this sorcery to any other Exalted that is not a Dragon-Blooded. And of course they obey to have a superior edge over the other more powerful Exalted.

This spell is the one taught by the Earth Elemental Dragon. And it focuses on devastation and force.

System:

When casting this spell, the elemental anima of an Earth-aspected Dragon Blooded flares and is activated for free for a whole scene. The effects of the air aspected anima are doubled while the sorcery lasts.

Each elemental dragon teaches their version, this one is of the earth aspect.

The effect of the spell is a wave of instantaneous force that rushes from the Dragon-Blooded location and hits everyone the within an area of 5 yards per permanent point of Essence the Dragon-Blooded has.

The rush is a force effect that deals lethal damage equal to twice the caster's essence rating.

Targets that suffer more damage than his stamina are automatically stunned for one turn.

-U-

Unsunder

Write by BerkaZerka
Cost: 15 motes

Description:

This spell causes any broken non-magical mundane item to instantly repair itself to the condition it was in when first created.

System:

Any single item or construct up to the size of a wagon can be effected, as long as at least two thirds of the item's original pieces are present (even if nothing more than a pile of ash). Single parts of larger constructs can also be repaired such as doors, gates, or small breaches in a wall, as long as they fit within the size limitation of the spell.

Unsunder does not work on artifacts or items created from any of the five magical metals, nor against curses of destruction or warded items. Further, it only works if cast on items within twenty-four hours from the time they are broken, burned, or destroyed.

-V-

Vengeful Artificers Incantation

Write by Coldstone
Cost: 20 motes

Description:

This spell has knurled the tables on more than one band of armoured knights bent on slaying a sorcerer (as well

as vexing the Wyld Hunt on more than one occasion). The sorcerer calls upon the spirits within any crafted items within the area of effect to awaken, enraged, and turn on their possessors. Depending on who you believe, the spell was created by the Solar Exalted to stymie the forces of the Wyld Hunt, by the Dragon-Blooded to even the odds against Anathema armed and armoured with vastly more powerful artifacts, or by the Lunars to take away the advantages civilization offered their opponents.

System:

When casting the spell, the sorcerer must take a small iron rod or a length of copper wire and violently twist it upon itself. The caster rolls Manipulation + Occult with a difficulty equal to the highest-rated artifact within a 50 yard radius. Non-magical items are considered to have a difficulty of one. If the roll fails, nothing happens. If the roll succeeds, all crafted items within the radius of the spell will immediately turn on their possessors for a number of turns equal to the sorcerer's permanent Essence. Armour will twist and turn on its wearer's body, trying to shake itself off, weapons will begin striking savagely at their own wielders, saddles bridles will wrench themselves free from their horses, etc. Objects that are not currently in contact with a living owner will remain quiescent unless touched during the duration of the spell. If an item (such as a weapon) is dropped by its wielder, it will likewise cease its rebellion unless retrieved before the end of the spell.

The exact effects of this spell vary considerably depending on what is being affected, but for convenience the following conditions apply: armour (including clothing) will provide no soak bonus to its wearer and cause a dice penalty to actions equal to the casting sorcerer's permanent Essence per turn unless removed. Weapons (or other held items) will strike at their owners as if the owner was making a normal melee attack without Charms (but including any magical bonuses the weapon might have, if an artifact) until dropped. Other items will generally cause a dice penalty to their possessors equal to the casting sorcerer's permanent Essence until dropped or removed.

This spell affects everyone within its radius except the casting sorcerer, so it should be used with caution when allies are nearby.

-W-

Winds of Healing

Write by Tenoh Arashi
Cost: 10 motes

Description:

Through use of this spell, a sorcerer may bring healing to

those who suffer. Essence gathers in the sorcerer's hands as a gentle breeze swirls around her, and with that breeze comes an equally gentle aura of compassion. The sorcerer must then place her hands upon the injured and release the magic. The healing effect is immediate - the breeze redirects itself upon the injured, and as it does so, her wounds will visibly knit themselves back together, being almost instantly restored to perfect working order.

The Winds of Healing requires two actions to be effective - the first action is the actual casting of the spell and gathering of power, while the second is the release of that healing magic into the wounded, which requires direct physical contact.

System:

The base healing power of this spell is equal to the permanent essence of the caster. A permanent essence of three means a base healing of three health levels.

The caster rolls her perception + occult, with a difficulty rating equal to the target's permanent essence. Any extra successes add one health level to the healing power of the spell. Winds of Healing will heal lethal damage first, bashing second.

While this spell CAN heal aggravated damage, it does so with greatly reduced effectiveness. In this case, roll the spellcaster's perception + occult vs a difficulty of the victim's permanent essence. Success will heal an amount of aggravated damage equal to half of the caster's permanent essence score (rounded up). In this case, extra successes are not added.

Note that this spell will have no effect on either Abyssal Exalted or the undead. Furthermore, the Winds of Healing cannot be used to regenerate severed limbs.

Wings of the Air Dragon

Write by Frostmaster

Cost: 15 motes

Description:

By casting this spell, the Dynast grows transparent feathered wings of essence on his shoulders. These wings are both about 12 feet long and give their caster the ability to fly short distances. Air Aspect Chosen like this spell, because flying proves that they are the masters of the Element of Air.

System:

After casting the spell the sorcerer can fly with his normal movement speed multiplied by his permanent Essence. The sorcerer falls down if he doesn't move a minimum distance of 6 yards in one turn. If he lands voluntarily or his body hits the ground after a fall, the wings disappear.

The spell lasts for a number of rounds equal to his permanent Essence + Willpower. After this, the wings dissipate no matter where the sorcerer is at that moment.

Because of the size of the wings, the sorcerer cannot fly through narrow openings like windows, or through a woodland environment.

Edit: I replaced the roll by a fixed number of rounds (with a little essence cost increase) and I slightly lowered the size of the wings (20 feet was a little too much; stupid US/UK metric system)

Words of Blown Sand

Write by Solarium

Cost: 5+ motes

Description:

Many sorcerors have sought to hide their works from prying eyes -- to preserve secrets of their mystical houses, or to keep tomes of dark power from being discovered. Many developed secret codes in order to disguise horrible spells as innocuous childhood rhymes. Ultimately, however, one sorcerer turned to his magical studies and developed an incantation that rendered any text impossible to read. The words and letters would be as blown sand, slowly shifting from day to day. Even a determined reader would be unable to discern a pattern in the text, just as one cannot predict which way the wind will blow...

System:

This spell provides a perfect way for a sorcerer to obscure any text, and to prevent an unintended reader from discovering his secrets. Any book or scroll can be disguised in this fashion, making the words and letters appear as an indecipherable mess. Any written word can be affected by this spell, so a book written in Riverspeak would be as impossible to read as one written in Old Realm.

To cast the spell, the sorcerer first nominates a book or scroll to disguise with "Words as Blown Sand". The length of the book will determine the amount of essence needed -- a single page requires only 5 motes of essence, but each additional page will increase the cost by 1 mote. The sorcerer must slowly recite the spell, while turning each page to be hidden. At the conclusion of the spell, the sorcerer will draw a sigil or sign of some kind with his index finger on the last and first pages hidden. Immediately, the words will appear to run across the page without rhyme or reason.

To undo the spell, the sorcerer (or anyone else who knows the sigil or sign used) must trace the same sigil in reverse on the first and last page of the book. Emerald Countermagic would also dissolve the effects of this

spell, without causing undue harm to the book itself (as the spell is merely an optical illusion, and does not affect the ink in the paper itself).

In order to discern if a book or scroll is under the effects of "Words as Blown Sand", the reader must make a successful Lore + Perception roll at a difficulty equal to the caster's permanent Essence. If successful, the reader will know that the words are not merely in code, and can attempt subsequent investigation to determine the nature of the text. If failed, the reader believes the code impossible to break and the text impossible to decipher (the storyteller may increase any difficulty to continue deciphering the text appropriately). If botched, the reader is convinced that these are the writings of a madman and will not make any further attempt to decipher the text.

Lastly, there are rumored to be more powerful versions of this spell, corresponding to Celestial and Solar Circles of sorcery. These spells would be truly powerful and would hide words of great importance. And the consequences of disturbing these words would not be light... probably even deadly to the reader.

Wrath of Wind

Write by Ay'Lan

Cost: 15 motes

Description:

The Caster, summons forth winds to hurl at her enemies to hinder them. Dust whirls up into their eyes, snow and water becomes a thick fog. Only the strongest of individuals can stand up against this powerful windblast. The caster makes a sweeping motion as to brush the enemy away as he releases the full force of this power. It can be used to make disarray in peoples office, or it can put out a small fire. But most of all, it keeps you away from your enemies. Some say they have even stopped arrows in flight with this power. But who wants to try this theory in person?

System:

When attacked by this wind force, the opposing characters have to roll their Strength + Athletics against the Casters Essence + 1. If they fail they are hurled to the ground as the wind beats them off horses, walls, and roof. This power cannot smash doors or gates. But It allows perhaps the caster some nick of time escapes as he is chased by rabid wolves or other creatures. This power can be used inside as well as outside, since the "wind" is more or less just the force of the Casters will.

(thank you Solarium on the helpful tips!)

-Y-

-Z-

Celestial Spells

-A-

Abigail's Drying Explotion

write by Locke

Cost: 40 motes

Description:

This Spell is a creation of the Mage and diplomatic Abigail, a good friend of the warrior Locke. When cast, in 6 meters-radius (18 ft), a reddish cloud will surround their enemies and dry all their vitality until they are just their bones.

System:

This spell has a six meter radius effect, but only damages the caster's enemies. The victims suffer lethal damage equal to the permanent essence + Willpower of the caster plus extra successes made in a roll of Occult + Manipulation. Nevertheless, the Exalted can subtract their permanent Essence to this roll, but they take the damage of essence and willpower. None armor will protect from the effects of this spell (neither magic nor usual).

Adoption of the Soul

Write by Joseph

Cost: 1 permanent essence

Description:

As the corruption of the First Age increased, the Solar Exalted cared less and less for their duties as Rulers of Creation. This sorcery was created to allow the Solars to indulge fully in their depravities, while still ensuring at least lip service was paid to their duties. By empowering mortal servants with a tiny fragment of their own potency, they created capable servants to attend to their daily business, leaving more of their own time open to indulge in their every desire. At the same time, this spell ensured no such mortal could use the trust of this power to betray his master, as his every intention was known by his Solar Lord. For a fair number of years before the Usurpation finally took place, many Solar fiefs were overseen by such servants, tending to their master's affairs which would likely have been nearly ignored otherwise. This, perhaps, is one reason why the society of the First Age had not fallen to pieces before the Usurpation finally occurred.

System:

Creating a spell crystal for a Celestial Circle Spell first requires the sorcerer to acquire a sapphire (it may be cut or in its natural state) approximately the size of a human thumb or larger (an expensive task, to be sure).

The sorcerer then casts the spell to be recorded while focusing on the gem itself, spending twice as many motes as usual for the spell and taking at least twice as long to actually perform the casting. If the spell requires a roll to cast successfully, that roll must still be made, but the margin of success does not affect the final result - this is a pass/fail proposition.

If the spell is cast successfully, the spell is thenceforth stored within the sapphire. The gem now acts exactly as a book containing the spell would for purposes of learning the spell - the would-be sorcerer need merely concentrate on the crystal while holding it in contact with her skin, and she learns the spell at exactly the same rate and using the same system she would were she to have it printed in a book in front of her.

A Perception + Occult roll allows an individual in contact with a spell crystal to sense the name and general purpose of the crystal recorded within it.

Advanced Emerald Countermagic

Write by Joseph
Cost: 30 motes

Description:

Stemming off of Emerald Countermagic, this advanced version of its parent spell allows a sorcerer to lay the counter for a Terrestrial Circle Sorcery spell even before the spell has been cast. By casting this spell upon a fellow sorcerer and leaving the motes committed, Advanced Emerald Countermagic will automatically attempt to counter the first Terrestrial Circle Sorcery spell that its target attempts to cast. Like its parent spell, Advanced Emerald Countermagic may only counter one spell before dispersing.

System:

The sorcerer casts Advanced Emerald Countermagic upon his intended target as usual. Unlike the basic version of Emerald Countermagic, Advanced Emerald Countermagic takes the full Celestial Circle Sorcery casting time to enact. Once the spell has been cast upon a target, it remains about him until either the motes are no longer committed by the caster or it successfully counters a spell of the Terrestrial Circle cast by the target. The caster need not be present when Advanced Emerald Countermagic actually takes effect, and it otherwise works mechanically in identical fashion to Emerald Countermagic.

Armor and Weapons of the Moon

Write by Josh Bain
Cost: 15+ motes

Description:

This spell involves a long chant that calls upon the blessings of the Maiden of Battles, to arm the sorcerers troops.

System:

The spell takes a full minute of chanting per troop to be armed. It costs 3 additional motes beyond the initial casting cost per troop. The spell produces armor, cloths and a single weapon, of no more than resources 4 cost each. The weapons and armor remain permanently, and repeated uses of this spell can outfit a large number of people in a matter of a few days.

Armor Liquefying Gaze

Write by Aphrodisiac Phobia
Cost: 40 motes

Description:

Armor can be the difference between life and death. this spell turns an enemies defense into a potent and horrific offensive weapon of terrible magnitude. At but a mere glance and the utterance of arcane words a talented Sorcerer can cause an enemies armor to liquify into molten steel. Beware the gaze of the unclean for within it lies agonizing death.

System:

The range of this spell is 20 yards.

The sorcerer makes eye contact with a victims armor while committing 40 essence and muttering arcane words which superheats any metallic armor in one round.

He then rolls Intelligence + Occult difficulty of the armors Artifact level, if not an artifact then this roll is difficulty one, a Botch negates the spell, if he succeeds then the armor is flooded with burning motes of essence.

On the sorcerers next initiative the armor begins to melt as if it had come into contact with an impossibly hot forge fire and the victims armor becomes a searing liquid metal that burns away flesh down to the bones.

Artifact Armor made from the 5MM will NOT MELT. However it will become Searing hot just as a rod of iron does in a forge. The armor will NOT MELT however ANY part of the armor NOT forged from the 5MM will, thus the armor while NOT BEING DESTROYED, will be rendered useless until repaired. Things like Leather straps, steel rivets and pins and the like will need to be repaired, however any portion of the armor that is pure 5MM or 5MM alloy will return to it's natural state after the armor has had 5 minutes to cool.

Round 1. Intelligence + occult Dif. Artifact level, or 1 for

mundane armors.

Round 2. Armor begins to become searing Hot. Target takes lethal damage equal to 50%, round down, of the Armors Lethal Soak value. This damage may be soaked with natural soak. The target is minus a number of dice equal to the sorcerers essence score to all physical actions. Any cloth material or leather in contact with the armor's metallic parts begins to catch fire.

Round 3. Armor begins to liquify, if it is still attached to a target then they take an amount of lethal damage equal to their armors lethal soak value. Character may take no actions this round except trying to remove the armor.

Round 4. Armor is now a sizzling bubbling liquid that will dissolve even the toughest targets flesh as if it was cheese on a spit. Target takes an amount of Lethal damage equal to twice the armors Lethal Soak value.

Round 5. Armor is destroyed, if mundane, and the damage stops. If the target is still alive they may begin to interact normally, minus any wound penalties they have gained.

This terrifying spell effects Any and all metals including the 5MM, however as stated earlier the 5MM armor will not be destroyed, rather it will burn the victim and become in dire need of repair.

Designers comment. I toned this spell down in huge ways. It is still just as deadly but now it does NOT melt 5MM artifact armor and it does NOT deal aggravated damage. Also I changed the Dice rolls and raised the cost. Enjoy!

P.S. Solarium be nice

Artifact Unmake

Write by Suzuka the red falcon

Cost: 50 motes +2 permanents willpower

Description:

The Dragonblood warlord Athik, charged at the calm Celestial sorcerer with his daiklave held high. All of Athik's great power had been used in its creation and nothing would stop him. Athik himself using his grand daiklave had conquered cities and destroyed armies and now he faces a lone celestial sorcerer. Ahar, the celestial, looked at Athik and laughed. Ahar waved his hand and Athik's artifact and power had been defeated.

System:

The celestial exalted can with this sorcery charm destroy any artifact created. The celestial needs to see the artifact in question to destroy it though. She can't destroy

something she cannot see. The artifact in question can keep for being destroyed by rolling 1D10. On anything but a 10 the artifact is vaporized unable to be remade ever. If the roll is made then the artifact in question is damaged to only do half damage or protection if a weapon or armor. Half its power if a item of some sort.

Assembling the Celestial Magestaff

Write by Descending falcon

Cost: 20 motes

Description:

During the First age, mystical tutoring was commonplace. Almost every Exalt knew sorcery of the corresponding circles. But for the Celestial Exalted it was a mark of distinction. To the haughty Lunars and the Sideraels who learned their craft, they desired a badge of office to mark them as sorcerers. And so they petitioned the Siderael Mage Aystha Ysaral to design a mark of distinction that all Celestial Exalted who wielded magic of the Celestial Sphere could wear.

Aystha Ysaral journeyed to the Five Elemental Poles of the world, retracing the legendary journey of Brigid in hopes of finding inspiration, magical or mundane. From each Pole she took a single item and continued her journey. In the east at the Elemental Pole of Wood, she hewed a young sapling and turned it into a walking stick. She continued north to the Pole of Ice where she discovered the fierce permafrost. The permafrost stuck to the bottom of her sapling-turned-staff and she continued on with her journey to the Pole of Water. There a lithe water sylph presented her with a shimmering blue sapphire which embedded itself into her staff. Next, she ventured to the deep south towards the Pole of Fire. Still, the ice stuck to her staff refused to melt and she journeyed onward, her staff seared and covered in ash. The staff took on a black appearance and finding nothing more, she journeyed at last to the Pole of Earth on the Blessed Isle. She aligned herself with the Pole and meditated for days. After a full month of meditation did the inspiration strike her. She realized that already she had a badge of office in the form of her staff. The Pole of Earth had reinforced the bonds of the previous four components, but it was not yet complete.

Returning to her workshop, Aystha Ysaral quenched the staff in her own blood, sealing the item forever to herself alone. She promptly returned to those that had requested her labors and displayed the fruits of her efforts.

System:

[Edited again, thanks to Solarium]

This is not so much a spell as an extended ritual, for the duration of the journey, the motes are committed. On top of that, it is more of a roleplaying tool that can serve as an

adventure for one or more Exalts and their retainers. Once begun, the character or characters undertaking the effort must travel the world, visiting the Five Poles and collecting something at each that embodies their persona. Each item collected requires an additional commitment of 5 motes of Essence. This is largely up to the Storyteller and will vary from Exalt to Exalt.

To complete the ritual once all the pieces have been assembled, the character must quench them in her own blood (3 levels of unsoakable lethal damage, heals normally) and assemble the staff itself, which is an extended Essence + Wits roll, requiring 10 successes. This is the method by which a character attunes a Celestial Magestaff to herself. Once attuned, the connection can not be broken save by death.

The benefits of a Celestial Magestaff are immense. First, the attuned user can summon or banish the Magestaff from Elsewhere at the cost of one mote. Secondly, while held, the Magestaff increases the wielder's aptitude for magic. All spell costs are reduced by a number of motes equal to the permanent Essence of the user. This can not reduce spells beyond half of their original cost. Third, each Magestaff also has a socket for a single Hearthstone.

If used as a weapon, a Celestial Magestaff has Accuracy, Speed and Defense ratings equal to the user's Essence and lethal damage equal to the user's Valor rating. The item created through this ritual has an Artifact rating of ****.

-B-

Beacon of Lunas Glory

Write by LoreMaster
Cost:

Description:

"Civilised people are usually good people, only misguided. Only fools would seek to eradicate such men and women, while a good spanking would just turn them over to your side, where they should have been all along."

- Mehir, the Silver Talon

Mehir and his beastmen offspring were spying on the Lesarak kingdom's capitol, Limerick, knowing that their alliance with Greyfalls would surely falter if the Grey General would fail in defending them.

What was needed was a brutal show of force, and mercy. Mehir had well taught his beastmen in this manner: kill as little people as possible, but break down any defenses

that could slow the tribe down, should there be a next time.

As the beastmen and their Exalted leader advanced on the capitol, and cries and bells tore the quiet night, Mehir started on a low-tone chant. It is upon the last note of his mystic song that his greatness was shown to all!

For miles around the tribe, the clouds departed, and let the Full Moon shine through. In the center of it all, a gigantic white wolfman ranging over twelve feet high was standing, armed with a glaive and an armor of the purest Moonsilver, which it carried effortlessly towards the doomed village.

And for the rest of the night, everybody could feel the Exalted's presence for miles around him, and while his foes cowered away in the darkness, the wolfmen behind him found resolve in the show of might the Lunar had used, and carried their grim task with ease, and nearly unopposed.

After the first rays of the Sun pierced the night, the wolfmen were gone, and the people, dazzled, stared at their ruined walls and defences, and wondered at the reason for their survival. The fear turned to grief and anger, and the anger turned upon those who had sworn protection from the monsters, weakening the bond between Greyfalls and its thrall, just as Mehir had planned all along.

System:

The Beacon of Luna's Glory is one of the illusionary magics that the Lunars have mastered over the long centuries since the Usurpation.

It has two effects, which add up very well to strike fear in opponent and hope in allies, no matter the odds.

The first effect is to make the clouds part and the moon shine to five times its normal glory for a number of miles around the caster equal to the Caster's Essence.

The second effect works only on a Lunar using Deadly Beastman Transformation. It makes the Lunar appear to be much more than he really is: all his movements will always seem perfect and controlled: he is generally 5 feet taller than his or her true form, he seems a lot stronger than he really is, he is always clean and undisturbed, no wound ever shows on him, and even his equipment seems greatly enhanced. In fact, his presence is so highly enhanced that any living or dead being can feel his presence from two miles away, and know of his general location.

This makes the character terrifying for his enemies, and

incredibly inspiring for his allies, until the ending of the spell, when the first rays of the Sun pierce the night.

A successful Valor roll is necessary to confront the Lunar for the duration of this spell. Untrained extras will fail automatically. Trained extras and extraordinary mortals (including GodBlooded) can make the roll as normal. DBs and normal spirits have a +2 on this roll. Greater types of Exalts or spirits will not need to roll: they know that they can take on such a beast and win. Since the illusion is visual and not psychic, they can very well remain unafraid.

Followers of the Lunar who cast Beacon of Luna's Glory receive +1 to all Valor rolls while in the area of effect, and an additional +1 if they are currently fighting alongside the Lunar (an approx. 100 feet range).

Animals will flee the Lunar unless they serve him directly.

Notes:

This is an illusion, albeit a powerful one. The clouds do not really part, the Exalted did not go taller (which could be guessed when arrows start passing through his head without stopping), and he may very well be badly hurt. He just LOOKS good. This makes it impossible to use the moonbeams as real moonlight, even though many a mortal sorcerer could try to use it in that way and fail.

All-Encompassing Sorcerer's sight will detect that this is a spell, but only a direct look at the Lunar will give him a chance to identify this as a mere illusion (opposed Essence roll between the Luna and the solar to determine the result in that case)

The Mirror of Tears (see my artefacts in the Twilight section) will see through this illusion, but only objects of comparable power will.

I'm sorry for the multiple edits.

Bloody Blizzard of Bureaucratic Bane

Write by Anonymous

Cost: 20 motes

Description:

Whenever it was required for someone in the celestial court to take it in the neck on behalf of a master failing his responsibilities in some fashion, a spell of destruction was unleashed upon the scapegoat.

A flurry of official documents would suddenly rise into the air in a cyclone of white fury. Surrounding the doomed official and then shredding him into a bloody quivering mess with thousands of cuts and slices. The papers

would then neatly enshroud the corpse and burst into flame leaving nothing but a few ashes behind.

System:

Upon casting this spell, all available papers in the area, documents, scrolls, etc. will attack the target (Beauracracy + Manipulation) doing 13L damage as cuts and slices and when the target has been reduced to Incapacitated will burst into flame destroying the body completely.

This spell has the added advantage of never incurring any Godly Wrath upon the caster regardless of whom it is used upon due to the Official and Liscensed nature of the Death.

-C-

Calling Court of the Little Gods

write by Smaugfrost

Cost: 40 motes

Description:

In the Past of the First Age, whenever it was required to have council with the Spirits, Exalted had access to their courts through the Blessing of the Gods.

This spell was also used when a powerful entity was held over for the judgement of the Little Gods.

System:

With this spell the Exalted summons forth from the surrounding area a large ampitheatre made of solid rock (or wood, sand, glass, Coral, etc.) and a central Dais.

Upon the Dais will appear the Envoy of the Spirits in that part of the world. In the surrounding seats will cluster countless spirits to witness the preceedings. Upon a large throne on the open side of the Ampitheatre will appear the Lord or Lady of the Court.

The caster will then have 1 hour to speak freely to the gathered spirits using Beauracracy + Manipulation (or Charisma).

The number of successes determines the persuasiveness of your argument. A Botch equates to a Contempt of Court charge and some appropriate sentencing.

If used for Sentencing an Exalted or spirit present, then the successes rolled must be greater than the ones rolled by the Prosecution or Defense who speak for the second hour.

After the third hour, the Judge sentences based on the Jury's decision.

Call to Council

Write by Grumiccjr
Cost: 30 motes

Description:

The Circle mates walked aside from their ramshackle army, going towards the nearby woods. They had had some dissenters amongst the crowd as of late, even amongst their own Circle of what to do. Aesop the Zenith had very nearly come to blows with Big Isaac of the Dawn Caste. All over whether or not to declare themselves neutral towards the Mask of Winters. So, led by their Eclipse Caste Darwin, they went aside. Bending his Essence to the task, Darwin let his spell come together, and they sat on the ground, ready to hash out a decision.

System:

The caster expends the needed essence and an invisible dome surrounds an area equal to the caster's Permanent Essence x 4. This dome cannot be entered by anyone who is not within the area as the spell is cast, though anyone within can leave if given permission by the caster. The max number of people allowed within the space is equal to the caster's Permanent Essence x 3. Within this dome, no outright combat charms may be cast, by Exalts of any type, and any violent action delivers one health level of damage to the offender. The primary use of this spell is to create a forum for peaceful negotiation and conference, without interference or violence.

Call the Storm

Write by Locke
Cost: 30 motes +5 motes per additional lightning bolt

Description:

With this spell the sorcerer calls forth the fury and the might of the air spirits in the area, by sheer willpower and the essence given to the, this spirits come to aid the spellcaster, unleashing deadly bolts to his enemies.

System:

The storm calls lightningbolts equal to the casters permanent essence score, plus 5 per extra lightning called. This lightnings are designated one target each, and no more than two may strike the same target. The dice roll is PER+OCCULT, to hit, and this can't be parried, only dodged, or else avoided (i. e. a shield counts against the successes of the roll)
Each bolts does a raw damage equal to the caster's permanent essence score, against people in metal armor this damage is doubled.
If the caster is able to make at least two levels of damage, the stricken one must succeed in a roll of Stamina+Resistance (diff. 1+extra damage level dealt above 2) or else fall to the ground unconscious)

If two bolts are directed to a single target just roll the attack if only one had been made, but multiply the final damage by 2.

Example: Wise Electrum is tired of fighting with his lance, and he is at the top of the hill where his comrades, Resplandecient Hawk, T.Cloud, Abigail and Marina are fighting a warstrider and three 2nd circle demons, and has a permanent essence score of 5. He makes summons the storm, and lightning bolts start to fall he thinks that if he hits the three demons his friends will take care of the warstrider much better, so he calls forth one extra bolt so he spends 35 motes and 2 willpower (celestial circle) and makes three rolls one for each demon, he has 4 Per and 5 Occult, plus an artifact that gives him 4 extra dices in occult, so he rolls 13 dices; He has 4, 7 and 10 successes in the rolls so the damage (the demons hadn't armor) before soak is 18, 24 and 30, at least two of them will perish by the bolts launched at them.

Call upon the unfailing Servant

Write by Destiny's firstborn
Cost: 40 – 60 motes

Description:

Even the mightiest of the Exalted finds him or her self in need of an assistant from time to time. But as the axiom goes: Good help is so hard to find. One of the great mages of the First Age realized this and crafted a magic to manufacture such a being. She called them Sentinels.

Sentinels vary in appearance. The masculine ones are typically about six feet tall with a slightly heavy build. Feminine Sentinels are roughly six inches shorter and more athletic. Neither 'gender' grows hair, however. Otherwise, there is no way to tell a Sentinel from a human person (yes, even their skin is made to look normal). This is however, a default. Sentinels look however the creator makes them look. It should be noted that Sentinels were often used as concubines as well as other things (despite being made of wood or metal their skin is warm and soft to the touch) so they are anatomically correct. Whether it makes a difference I leave to you (It would in the group I game with).

As far as personality, the Sentinel is able to reason for itself but will unfailingly obey its master (which may or may not be its creator. Rather it is the person to whom it is bonded. More on 'bonding' in a moment). Therefore, the Sentinel may think "Approaching that Yozi is extremely dangerous...but master says to do it so I will". It is not advisable to send Sentinels on suicide missions as they are not exactly easy to replace. The magic which creates them is not easily learned or done. To pay for one is a somewhat pricey endeavor. One would require Resource 3 to do it.

At the end of the incantation a name must be spoken. The name that is spoken will be the Sentinel's master. Because the Sentinel shares the Virtues of its master, Virtues need not be calculated. The bond between master and Sentinel allows the sharing of one sense, like a Familiar. Also like a Familiar the two may share a telepathic bond over a distance of one mile. Beyond a mile, a roll must be made (Intelligence + Awareness) to establish contact. For every mile beyond one, the difficulty increases by one.

System:

Considering that some spells take days to complete this process is a relatively short one. It requires the creator to spend two hours per point of the highest rated of the creature's primary attributes. (Physical Sentinel will have a Strength rating of 4 so the ritual takes eight hours)

The ritual requires raw materials. Whatever the Sentinel is made of, there must be enough matter to form the creature (usually a bit more than a cubic meter). The less there is, the smaller it will be. If you want a foot tall guardian you won't need much. You want a larger than humanly possible one? You guessed it. You need a lot of material.

As far as what the Sentinel is made of, regardless of what it is made (though it can only be wood, stone, or metal) the stats remain the same. With one notable exception. If the creator is fortunate enough to have a sufficient amount of one of the five magical materials, any physical action is boosted in the same way that either a weapon or a piece of armor that is made of that material would be. A Sentinel made of (God, help us) Soulsteel, may get a +2 to all of its soaks.

For the base cost of 40 motes, the Sentinel will have the attributes of an exceptional, non-Exalted human. That is to say, the same number of points is allotted to attributes, abilities, etc. However, they do NOT automatically get bonus points. Motes of Essence are spent like bonus points up to a limit of 20.

Unlike mundane humans, Sentinels can start with five charms (these do not have to be Charms that the master or creator has, merely ones that have been heard of). It is customary for the patron deity of the master to grant charms to the Sentinel as s/he sees fit. Because Sentinels tend to be created for a singular purpose, the Charms they learn must directly relate to the primary Attribute. Example: A primarily physical Sentinel cannot learn Harmonious Presence Meditation, but a primarily Social one can.

Sentinels tend to be 'born' with armor on, regardless of

what their intended purpose is. The armor is, basically, chain hauberk and a buff jacket. At least, that's the amount that is added to their soak.

Each type of Sentinel (types being based upon primary set of attributes) gets a special ability.

Physical: A three point specialty in one type of weapon (this is independent of points spent on abilities).

Social: They are panlingual, or rather, they can speak any known language.

Mental: Can imitate ONE caste ability of their master.

Celestial Circle Spellbinding

Write by Runsatdawn

Cost: Varies

Description:

Celestial Circle Spellbinding allows spells of the Celestial Circle to be bound into an object for later, immediate use, effectively allowing for the creation of single use artifacts (inspired by magic potions, scrolls, and the like.)

System:

Cost: variable; full cost of the spell being imbued into the item must be paid, plus 1wp and 15 motes to perform the binding itself. 16 motes must then be committed to the item to maintain the binding.

Duration: Permanent until used

Note: This is, for all intents and purposes, a Supplemental type sorcery spell. It must be cast immediately following the ritualized version of spell to be bound, and yes, that means you activate the Celestial Circle Sorcery charm twice to perform a spellbinding -- you're casting two spells in rapid succession, in effect.

A spellbinding can only be used to harness spells of its specific level (a higher circle binding will overwhelm a lower circle spell, and the object will not be able to activate at all; a lower circle binding isn't strong enough for a higher circle spell, and the object will go off immediately, potentially doing the caster and anyone in the immediate vicinity a great deal of harm.)

To use spellbinding, the caster must perform a ritualized version of the spell they intend to bind, which takes at least twice the normal length of time as the spell itself, normally 4-6 hours at a minimum. They must also have, as a focus for the binding, a very high quality, specially prepared item that is appropriate to the spell being bound. (Storyteller's discretion, but generally something at least somewhat rare or expensive.)

After binding, the object radiates essence clearly visible to anyone with appropriate charms; a skilled sorcerer can determine that an item has something bound to it on diff 2 perception + occult roll, with additional successes allowing the sorcerer to determine more information about the spell that has been bound.

Upon release of the spell, the object that was holding it is destroyed in a manner appropriate to the type of sorcerer who performed the binding (A No Moon Lunar's binding, for instance, might cause the object to transmute into liquid and evaporate away into nothingness.) Note that the spell is still subject to any limitations normally put upon it even when being unbound -- if it is only effective when cast at night, trying to invoke the object during the day will result in a failed spell and the object's destruction.

The caster may control access to the bound spell by two means -- it may be limited to any person (including the caster) whose true name is inscribed on the object, or it may instead be invoked with a power word chosen at the time of the binding, which must also be inscribed on the object. Note that the word or name may be in any language, and is frequently hidden amid ornate carvings or writings. Without one of these methods, anyone (including a mortal) can invoke the power simply by willing it, because the essence required for the spell has already been paid by the sorcerer. Needless to say, most sorcerers use one of the two methods to prevent their bound spell from being used against them.

Among the dangers of using spellbinding is that the motes remain committed until the spell is used, meaning anyone who values the motes will only provide spellbound objects to those he trusts.

Also, while the spellbinding will survive the death of the caster, the magic begins a gradual process of decay after the sorcerer's death, making the spellbound object potentially very risky to keep. The speed of decay is dependent on the skill and strength of the sorcerer in question; some rare spellbound items from the first age may well exist, but if so, are likely to be nearly as dangerous to the one wanting to use them as to their potential target.

Because of the complexity of spellbinding, and the ties between an Exalt and the objects he has essence committed to, no sorcerer may create more spellbound objects at any one time than 1/2 his permanent essence, rounded down. Attempts to make to bind additional spells fail, with much the same risks as trying to bind a higher circle spell with a lower circle spellbinding.

Celestial Sandstorm Shield

Write by Breeze of midnight wind
Cost: 25 motes

Description:

Created Way over a thousand years ago in the far reaches of the south by a Wandering Chosen of the Sun called Dirdja Noor, Lord of the Sands. He proclaimed that he had received a mission from none other than The Unconquered Sun himself who had appeared to him on a fateful night close to a now forgotten desert oasis, that later became the heart of his powerful manse. It is said to be forever guarded by mysterious sandstorms that appear as if from nowhere when seekers come close to this manse and by these storms are they forever led astray and many who have been caught by these storms have never been seen again.

The next morning Dirdja Noor contacted his brother Usha Rani by a special link that they shared and told him that he had been visited by The Unconquered Sun and he had been given a dangerous mission. He urged his brother not to attempt to contact him from now on until the next time he sent word that everything was alright, he said not to worry, He is with me, of this I am sure.

Before embarking on his Journey that led to the heart of the elemental pole of fire he meditated and prepared himself for the trip. This was when he received visions that inspired him to create a powerful spell that would keep him safe from all the dangers of the desert and all creatures that would harm him and it would also give him limited protection at his destinations end.

He began to study the sands of the deserts and he began to study the rocks and the wind. From these basic elements he created a spell that combines the essence of all them, swift as the wind and hard as the rocks that molds creation.

The night he was about to embark on his journey he was ready to cast his spell, he went to stand on top of the largest dune that was close to his now forming manse and started to mold essence. He started to release essence from his hands to the skies summoning great winds towards him and bade them to swirl over his head, and from his legs he poured essence to the land, the desert and commanded the sands to rise around him to swirl faster and faster around his ankles.

When he reached the peak of his incantations he made a sweeping motion with his hands and binded the winds in to the sand that was whirling at his feet so that now the two elements combined he had conjured a small sandstorm at his feet. As he began his journey he walked the deserts without fear, when danger appeared and tried to harm him the sands at his feet leaped up to form a cocoon of rock around him, instantly the sand solidified into rock and the attacks, teeth or sword or arrow harmlessly bumped off. If the danger was just mere animals the sand could be commanded to form a cocoon

with massive stone spikes to keep the predators away.

******(the last part is left for the ST to decide if the caster is allowed to have control of the type of cocoon he wishes to form)******

System:

When beginning the incantation of this spell the caster throws his hands up and during the 1st turn summons the nearby winds to him and commands them to whirl around his head at an ever increasing speed. During the second turn of casting the sorcerer lets essence flow through his legs to the ground and commands the pieces of sand and rocks that are close to come towards him. If there is no sand close by then the essence breaks bigger rocks into smaller pieces and they fly towards the caster to start their spinning around his ankles and as the velocity of the spinning increases the rock pieces are slowly grinded into sand.

On the Third and last turn of the casting the sorcerer makes a sweeping motion as to command the wind to interact with the sand at the sorcerers feet and by doing this it creates a small sandstorm at the casters feet.

The sandstorm is not really big but it is possible to see pieces of sand whirling mostly at the casters feet, it could be said to resemble a small dustdevil which also creates an slight breeze around the caster at all times.

The Caster rolls Manipulation + Occult to start forming the spell, the difficulty is normally 1 but in the end its the ST decision since it needs a "material" component so in the desert it would be 1 and in normal say farmland it would be 1 but the at sea it could be 3 or 4.

As the spell is finally formed the affect of the spell is to "reflexively" form a cocoon of essence hardened rock around the caster when attacked upon, it does not matter if the attack is made by teeth, sword, claw, spell (ie. Obsidian butterflies etc) or fireball it automatically identifies harm that is intended towards the caster and forms a cocoon around him ,after the attack is over the cocoon dissolves into sand again and if attacked again it immediately reforms.

The cocoon is considered to have a Lethal and Bashing Soak of 22, if the damage after soak is less than 2 dice, then it is reduced to 0. The cocoon protects against all attacks made against it in a given round, until a single attack successfully penetrates the cocoon and wounds the caster. If this happens, the cocoon dissolves, and will not reform until the next turn.

After being cast, The Protection of the Celestial Sandstorm Shield remains active for the duration of the casters permanent essence in hours divided by 2 (rounded up) or until the sorcerer wishes to end it, as it was created back in the day to shelter its caster during long trips..

******* Thanks to Solarium for the good pointers and

constructive critic. In this revised edition of the spell, I actually used some of his exact wordings. Thanks for that!*******

Chosen's Call to Battle

Write by Erendiox

Cost: 10+motes

Description:

Saladin Damascus turned and faced the men that had been tracking him for so long. 4 Dragon blooded warriors, accompanied by several talons of soldiers, slowly surrounded him, like a swarm of hungry wolves, cutting off any exit. Saladin smiled on the inside, deciding that he had no choice but to remain and fight. He couldn't lie to himself. He had the heart of a warrior. He lived for bloody conflict...He raised up his arms, chanted a few fast, clipped words in the language of sorcery, and he was engulfed in a flurry of energy. Orichalcum plated armor snapped into reality, fitting comfortably onto his body. Twin Artifact Metsubos sprung into his hands. He felt the effects of his support charms click into place, bringing him up to his optimum fighting peak. All of this happened in a span of a few seconds, catching his opponents off guard. The burning demigod looked his first target full in the eye before attacking him. "Ill never really get used to this..." he thought to himself as he excitedly leapt toward the first Terrestrial, ending his existence....

System:

Chosen's Call to Battle allows an exalt to quickly amass his support charms as well as equipment in one quick spell. The spell acts as a countermagic spell does, not taking any turns to shape.

The exalt may summon armor and weapons instantly to his side. Add 5 motes to the casting cost of the spell to summon armor. Add 5 motes for a weapon as well (or set of weapons). Shields are considered part of the summoned armor. All equipment summoned must first be sent to elsewhere by performing a small ritual for each piece of equipment (1 hour per piece of equipment). Only one set of armor and/or one shield and one set of weapons, may be sent to elsewhere at a time and the caster must be very familiar with his equipment. Weapons sent to elsewhere by melee charms may be summoned by this spell.

In addition, the caster may pay an additional 3 motes for each charm he wishes to activate. Only charms of more than one turn duration may be activated and these charms may only be support charms (ie. flow like blood, snake form). It is ultimately up the ST's discretion as to which charms he may allow a player to activate with this spell. The 3 motes used to activate the charms is in ADDITION to the cost of the charms themselves.

Combat Sense

Write by Colm Corbec

Cost: 30 motes

System:

Duration: Essence in minutes

During the duration of this spell, the caster always gain initiative, and everybody must tell the caster her next action (Indicating the combos, the charms, the spells, any split dice reserve or any magic object activated) until the spell ends. When the spell ends, the caster have a -4 dice penalty to any action until you get a full night rest

Conjuring the Nightmare Beast

Write by Josh Bain

Cost: 30+ motes

Description:

This spell allows the sorcerer to distill a servant creature from the nightmares of themselves or the world around them. It can only be cast in a place where there is plenty of free essence or glamour to draw upon, in a powerful (Level 3 or higher) manse or heavily Wyld tainted region. The ritual involves the sorcerer shaping the body of their new creature with clay over the course of a lunar month, and then at the end of it breathing life into it through the lips, causing it to become flesh, and live.

System:

When it occurs the sorceress must roll an extended contested essence + willpower contest with the creature newly created, the first to archive three net successes wins. If the creature wins it is immediacy free of the caster, and may be hostile (though generally not.) and it leaves (or attacks) having no interest in the caster or their affairs. If the caster wins then the creature will serve her to the best of its ability for as long as it lives. The caster cannot create a new creature while the old one lives, whether it serves the caster or not. The creature is created as per the rules for a noble fey in scavenger sons, with a number of bonus points equal to the motes invested in this spell beyond the first 30. Bonus points are spent on the following chart. No creature created by this spell can have an essence score higher than half of the sorcerers rounded up.

Essence: 7 bonus points

Attribute: 5 bonus points

Ability: 3 bonus points

Willpower: 4 bonus points

Glamour Ability bonus points equal to the motes to activate.

-D-

Dance of the Fate Macabre

Write by Anonymous

Cost: 25 motes

Description:

Sidereals of both factions have long understood the principle of Fate and Predestination as a singular thread along which all Creation moves.

In heated combat, the Sidereal especially has much to fear from his other Exalted cousins, lacking the Physical Charms of the Others.

And so Fate had preordained the existence of this spell.

System:

For 1 Scene: the Sidereal sees glowing blue trails of Fate dictating movement and attacks (Much like a dance chart on floor of a studio) and moves along the lines of fate until he sees an intersection (a deadly fireball, swordblade, arrow, etc.) and then simply waits till the danger has passed or speedily evades it. The Sidereal gets to lower all Defensive actions target numbers by 1/2 their Essence Rating (rounded down).

Darkness of the Splintered Mind

Write by Solarium

Cost: 25 motes

Description:

A lesser version of the Solar Spell "The Whisperers in the Mirror", Darkness of the Splintered Mind plants the seeds of insanity and instability into the mind of the victim. The spell is very subtle and takes time to work, but eventually it can overwhelm the sufferer and drive them to madness. During the day, the victim of the spell suffers no ill affects, but when night falls and the Unconquered Sun's light is removed from the sky, things change. The victim at first feels a slightly sense of having forgotten something very important. While this may not actually be anything, he will try in vain to remember what it was that was forgotten (be it some task or important fact). This can lead the victim to great distraction, and even madness.

System:

Each night, after the sun has set, the victim must make a Willpower roll of Difficulty 3. If successful, the victim suffers no ill affects as he thinks he has remembered what it was that was forgotten. If the victim fails, he suffers a -1 penalty to all actions (in addition to any others) as his brain races to remember what was forgotten and breaks his concentration. This continues each night (with each penalty accumulating), until the victim has succeeded a number of tests equal to the caster's Essence rating. This spell has been known to drive victims into schizophrenia, as eventually trying to

remember things causes exceptionally interesting ways of trying to remember it.

Destiny of the Battle

Write by Colm Corbec

Cost: 25 motes

System:

Duration: one scene

When a sideral exalted is using this spell, in an area of essence X 10 Yards, all of the allies of the caster lowers the floating difficulty in a number equal to Essence/2 in any dodge or parry roll. The caster is not affected by this spell

Distortions of one's Space

Write by Anonymous

Cost: 30 motes

Description:

This spell is a modification of several powerful transportation spells that exist in the Celestial Circle. Many Sideral favor it because of its demoralizing effect on one's enemies and the superiority in combat it seems to bring. Maybe a Sideral has invoked this spell before combat, flashing about and evading seemingly impossible situations.

Several high ranking Sideral in the bronze faction have refined these spells even further, evidently being able to almost approach co-location (almost, co-location is a feat nearly beyond the Celestial Circle)

System:

The character who casts this spell can, for the remainder of a scene, teleport short distances in an almost instantaneous fashion. The maximum distance is twice the character's normal move ration, but it need not be in a path the sorcerer could normally traverse.

The teleport can be substituted for the character's normal movement, making them extremely mobile on the battle field if they have the time to cast this spell in advance, they merely flash through enemy lines.

The teleport may ALSO be used as a dodge, teleporting just out of harm's way at the last moment. This attempt is reflexive, and gives the sorcerer a dodge pool equal to their Wits + Occult. This is a reflexive action, which may be attempted a maximum times per turn equal to the sorcerer's intelligence (including the move-equivalent use of teleport if necessary). A failure to teleport out of the way (thus taking a hit) means no further teleportation may take place that turn.

The teleportation effect, because of its short duration,

takes almost no time and is only mildly impressive, the sorcerer seems to fade o

Doom of the Celestial Wrath

Write by Haku

Cost: 30 motes

Description:

The sun had gone forth over the land when Lot arrived at Zo'ar.

Then Jehovah made it rain sulphur and fire from Jehovah, from the heavens, upon Sod'om and upon Gomor'rah.

So he went ahead overthrowing these cities, even the entire district and all the inhabitants of the cities and the plants of the ground.

Genesis 19:23

In the ages past, it was not for naught that sorcery was one of the most fearsome abilities known to the Exalts. For it was with the mighty spells known to them that they could raze entire cities to the ground with but a few gestures and words (at least it appeared this way to the mortals).

This spell simply calls down doom from the heavens in the form of flaming sulphuric bolts that strike from the heavens like burning rain.

The bolts strike with such speed and power that not even armour and shields are truly effective in protecting against them.

While this particular spell can't destroy cities, it is said that there exists mightier versions that could raze entire cities.

System:

This is a celestial spell, which means that it takes 3 turns for the spell to be cast. The first turn, the caster's anima manifests as the caster selects the targets. The second turn, the energy grid forms in the sky above the caster. The third turn, the bolts are launched.

When cast, this spell creates a grid of energy in the heavens above the caster and his targets (30 yards above). This grid rotates as the caster mentally selects his targets before unleashing the spell's power, letting the flaming stone bolts strike down the victims. The grid is centered on the caster.

The square grid is (50 yards X spellcaster's Essence rating) wide and is composed of glowing panels from which the bolts of flaming stone are launched.

Every living being (and not so living) in the radius of the

grid could be considered a target at the say-so of the spellcaster. The spell caster decides who the spell targets or not. There IS a limit to how many targets that can be selected at any one time, the maximum is (10 X Intelligence). A single being may not be targeted more than once UNLESS it is larger than a large hill, with a girth at least 100 yards wide.

When the spell's magic is unleashed, the grid fires the bolts at the designated targets, while the player makes an Perception + Occult roll. A botch is impossible as a number of successes equal to his Perm. Essence are added to the results

Everyone not under enough protection to shield them from bolts being launched down on them are subject to the attack To automatically avoid the attack requires being inside a building with a thick ceiling/roof less than 30 yards in height or getting under effective cover, such as digging deep into the ground before the spell unleashes the bolts of flaming death. It is impossible to escape by leaving the boundaries of the 'grid' unless the target manages to move at least a mile away before the bolts are launched as the flaming bolts WILL leave the boundaries of the grid.

Characters wishing to defend (dodge or parry) against this attack are permitted to do so, as if they were being attacked with a normal ranged attack that had scored as many successes from the Perception + Occult roll (the auto success bonus is included).

The attack does 12 lethal points of damage plus extra successes and is considered armour penetrating (armour soak is halved when damage is rolled). The attack does not give more damage due to its nature unless the target will take extra damage from being attacked with stone.

The bolts are made of flaming stone and after the spell ends, they still remain and have a (Caster's Essence Rating) chance in 10 of starting a fire if the ground is covered in flammable material, such as grass, plants, clothing, flesh....

Writer's Notes : *Yes, I know, this is somewhat similiar to the the Terrestrial Butterfly spell, but I wanted to do a Celestral level version, and so here it is.*

EDIT : *cleared the mechanics, lowered the auto successes, setting limits to how many could be targeted*

Dowsing the Stars Blessings

Write by Smaugfrost
Cost: 25 motes

Description:

The sidereal have always used fate and the study of astrology in order to predict future events. Some of their Crafters have even refined this into a science where they can predict not only the time of a meteor fall but the general location as well. This has aided both Gold and Bronze factions in the recovery of Starmetal, a rare substance to be sure.

System:

With this spell, the caster can determine when the next meteor will fall and where to within Essence x 10 percent accuracy.

Example: a Sidereal Gold with an Essence of 5 casts this spell. He will have a 50% chance of getting the time right and the location as well. Roll Percentile Dice for each: every 5 over the percent needed adds +1 day or +100 miles to the actual point of impact. Direction will always be accurate though.

ut at one location and fade back in at the other.

Dragon Slave

Write by Smaugfrost
Cost: 50 motes

Description:

In the Ancient Past of the First Age, a powerful sorcerer named Inal Ersenvi of the Dragon-Blooded called forth the power of the Elemental Dragon of Fire in order to destroy the God-King Yigg of the Yozi. In a blaze of Elemental mastery, several miles of the Eastern Forests disappeared along with the powerful demon Yigg. Inal was never seen again after that, but legend states she finally had mastered the essence of the Dragon and had in fact become one with him.

Many Immaculates are interested in the truth.

System:

This spell calls forth the power of the Elemental Dragon of Fire in order to eliminate the sorcerer's enemies. A long incantation precedes the casting in which the caster intones the many names of the Dragon and asks for its aid (2 rounds). On the third round the power is unleashed as a straight line (travelling Essence x 100 yards) attack, building into a cone of supernatural flame (up to a width of Essence x 100 yards and travelling another Essence x 100 yards). The caster rolls Perception + Occult with a base damage of (Essence x 2 + Willpower) Lethal fire damage delivered into every target in the area of effect. The caster himself suffers Essence x 1 unsoakable damage which may be healed normally as burns.

Dragon's Wings

Write by Anonymous
Cost: 25 motes

Description:

Flying has always been mankind's dream. Celestial sorcerers can transform dreams to reality with will and essence. Dragon's Wings are for long distance travel when extensive amounts of cargo are not involved. The caster (and/or recipients) grow ethereal but quite visible bat-like wings from his (their) back(s) and allows them to fly fast, and nimbly as well. The flyer becomes attuned to her surroundings so that body and senses adapt to being an aerial creature.

System:

Until landing, the caster may fly at speeds up to approximately 200 mph. The caster also receives a die bonus of 5 to any Dexterity-based dice pools in the air, including combat. The caster's eyes and senses become supernaturally sharp, and she receives a 3-die bonus to all Perception-based dice-pools.

The caster may expend another 5 motes at the time of the initial spell-casting to include a willing recipient. The recipient must be sentient, as non-flying normal beasts don't have the proper instincts or training to fly. In any case, when the user of the wings lands, the spell ends. And if the Caster lands, all such wings set their charges down on safe spots and vanish as well. If the non-caster/recipient is rendered unconscious, the Wings can be controlled by the caster with no bonuses to Dexterity or Perception. If the caster is rendered unconscious, all Wings will land upon the nearest safe surface (ie., not ocean, quicksand, or boiling lava). It may land them in a pack of Tyrant Lizards, though....

-E-

Embodiment of Virtue

Write by LoreMaster
Cost: 30 motes

Description:

In any world where individuals can hold onto the greatest of powers, Virtue and Honour must be withheld by all the leaders of this world, lest chaos and destruction should follow.

The Embodiment of Virtue was created by Chejop Kejak himself two millennia before the overthrowing of the Solar Anathema, in an attempt to ensure greater moral stability to the Realm of old. While it did delay some effects of the Primordial Curse on the leaders of the Exalted, the excesses of passion caused by this spell has had some terrifying consequences at some times, hence the banishing of this spell about 500 years prior to the Usurpation.

System:

The Caster must face the target in order to cast this spell,

his forehead in contact with his target's forehead for the full 9 seconds (a very difficult clinch to perform in combat, diff +2).

In this position, the caster must speak of the Virtue he wants to impart on the target in the Old Realm dialect. The speech must be rather moving (roleplayed out, preferably).

After the nine seconds (3 rounds) have passed, one of the target's Virtues, chosen by the caster, is raised to 5 for the caster's permanent Essence in months, after which it is lowered by one point per week until it reaches its initial state. During this time, the target can buy dots in this Virtue to rise his initial state as normal, but this doesn't affect the character's current Virtue of 5.

As an alternative to a Virtue, the Caster can speak of a Code of honour the character uses (Bushido, Code of Chivalry, religious zeal...), and add this Code to his character sheet as a fifth Virtue, with a rating of 5 in it, with the same restrictions as with a regular Virtues (estimate the character's initial rating of this code, and erase this code from the character sheet when the rating of this code has been lowered to its "original state").

Only one Embodiment of Virtue can affect a character at any given time. Further castings of this spell simply fizzle on the target. They do not replace the current "Embodiment of Virtue" in effect.

Empowering the Sorcerers Proxy

Write by Bob the Pariah
Cost: 30 motes (committed)

Description:

This spell allows a Sorcerer to imbue an individual with the ability to use one of the Sorcerer's spells, even a mortal.

A Sorcerer must first cast this spell, which sets of a mystical trap of sorts. Then, the Sorcerer casts a second spell, whose Essence must also be committed, at the recipient, which is then, to be released at the Proxy's will.

System:

Sorcerers other than the one casting this spell may provide a spell to the Proxy; however, the Proxy can only hold a number of spells equal to their Essence. Further, the spell must be cast within a number of minutes equal to the Essence of the caster of Empower the Sorcerer's Proxy.

Although no effects are figured until the Proxy releases the spell, it is just as if the Sorcerer who cast the spell is using it. A Proxy who is holding a Droning Suggestions

spell, cast by a Sorcerer with an Essence of 3, uses the spell as if he had an Essence of 3. If that same Proxy also held a Hideous Confusion of Tongues spell, cast by a Sorcerer with an Essence of 5, and a Willpower of 8 and an Occult of 4, then he uses that spell, with those statistics.

One of the more interesting side effects of this spell is that when a spell is released, it only takes one turn, and does not cause any kind of anima effect. This is because the spell has already been cast, and the caster already triggered all of those effects. The Proxy is merely releasing the spell, which was halted in mid-use.

A Sorcerer can cast this spell upon himself, in essence keeping a spell 'at the ready'; however, this is a very ineffective manner of doing so, seeing as he would have to commit the 30 motes for this spell, as well as the motes needed for the spell he is readying.

If the Sorcerer committing a spell's Essence decides to stop, that spell discharges randomly. If the Sorcerer who cast Empower the Sorcerer's Proxy stops committing his Essence, all the spells being held discharge.

One final note, this spell cannot hold spells of the Solar Circle. Solar magics are just too strong to be held by a Celestial level spell.

Exalted Shout

Write by Barret

Cost: 30+ motes

Description:

It is Realm Year 773. Since the ten years that the Scarlet Empress has left her throne, all Creation has changed. The Realm lay in ruins since Mnemon's attempt to take the throne, a move that plunged the Realm into civil war and completely cut off the Wyld Hunt. The Mask of Winters has since been defeated and caged within the Soul Mirror, the blade now safely kept by the Malfean Triad that hated him so. The Shadowlands to the south are no more. The time of the Solar's power once again approaches.

Boaz, a Sorcerer of the Twilight Caste, stood with his Solar compatriots Anagol (an Eclipse), Aspen (a Twilight), and his Lunar wife Sunde at the gates of Thorns an hour before noon. All that remained of the Mask's deathknights have been defeated and now the great metropolis was at its knees, leaderless. Thorns was theirs for the taking.

Anagol turned to Boaz and said, "It is time. Time to summon our brethren and put an end to this age of darkness. Time to summon the new Deliberative." Boaz

nodded and began his one-hour pray/ritual.

Within 3 months, 100 Solars of every caste had convened at the gates of Thorns, where a new constitution was written and a new Deliberative was formed.

System:

The spell is basically designed as a means of getting a message to a group of fellow exalts through the supplications to their respective god/ess. It requires a one-hour ritual of intense meditation, prayer and the gradual bleeding of essence made to end at the god/ess' brightest point in a given day.

When the Spell is ended, the caster makes a Charisma + Presence roll to gain the favor of the god/ess. Difficulty is left up to the ST. If the roll is a success, the god/ess receives the message and delivers it to its chosen within a radius of 1000 miles per points of permanent essence. If the roll fails, the god/ess will receive the message, but it will not be delivered and the caster would not know it. If it's a botch, be creative because the caster would be offending the most powerful god/esses ever. Something like the caster would be unable to cast sorcery for a month per point of permanent essence.

If the spell is a success, the exalts of the particular god/ess will all receive the message to a certain degree of clarity, usually as a clear voice inside their mind. The degree of clarity is left up to the ST. However, the exalt is under NO compulsion to heed the message (as the gods would not disturb their children's free will). The exalt that receives the message can roll an Intelligence + Occult role to see if the message came from sorcery.

The spell has different effects depending on the type of exalt that casts the spell.

Solars who cast the spell must cast it one hour before noon. All Solars within the range will hear the message no matter what caste cast the spell. If an Eclipse casts the spell, for 20 motes extra, she can send the message to any or all types of exalts within range.

Lunars must cast the spell one-hour before moonrise. All Lunars within range will hear the message, but will hear it at varying degrees of clarity based on the phase of the moon. I.e. a Lunar of the Full Moon Caste would hear the message with more clarity if the spell is cast during a full moon, etc.

Sidereals can cast the spell any time when their star is shining. However, Sidereals, can only summon members of their own castes.

Abyssals have little use for this spell, as it would be an overly dramatic way to send a message to his deathlord who probably would not do anything else with the message. However, they can cast it one hour before midnight and "works" best when in a shadowland.

Note: This is my first attempt at writing a spell, so be kind. The story is of course theoretical (Things worked out with that kind of potential in the game I played). Also, I'm not sure how well the spell would work in a game. It might just be helpful as a story device for ST's.

-F-

Flight of the dark steeds

Write by Maryuoh

Cost: 15+ motes + 1 willpower

Description:

A spell of retreat, Flight of the Dark Steeds summons a number of horses made from black shadow. These steeds appear from cracks in the ground and the air as soon as the last word of the casting leaves the Sorcerer's lips, darkening the sky as they descend on the spell's targets, taking instantly away from harm, swifter than lightning. The Steeds disappear as quickly as they came, depositing their wards at the nearest safe location. In this the Sorcerer has no control; he cannot direct where the Steeds will deposit their riders, although they will never be placed in any kind of immediate danger. It is also quite common for allies to be separated by this spell, so it is generally used as a last resort.

System:

The spell's base cost summons a single horse, capable of carrying away one target (size does not matter for this). Each additional steed the caster wishes to summon will cost 5 Motes. If the target does not wish to be carried away, they must roll contested Willpower against the caster's Willpower+Essence. The steeds are incapable of doing and receiving harm, and can only be stopped by a counter-magic spell. Upon the turn spent casting the spell, the appearance and disappearance of the steeds takes less than a single Turn, and wins automatic Initiative. Although it is rare that this is not the case, the caster need not target himself as one of the Steeds' wards.

Focus of the Moment

Write by Aldymm

Cost: 40 motes

Description:

The secret of most Sidereal and Solar First Age warriors in combat was this complex yet rewarding spell that the Siderials developed for the High Exalted in the battle

against the Primordials.

By weaving a complex kata in the temporal flux of Essence that permeates all things, the caster attunes himself to the lines of power and possibility, thus he can glimpse the next flow of actions and possibilities that creatures within his line of sight can do or will probably do.

The spell slows all creatures and things to the caster's perceptions, and he gets time to do analysis, calculations, possibilities, and exert maximum potential of the Focus of the Moment.

The sorcery is mainly a crude spell to allow other Exalted (that are not Siderial) to tap into the flow of possibilities and future. But the main power of that still resides in the realm of Siderials, and those powers cannot be fully duplicated by any spell or Charm.

By using this spell, the powerful warriors of the First Age could attempt the most impossible stunts and get them with superb excellence in their combat prowess.

Some examples could be: to dodge at the same time ten energy attacks with impossible movements and positions while deflecting them to other foes; deliver several ranged attacks with exact and precise strength to cripple foes instead of killing them; to block and parry hundreds of incoming arrows while barehanded and jumping from a tree branch to another; jump across a cliff and do a backward somersault kick while landing on a twig and sending a foe several meters back.

Needless to say, after the Usurpation where most Solars used this spell against the original creators, this spell fell into silence and few Siderials share it now with other Exalted.

System:

The caster needs time to fully prepare the spell so he is not able to defend himself, except with other casted sorceries or dodge scene-duration charms such as Flow as Blood. This effect lasts in while there is star shining in the sky. Normally until Dawn.

The caster extends his perceptions and focuses his third eye in the realm of astrological possibilities by rolling Perception + Lore diff 2. Only one success above the difficulty number is needed to get the spell working.

Upon completion the caster sees all things in an area of 5 yards radius times his Alertness + Essence as stars in movement and everything else is seen as a pitch black sky dome. As if glimpsing into a night sky and all things become shiny stars.

Everything is slowed to the caster's perception. So he can see everything in this area and try to guess the possible outcome of all next actions.

While the sorcery remains in effect, the caster can attempt any kind of unbelievable stunt. When attempting an action that normally requires a stunt, the sorcerer can do the action without one. And when the caster is actually attempting a stunt, he gets extra "stunt dice" equal to his Essence rating for any and all stunts he does while the Sorcery is in effect. Even if the stunt is repeated several times.

The last and most powerful effect of this sorcery is that the sorcerer can "foresee" everyone's actions. The caster can lower physical difficulties while in the area by 1. But to do this effect the caster must spend one point of temporary willpower per action reduced in this way. As he forces probability to adhere to his desires.

NOTE: The successful stunt dice granted with this sorcery can be exchanged for willpower points and/or essence motes as per the stunt rules.

Forming the Crystals of Power

Write by Josh Bain

Cost: 25 motes

Description:

This spell allows the Sorcerer to solidify pure essence into a crystal for later usage.

System:

Each time the spell is cast it creates a fist sized crystal, the color varies on the number of motes stored within. For each 2 motes used to cast the spell beyond the initial 25, the crystal contains a single mote of solid essence. Crystals that contain less than 5 motes of essence appear as emerald in color. Crystals that contain between 6 and 10 motes of essence appear sapphire in color, and crystals that contain more than 10 motes of essence appear as diamonds. Once the crystal is formed the caster regenerates all the essence used in the casting. A sorcerer can have no more of these crystals than they possess points of permanent essence in any location, this combined with the fact that a rival sorcerer can use them as easily as the caster, means they are often heavily guarded. The Essence locked away in solid form cannot be quickly and spontaneously freed, but must be worked free and deliberately shaped into the desired effect, thus it can be incorporated into the casting of a spell, but not the quick instinctive invoking of a charm, this requires essence in a more liquid form. When used the entire crystal is consumed, it cannot be used partly. Any additional motes freed that are not used

in the casting deal a dice of lethal damage upon the sorcerer using the crystal per mote. It takes one hour per stored mote to complete the ritual casting of this spell. They are often used to provide the caster with a great deal of essence for a single potent spell or reserves of essence for battlefield casting, sometimes they are even used in series to build up a truly huge crystal.

Form of the Animal

Write by Anonymous

Cost: 31+ motes

Description:

Legend speaks of wizened first age sorcerers who preformed uncanny research unto the shape changing abilities of the Lunars.

The culmination of their research was this spell, by which Solars some would assume animal form along with their Lunar mates.

Historically it is considered a dead spell, few Lunars or Sidereal ever learned it. The only Solars who knew this spell are considered to be ghosts.

There is one book said to contain all the workings of this spell, although it's said to be possessed by the masked head master of the Heptagram.

Casting of this spell takes extra time in shaping as the spell does change one's form and it's very difficult to do, limiting it's usefulness in combat. While being cast silver light seems to flow around the caster like a ghostly tendril of mercury. At the end of the spell the tendril enters the caster through their eyes and mouth and they now have the power to change.

Every time this spell is invoked and the user changes themselves they will disappear with a flash of silvery light which immediately forms their new shape.

System:

Casting Form of the Animal takes an extra turn of shaping above and beyond that of normal celestial circle spells. On the final turn of casting the sorcerer must choose which animal's form they will be able to take.

The act of changing one's form costs 5 motes and a willpower point it's a reflexive action, but one can only change once per round. To change back doesn't cost anything.

The change can last for as many hours as one has dots in willpower. During that time one will have the animal's physical attributes and all the benefits of it's form (bird forms luckily find flying instinctual and it doesn't have to

be learned).

Only one animal's form can be chosen. If this spell is cast a second time the first animal is replaced by the second. In animal form one cannot use charms (except for Lunar charms) or cast spells, but magic used previously can still affect the shapeshifter.

Armour and equipment meld into the caster's new form but provide no benefit, at least if the caster is harmed his equipment is spared.

This spell will last for 31 days, until it is counterspelled or until the caster cancels it.

Note: If the caster is killed he and his possessions will remain in animal form. Strangely someone's ghost will appear in an animal form if they died as an animal.

2nd Note: Any animal (not plant) may be selected so long as it's any where from the size of a mouse to that of a tyrant lizard. One cannot impersonate other humans' shape using this spell.

Framing of the Unfortunate Patsy

Write by Ghen

Cost: 35 motes (committed)

Description:

This spell was developed in the years following the Usurpation by one of the few remaining Solars in order to take advantage of the Wyld Hunt - as any shrewd Exalt knows, the best way to defeat an enemy is to let the enemy do away with itself! The spell allows the sorcerer to alter the appearance of the anima and caste mark of another Exalt to match her own the next time it flares.

The spell was originally used on Dragon-Blooded who were travelling alone or with a small group of mortals to take advantage of the fact that few nearby were familiar with the target. As soon as the target spent peripheral essence, their banner would erupt in the form of the caster's banner, often prompting a quick death brought by nearby Dragon-Blooded.

System:

The caster spends the essence necessary for the spell, and then touches either the target or a piece of the target (a few strands of hair, for instance). Her anima quickly winks out as if she had not cast a spell at all (note that during the casting itself it flares as normal, so this does not mean the spell can be cast stealthily) as a part of her anima departs to reside in the target's. Until the next time the target of the spell spends peripheral essence or activates his anima effects, the sorcerer's anima flares normally but she may not use any of her anima effects.

She may recall the fragment of her anima at any time, at which point the spell ends, her essence is no longer committed (and so she begins to regain it normally), and she regains the use of her anima effects.

When the target next spends peripheral essence or activates his anima effects, his anima flares in the form of the sorcerer's. Any anima effects he possesses are unchanged - only the appearance of the anima is different. His anima returns to normal if he allows it to die down completely, at which point the spell ends. Those who are familiar with the target are unlikely to be fooled, but those who are not will likely worry about why a Solar would have a Fire Aspect's anima effects AFTER the Anathema has been dealt with. Of course, those who are not fooled will be able to use the appearance of the altered anima to identify the sorcerer later.

Several other uses have been devised for this spell in more recent years. For instance, an elder Lunar dwelling in the Eastern forests makes use of it to confuse the reports of his Tell by allowing his lessers to pose as him.

Careful sorcerers will note that, should the target somehow become aware of the spell before it resolves, the fragment of her anima hidden in the target would make an excellent link back to her for the target's own sorcerous attacks...

Freezing The Flow of Time

Write by Aldymm

Cost: 25 motes +10 motes per target

Description:

During ancient times, when the Solar Exalted reigned supreme on Creation, they were advised by Siderial Exalted.

Every move and every sign that the Maidens gave their faithful chosen was transmitted immediately to the Solar Deliberative.

Until they foresaw the Solars as murderers and assassins. Tainted versions of their mighty stations, and cause of the fall of the First Age.

The Siderials went into a secret council. They talked and debated for years about what to do about the signs that the Maidens had given them. But it was taking way too long to decide and the time of the Dark Prophecy was close at hand.

Few Siderials knew how to tamper with reality in such a way that time itself could be stopped for a brief but consistent time.

They taught this power to the Siderials in the meeting so that they had enough time to finish most of their business.

This power was not able to stop Creation, it simply helped them to achieve a more concentrated effort, it gave them time to make their most important and decisive conclusion... the Solar Deliverative had to die.

System:

By tracing patterns of acane essence in the air, the Siderials were able to pull and to direct the flow of time around them. The spell is no way obvious of its casting, it is subtle and silent since no words are spoken. But the expenditure of essence is almost a give away to those that can perceive essence.

The power only affects the caster for one turn per point of permanent Essence. The effect can also be shared to another creature for every 10 motes expended while casting the spell.

While under the effects of the spell, the caster literally leaves the Time Stream, he is no longer perceptible to those surrounding him. He is simply not in Creation, he goes briefly to Elsewhere but remains connected to Creation with the spell.

The caster perceives the world normally, he can move at full speed and all sorceries or charms he had activated prior to the ending of this spell remain in effect. While under the influence of the spell the duration of sorceries and charms mentioned above stop.

The caster can't interact with the frozen items and people around him, nor cast another spell, can't activate charms. Though he can power up powerful artifacts. (Artifact Rating 4 or higher)

Technically the caster uses this spell to step out of time to gain advantage by moving at full speed from place to place, or to asses the possible actions and see a way to avoid and escape from the frozen space.

If used to assess possibilities, the caster and anyone affected by this sorcery gain one die for every turn they remained in the spell mediating the scene or thinking about a problem. This dice only count for the next action roll after the spell ends.

-G-

Greater Sign of Jupiter

Write by demonpiem

Cost: 20 motes

Description:

this spell causes the sacred greater sign of Jupiter to come into the word and alter the fate of men and creatures as it slowly descend towards the ground. Jupiter is the maiden of secrets and freedom of thought, she will ensure that all have the right to their own thoughts and their secrets, for she knows that not all things are meant to be shared.

System:

usually evoked to make sure that people can speak freely without fear of being overheard.the spells will shield a number of persones equal to twice its essence for the duration of the discusion.this spell will effectively make it imposible to eavesdrop on the conversation.always something will prevent it from happening.also while under the effect of the spell they are imune to mindcontrol even spells they are under are supressed, weather they than realise they have been used is up to the storyteller but should be influenced by how the caracter was treated.also spirits and demons possesing people are diven from the body they inhabit and the body given over to its original soul.

jupiter does understand that sometimes it is nececary to reveal secrets to others.but when someone who is included in the spell knows he will betray the serects he hears(need not be the caster) while under the effect of the spell,the spell will not work unless the siderial pay another 10 motes and spends another turn casting the spells and accept jupiters punishment.

jupiters punishment should be related to the casters own secrets somehow faling into the wrong hands.usually not something life treathing but something shameful.

Greater Sign of Mars

Write by DemonPiem

Cost: 25 motes

Description:

his spell causes the sacred greater sign of Mars to come into the word and alter the fate of men and creatures as it slowly decend towards the ground.Mars is the warrior goddess of the stars and warriors worship her for they know she controles the fates of warriors and armies.when her sign is evoked courage flows into the hearts of those present and all combat becomes more fortunate.

System:

when cast those present of the caraters allies whon inted to fight with the caster,who must also fight or else the mars will not give her blessing.these warriors will have there blades guided to there tagets by the lady of battle and will recieve one extra dice in each combat ability,this

relects the hands of fate and not skill.also the warriors well have courage bolstered by knowing that they are fated to win.they will all recieve one extra valor for this battle only.the caster will recieve no benefits of this spell and is expected to fight weather in the front line in this battle or as a general he needs to be actively invloved in the battle,mars understands that those who lead are also nececary,but she abhors cowards.

if mars judges that the caster cowardly(story tellers digression) than she will punish him by lowing the physical stats by half rounded up.until he has comitted a act of bravery as repentence.

Greater Sign of Mercury

Write by Demonpiem

Cost: 20 motes

Description:

this spell causes the sacred greater sign of mercury to come into the word and alter the fate of men and creatures as it slowly decend towards the ground.mercury is the maiden of journeys and as such the sign of mercury will give one good fortunes on the journey.any journey will be fortunate and blessed with good weather.but also learning and moral are improved by the willingness to accept the stange and unexpected more.

System:

usually cast on the on the beginning of a journey or at the beginning of learning a skill.the sign of mercury will bless number of people equal to her essence.the spell will be in effect for 20 days.it cuts the time of travel in half and does the same with journey time.also during the 20 days the people effected will also lose one point of there limitbreak if they have succesfully completed there journey or they have learned a the skill.the ' journey' undertaken must be significant to the people undertaking it or the spell will not reduce the limit of the caracter.

if the caracter under the effect of the greater sign of mercury abandons its journey without good reason.i.e. the journey is meaningless now or the town to where they were going was destroyed.they will be unable to regain willpower for the remaining days of the charms for there thoughts will dwell on the failure

Greater Sign of Saturn

Write by demonpiem

Cost: 20 motes

Description:

this spell causes the sacred greater sign of saturn to come into the word and alter the fate of men and creatures as it slowly decend towards the ground.since saturn is the goddess of death and endings this sign has

the habit of making everything end.the goddess looks down on the area where this sign is evoked.saturn's gaze causes any activity to end abrutly as she ends all continuing effect.

System:

when the sign of saturn is cast everywhere within essence times 100 yards, anima's are extinguished ,persistant charms deactivate.saturn will also end any activity people are engaged in for at least essence in minutes there will be no activity what so ever.if people will not stop there activity(for example they are fighting) a bright purple light will come between the forcing them apart with magical force.this will contineu to stop them for the duration of the spell.

there are something that even the sign of saturn can't stop those are usually asociated with life and living sutch as giving birth or making love(not sex).but these things will have a strange fate. babies conceived or born at least partly under the sigh of Saturn will always be different as they have already know the touch of the lady of endings. Other strange effects will be up to the storytellers.

Using this spell to gain advantage in combat is not recommended and usually is disastrous for the casters allies.

Greater Sign of Venus

Write by Demonpiem

Cost: 20 motes

Description:

this spell causes the sacred greater sign of venus to come into the word and alter the fate of men and creatures as it slowly decend towards the ground.venus is the maiden of serenity and peace when her sign is made health and happiness increases as feelings of peace settles over a large area.also the blessing of venus makes love more common in the area for at least a little while.

System:

the sign of venus is usually evoked at a wedding or similar event of true happiness.if this is the case venus smiles on the caster and the effects will last twice as long and the siderial will regain all his essence and willpower as venus aproves of her choice.

when cast those in essence in miles of the caster will be blessed. Although the effects will be subtle and difficult to spot. General feelings will turn more positive. Illnesses heal better and wound are less likey to be infected and peace settles in and around the area blessed. Although not strictly an effect of the spell people tend to fall in love in these more peaceful times.the spell lasts for essence

in months. Although if the situation is particularly dire the effects of the spell may be unnoticed.

there is a way to cancel the spell without the use of counter magic and that is to murder someone in the area where the spell is active. Although accidents will not effect the spell only a maliciously intended murder will stop the spell.

Guide

Write by Colm Corbec

Cost: 15 motes

System:

During one scene, this spell allows to give the caster CHARISMA+OCCULT pool to one of the caster allies in substitution of any of her combat pools. The target specialization still applies

-H-

Harness the Beast

Write by Erendiox

Cost: 40 motes

Description:

Nature's spirit is strong. Many magnificent creatures inhabit the world of creation. Over many long centuries, mortals have learned to understand that the forces of nature are savage and untamable. The Exalted, however, fear not the power of the forest. While mortals possess the basic knowledge of how to avoid, kill, and consume such creatures, sorcerers have further studied them to the point that they understand their spiritual existence and purpose. This spell was developed by a lunar shapechanger who, for sport, hunted some of the most dangerous predators that the deep eastern jungles had to offer during the first age. The spell allows the caster to harness an animal's spiritual and physical composition and then purify it, resulting in a potion that the caster may use at his whim.

System:

The process first requires that the desired animal be slain, likely the result of survival rolls to hunt down the creature. Obviously, the more powerful potions will be the result of more powerful creatures, which are more difficult to kill. The caster must cast the spell immediately after the death of the creature to capture its spiritual essence before it recycles itself back into the ambient essence in the area. The spirit must be captured in a container that is at least alloyed of one of the 5 Magical Materials (typically a resources 3 or 4 investment). The caster then proceeds to create a liquid potion from parts of the animal, composed mostly from the hearts blood. The creation of the potion is an Intelligence + Craft (alchemy)

roll vs. Difficulty 3 and typically takes a single hour to perform. After the potion is made, the caster must perform a magic ritual in which the captured spirit is released and melded with the potion, giving it supernatural properties. This is an Intelligence + Occult roll vs difficulty 4 and takes a number of hours to perform equal to the creatures willpower. Once both of these tasks have been performed, the potion is complete and usually becomes an unusual color with an ambient glow determined by the nature of the beast. The cost of the spell must be paid in full once the caster starts the process by capturing the spirit. The magic's duration only ends after the final ritual has been completed. During the whole process of creating the completed potion, the caster does not regain essence and the magic can be sensed with ease.

Drinking the potion is a standard action and only one potion can be consumed in a turn. The potion, when consumed, changes the user into a half form of the beast, empowering her with its savage strength. The user adds all of the creatures attributes -2 to his own. If one of the beast's attributes are lower than two then subtract a dot from the user's attribute score. The potion also grants the user the choice of doing lethal or bashing damage with her unarmed attacks as she utilizes the animals natural weapons (poisoned attacks are duplicated as well). The transformation does not hinder the use of weapons or armor. The effects of the potion last for only a number of minutes equal to 10 x the beasts willpower score. After the duration, the effects cease and the creatures spirit returns to the natural cycle, doing no harm to natures balance.

Much of the animals physical composition is transmitted to the drinker. Among the changes include eye color, fur, feathers, scales, tough hide, etc. The size of the user will become smaller or larger depending on the size of the animal. The user will never shrink smaller than 75% of his natural size nor will she blow up more than 125% of normal. These changes are merely cosmetic and the potion will imbue no physical abilities other than the attribute increase. slaying a bird will not imbue the power to fly nor will slaying a fish imbue the power to breath underwater.

There is no limit to the number of potions a sorcerer can create and hold. The only danger is losing them or having them stolen. In light of this, most sorcerers only carry one or two potions at a time. Anyone can use these potions although most mortals will be quite overwhelmed. The only exception is that deathlords and other undead or unclean creatures cannot reap the potions effects. They instead take 10 dice of unsoakable aggravated damage if they drink the potion as the potions positive life energy will burn like acid to any unclean creature. Abyssals,

while they can utilize the potion, will often find the experience uncomfortable.

Attempting to drink two potions at once has uncontrollable effects. After the second potion has been consumed, the user enters a state in which he cannot control the primal instincts of the beast. Although the effects of the two potions stack, the user savagely attacks everything that moves EVERYTHING ... until there is nothing left alive or the duration of one of the potions expires. During this state, he is too wild and incoherent to use charms, sorcery, or even weapons. Only natural attacks.

Note: This spell will not function on a completely maimed or charred corpse. The animal must be freshly killed and relatively whole. This spell will also only work on natural beasts. Magical creatures cannot be harnessed.

Another Note: The user will NEVER be coherent enough to drink a third potion so don't even think about it. :)

Howl of the Beast

Write by Navot Ram

Cost: 30+ motes

Description:

Ravenous Moon howled through the night, running like the wild winds of the north down the hills of the west. Her legs lengthened for moment, and there she was, moving out of her protean panther form and into her human legs, not stopping her race down the hill. Her howl echoed through the night, giving depth and sharp edge to the magical burst of noise, striking undefeatable fear into her pray.

Essence swirled up once more and her arms were now armed with bestial claws, shimmering in Luna's light caress with a quicksilver sheen, as she swiftly dispatched her beast-man children and roared into the way of the Dragon Blooded commanders,

A fearsome trio of them, lit up in their animas of fire and water and earth clad in jade, armed with unfaltering defiance. They clashed into a battle with the primal beast talons and teeth.

The battle was a glorious one to be remembered, the weakling Dragon-Blooded where soft and trembled in fear of her unnatural ferocity. This victory won her little prestige along her Lunar-Kin, but great legends to be told by her mortal folk. It has been rich harvest of essence.

The new manse recovered was not a powerful one, but added to her powers.

When all the weak, soft city-dwellers were finally dead, Ravenous Moon howled again, filling the night with her victory lust, leading her men into the village perhaps, securing herself the ages-old "Manse-on-the-top-of-a-hill" as a pillagers right.

System:

This spell was devised long ago by the No-Moons as a counter to the bravery of lesser enemies who might interfere with an honorable duel. Leaving only the fittest and strongest of the enemy on their feet, usually shaking and trembling before the Lunar's might – so that the Lunar can pick their fight more easily.

The spell is without any casting time – hence the high essence cost. It allows the Lunar to shift it's throat and it mouth considerably and let out a magical howl, so powerful and bestial that it ripples through the hearts of Exalted foes and melts normal humans into pebbles of trembling human flesh, unable to organize or even run away from the horrifying approach of the Lunar.

To be cast, the Lunar must be in advance towards an enemy force, preferably in his beast-man form, and should be at least dimly visible to the pray. This is not the friend of a coward running away from mortals or the stealthy Changing Moon but the ally of a vigorous Full Moon warrior and the fighting sage of the No-Moon. Mechanically speaking, everyone in 100 yards * (Prem. Essence) hears a horrifying howl that delves out the primordial fear from the night and it's inhabitants, the genetically and mentally undying fear from what lurks in the shadow. Mortals don't even have a chance, unless supported by charms - they fall trembling in fear. – Troops flee and citizens crumble in their homes. The horror it flares might even cause weak people to wither and die from various symptoms like heart attacks and the like.

The Exalted however, with their divine might, can resist, though hardly, to the spell – each one in earshot from the howl (down to 30 yards * Perm. Essence) must score as many successes as the caster's Charisma in a Willpower + Valor test or be subjected to the same effect of the "Terrifying Bestial Visage" Lunar gift (Page 127).

Beasts and other natural life forms might be effected from the howl as a sign of danger, but the spell holds no special power over them, just noise.

In addition, the caster can add extra 5 motes to the cost so he can make the howl effect a 180° arch his standing (front, in most cases). . Note that the spell effects anyone in range – friend or foe.

-I-

Incomparable Mystical Form

Write by Crimson Tears

Cost: 40 motes

Description:

This spells taps into the core of the subject, harnessing

her innate connection to a mystical metal and transforming her body into an automaton composed of that mystical metal. The effects last for a number of hours equal to the casters permanent Essence score. This metal form is roughly similar to the subjects natural body, but it appears perfectly cast of one of the mystical metals. A character under the effects of this spell need not breathe and is immune to poison and the effects of exposure to extreme temperatures.

System:

Incomparable Mystical Form grants the character a base +10 soak, modified by the metal type, against both bashing and lethal damage. If an attack does less than soak bonus in dice of raw damage to her, not a single damage die is rolled. In addition, the character's body is a trove of hidden weapons. Her skin can sprout spikes at will; double bladed, eight-inch knives flick from her fingertips; barbed spears extend from her palms at whim; and her mouth can drop open, puppet-like, to fire a razor-sharp multi-bladed projectile on a long iron chain. Whatever sort of weapon she needs simply extends from her metallic form.

The character does Strength + 8 lethal damage in a clinch. She may make Speed + 3, Accuracy + 1 hand-to-hand attacks using her Brawl, Martial Arts or Melee (whatever the character prefers) that do Strength +6 lethal damage. The character can make these attacks out to a range in yards equal to her permanent Essence.

This spell is not compatible with the use of armor or weapons, for such accoutrements fade into the character's statue-like form. The character moves at normal speed, and unlike the Invulnerable Skin of Bronze, the character weighs no more than normal while under the effect of this spell. While she cannot swim, she need not worry about sinking into deep mud or falling through wooden floors.

Additionally, the subject receives mystical metal bonus based on the type of exalted:

Solar exalted change into Orichalum. They become gleaming smooth golden statues and reflect and enhance the light around them. The character gains a +2 Strength and +2 Stamina, even if that causes them to rise above 5. The metal bodies also provide an additional +2 soak and the weapons they form gain +1 Speed, Accuracy, and Defense.

Abyssal exalted change into Soulsteel. They become matte black metallic statues, a void of light. The character gains a +2 Strength and +2 Stamina, even if that causes them to rise above 5. The metal bodies also provide an additional +2 soak and the weapons they form gain +1

Accuracy. Their touch drains a number of motes equal to casters Essence score from anyone they come into contact with. These motes are drained anytime they successfully make a barehanded attack or each Turn in a clinch, whether they are the one holding or being held.

Sidereals exalted change into Starmetal. They become dark gleaming statues that reflect the night sky. The character gains a +2 Strength and +2 Stamina, even if that causes them to rise above 5. The metal bodies also provide extra protection that allows them to ignore incidental bruises. Subtract one wound from the number of successes an attacker rolls when determining damage. Weapons they form gain +2 Damage.

Lunar exalted change into Moonsilver. They become gleaming smooth silvery statues that seem to flow shift form. The character gains a +2 Strength +1 Dexterity and +2 Stamina, even if that causes them to rise above 5. The weapons they form gain +2 Accuracy. Tattooed Lunars won't be able to take advantage of this spell.

Dragon-Blooded exalted change into Jade of the appropriate type. They become rough jade statues. The character gains a +2 Strength +1 Dexterity and +2 Stamina, even if that causes them to rise above 5. The weapons they form gain +3 Speed.

Incantation of the Unconquered Sun

Write by Salasar

Cost: 30 motes

Description:

For an Exalt, the line between mortality and immortality has always been blurred. Once, a Solar by the name of Falan Sinjar, pushed that line a bit further. In his relentless pursuit of knowledge, he developed a number of spells, but few have survived the passing of time. It is perhaps a reflection of its origin that carries this spell into the second age.

Frustrated in his search for the secrets of more powerful magic, Falan turned his attention inward. As a child of The Unconquered Sun, he reasoned perhaps the secrets lied within him. He did indeed find a source of power, though it was not the one he bargained for. As he tapped into his own latent potential as a child of the Unconquered Sun, he inadvertently tapped into the power of the great curse, magnifying its strength with each casting.

Not to say the spell was a failure, but perhaps the price of success was too high. For Falan it was eventually his life.

When the spell is cast, the character draws essence from within himself and without, tapping into his divine

essence. As he slowly gathers it, his Hands burn, and a holy flame begins to ripple across his body. At completion, the character's body is surrounded in an Aura of flame that rivals the midday sun in brilliance. His merest touch can burn, and he can easily lash out with fiery tendrils, scourging those that are unworthy. The flames make attempts to damage him difficult, as his body is obscured beneath the aura of flame. For the duration of the spell, he is a Maelstrom of fire.

System:

For a number of hours equal to her essence, the character is transformed into a being almost completely composed of flame and light. For the duration, the character's anima flares as if at the 11-15 level, regardless of its actual level. The character receives +5 soak and 2 more successes are required to strike her, as her body is now partially composed of energy, and some attacks will merely pass through her. The character's physical stats all increase by 1, as she moves closer to her divine nature. All of her mundane items are absorbed into her form, and only orichalcum items remain available. However, the character needs no weapons, as her own body is now an effective weapon. She may strike anyone within a number of yards equal to her permanent essence with a flaming whip (Speed +3, Accuracy +1, using Brawl or Melee), which does Essence + 6 Lethal damage, and has a chance of setting things aflame, at the Storytellers' discretion. Engaging the character in a grapple is ill advised; as touching her body will inflict a number of dice equal to her essence in lethal damage each round. All damage is soaked as normal, though it is treated as Aggravated damage against the Undead and other Unholy creatures (Demons and some others, at Storyteller Discretion).

In addition to the combat effects of such a change, the character's presence carries the weight of the Unconquered Sun, and she gains a number of dice equal to her essence on any intimidation or presence rolls.

However, the invocation of this spell is an act of supernatural hubris. The character is in fact, trying to rival the glory of the Unconquered Sun. It draws on the stench of the Great Curse, and forces the character to make a Limit break Roll using his highest virtue. Frequent use of the spell is also an Affront to the Unconquered Sun's glory, and may have consequences as well...

(Updates: Raised to Celestial.. It was supposed to be, just made mistake when submitting. Clarified "Creatures of the Night")

Invocation of the fivefold forms

Write by Joseph

Cost: 40 motes

Description:

Each of the Exalted is attuned to one of the five magical materials that exist throughout Creation and the Underworld. The wise and learned amongst the Celestial Exalted are able to call upon this bond in their times of need, empowering and protecting themselves through the magical material they are linked to. By invoking this spell, the Exalt turns himself into a living being formed of one of the five magical materials. The individual material he manifests as is determined based on which type of Exalt he is.

System:

After casting this spell, the Exalt's body transforms into an idealized form made solely of the magical material he is linked to. For the purposes of this spell, an Alchemical is treated as linked to the metal of his Caste. His gear and weaponry are left untouched by this transformation. Each of the five forms have a few common features:

- *The caster gains a soak bonus equal to his Essence score.

- *The caster ignores all attacks with a raw damage equal to or less than their appropriate soak total.

- *The caster gains an additional dot each of Strength and Stamina.

- *The caster may parry lethal damage barehanded, and all their unarmed attacks do lethal damage.

Each of the five possible forms also has two bonuses that are entirely unique to that material.

Orichalcum:

- *The caster is awe inspiring, gaining bonus dice equal to their Essence to all rolls involving Presence and Performance.

- *By channeling the power of the Unconquered Sun, the caster may gain bonus dice equal to his Essence against all undead and creatures of darkness.

Moonsilver:

- *When dodging, each of the caster's successes cancel two of the attacker's successes on the attack roll, due to the caster's ability to distort his body in wildly improbable ways.

- *If the caster successfully parries a melee attack with his bare hands, he may reflexively attempt a disarm roll by capturing the weapon blade in the malleable substance of his body. This is treated as a counterattack for purposes of parries, dodges, and counterattacks.

Jade:

- *The caster gains an initiative bonus equal to their Essence.

- *The caster gains an additional 5 bonus soak on top of

that those using other forms would gain, applicable to any sort of damage (including aggravated).

Star Metal:

*The caster reduces all target numbers on attacks, parries, and dodges by 1 (this is cumulative with any Charm usage).

*The caster gains an innate sense of premonition, and is treated as aware of all incoming attacks for all purposes.

Soulsteel:

*The substance of the caster's body begins to actively drain essence from the surrounding environment. If any essence is used to power Charms, sorceries, or anima powers within 10 yards of the caster, the caster regains motes equal to half those spent.

*The caster may see all immaterial beings in the area, and may attack them as if they were material.

The duration of this spell is one scene, and the motes remain committed for the duration. As this spell is transformative in nature, tattooed Lunars may not benefit from it.

Island of Stability

Write by Josh Bains

Cost: 40 motes

Description:

This allows the sorcerer to stabilize a region that is Wyld tainted (Including an area created in the Wyld itself via charms like Wyld Shaping Technique.) for a period of one lunar month, the region is not considered to be wyld tainted and will not be overrun by the wyld.

System:

At most this can effect a region of one mile in diameter per point of the sorcerers permanent essence.

-J-

-K-

-L-

Limit force

Write by Jersalyn

Cost: 25 motes

Description:

Being pushed too far can happen to any exalted. When a sorcerer wishes to keep their mind clear for casting spells, a Limit Break can cause very large problems. This spell makes it easier to just give one the curse to another for a short time.

System:

When a Solar reaches 7 or higher on their limit break,

they may cast this spell. The spell will force the caster limit break on them. The target will behave and act as though it were his all along and will not know something is wrong till the effects of the limit break ends. They must have a doll or some other physical manifestation of the being they wish to pass their limit break to.

The Target can try to resist this in the beginning by making a virtue roll. The casters virtue score for the LB is the target number for success.

More successes then the caster will stop the spell.

Equal amount will halve the time the curse lasts.

Failure will double the time of the LB.

Botching will permanently give the target the LB as an extra to any they currently have.

If the casting succeeds then the caster will instantly have a LB rating of zero again.

Luna's Blessing Denial

Write by Aldymm

Cost: 35 motes

Description:

The Lunars are the Blessed Exalted of the Mistress of Shapechanging, they are the masters of all protean knowledge and thus they know the limits of all charms of shape alteration.

This Sorcery is the pinnacle of all the powers to deny such abilities. And the No Moons are the mediators of which creatures are worthy of such gift of Luna.

System:

By chanting the spell and paying the cost, this releases silver motes in an area of 10 yards radius per point of permanent Essence.

All creatures inside the aftermentioned area have to roll their Willpower + Essence with a difficulty of the caster's Essence or have to remove any disguises and forces them to reveal his/her true face. So, Fair Folk using Glamours would be caught by the spell, just as would an Exalt using a Charm.

If the roll is successful, their charms become immune to this spell's effect for a whole day.

If the roll is failed, the disguises, concealments, charms, etc., cannot be "re-activated" for one whole day.

If the roll is botched they cannot use their powers for a whole month.

Unless they pay an additional willpower point per activation of concealing, shapechanging, disguising powers and 5 extra motes each activation.

-M-

Maiden's Feet

Write by Josh Bain

Cost: 20 motes

System:

This spell favoured by the members of the Mercury caste of the Sidereal Exalted speeds up the overland movement rate of the sorcerer and everyone in their group. (Up to a maximum number of people equal to twice their essence not including themselves.) When the spell is cast the Sorcerer invokes the Maiden of Journeys blessings on all involved, by splashing them with a few drops of water, taking a round for each person, and then naming the destination. Until the destination is reached, any movement that carries the party towards it has its rate doubled. This spell is fully compatible with the Anima ability of Mercury caste Siderals.

Maidens Righteous Wrath

Write by Aldymm_Kummar

Cost: 25 motes + 2 willpower +1 health level

Description:

At the glorious time of the First Age, the Sideral Exalted were the counselors of the Solar Exalted, they were the pillars where the strength of the Solar rule was based. They were given incredible insights into the future and fate was at their disposal. However they were not only passive in their role as sages and advisers. Some were gifted with the blessings of Mars, the Maiden of Battles.

The first time this sorcery was known, was when the Solar Champion Loyal Heart, of the Dawn Caste, was battling the Kingdom of Swift Winds that belonged to the Fair Folk on the near territory to the Air Elemental Pole, and was felled with foul Glamour.

His lover Eternal Insight, a Sideral Exalted, was filled with rage and for the first time asked the Maiden of Battles to intercede for him and his lover.

He sacrificed his life's blood and expended essence to call the attention of the Maiden, and thus she answered. Streaks of pulsing and scorching blood poured from the sky and hit the entire kingdom, dissolving the crystal spires and the rainbow walls that protected the Kingdom of Swift Wind. Lightning struck the floor and noxious gases enveloped the frightened Fey people.

After several minutes of Celestial Wrath, the Kingdom was utterly destroyed and quickly forgotten.

The wounds of Eternal Insight were too bad for him to continue breathing and thus he walked to the side of Loyal Heart, and died at his side.

System:

Spend 25 motes of essence, half of them must be personal, the 2 required willpower points for the celestial sorcery and must willingly sacrifice a health level.

Must roll Manipulation + Occult.

The area of effect is a circular area of 100 yards or radius per point of Permanent Essence.

The first turn of the casting winds blow as strong as a mild gale in the area, thus protecting the caster against missile and thrown weapons, giving a +2 difficulty to be hit.

The second turn, lances of energy shoot to the sky where they transform into a huge red cloud that pours blood that boils and melts everything as if molten lava, dealing Essence plus successes in lethal damage to all sentient creatures (living and dead) for one turn per Essence. Lightning is also released and the lightning strikes deal twice the damage to anything not sentient. Thus shattering all structures, constructs, vehicles and shelters in seconds. (Constructs, War Machines, Vessels and anything not made of the Five Magical Materials suffers the damage)

The sorcery deals no damage to the caster until the last round, where Mars takes her due upon the caster.

Creatures and objects destroyed with this sorcery but not completely lost. Certain sorceries can bring things back and sometimes gods can restore creatures with Celestial or Solar Sorcery.

Maiden's Shield

Write by Aldymm Kummar

Cost: 20 motes

Description:

This shield is one of the most effective protections the Sideral Exalted can create to sustain any kind of attack against themselves.

By pleading and swearing complete obedience on the Maidens and their spiritual servants, the Maidens themselves bestow the knowledge of this powerful sorcery.

In the First Age this protection acted to sustain several Circles of Sideral Exalted that fought side by side with the Solar Exalted, and even some Solar Exalted were blessed with the knowledge of this spell.

However in this times, the knowledge is only shared by some Siderals.

System:

By spending the necessary time for the celestial sorcery and using 20 motes of sideral essence, the Exalted pleads upon the Maidens for extreme luck and protection.

While in action, a circular zone of 5 feet is covered. Only the Exalted is protected.

The Exalted rolls Manipulation + Occult and adds a

number of automatic successes equal to her permanent Essence.

This total successes act as a "buffer pool" that is subtracted from any kind of attack upon the Exalted. Be it physical, magical, mental or spiritual.

Each attack "buffered", or a single wound sustained while the sorcery is in effect, requires the Exalted to do a reflexive Willpower roll to maintain the power. When the roll is failed the sorcery ends. The sorcery lasts for a whole scene.

Mobile Mansion

Write by Memesis

Cost: 30 motes

Description:

If there is a defining quality to humanity, it is that it wishes to have its cake and eat it too. A Solar hero of the First Age decided that he'd had enough of living where he was, but three decades of craftsmanship on his home, and the memories locked inside it and its appointments, simply could not be left behind. He penned this spell to solve the problem neatly: he made his home into a moving structure, powered by magic. It is said that he used it to visit almost all of Creation before finally passing it on and deeding the spell (along with much else) to the then-budding College Devonian.

System:

This spell is cast upon a single building, which must be used regularly as a residence, although it may have other functions, and it must have a single master who is acknowledged as its owner. The building cannot be generally more than 125,000 cubic yards, and it does not include grounds, yards, lawns, fences, or anything that isn't solidly built on the building's own foundation. This spell may be cast upon a Manse, but once enacted, it renders the Manse almost useless and severs its connection to the underlying Demesne.

The caster must make a complete circuit around a single building, followed by a complete tour of its interior, all the while slowly channelling Essence into the structure and foundations. For its regular energy needs, the house may be powered by a Hearthstone (which must come from a 3-dot or higher Manse); alternately the sorcerer (or the house's owner, if she chooses) may commit 10 motes of Essence whenever she wishes it to move. To properly prepare a house to receive a Hearthstone takes a week of work and an Intelligence + Craft roll, difficulty 3.

Thereafter, the building becomes mobile, capable of moving up to 10 miles per hour on most terrain, across whatever ground or water a yeddim would be capable of crossing. It can ford streams or shallow rivers, move up inclines, and navigate through sparse wooded areas. The

magic compensates for minor bumps, jolts and disruptions, so the interior furnishings will not be disrupted unless the house attempts an incline of any significant slope (such as a mountainside). When in motion, the effect of the house's motion resembles a sort of rectangular ship, "sailing" through grasslands and over sand with a light ripple of soil or sand before it, and a short wake behind it. The soft glow of Earth and Water Essence can be seen at the base of the house, infusing the terrain beneath it with malleability and motion. The house's motion can be tracked with relatively little difficulty, although it will not cause any major disruption to the terrain it passes through (for example, it will not destroy crops or fertile fields by passing over them).

The house will attempt to evade minor obstacles on its own, but it can be thwarted by significant obstructions: rockfalls, roadblocks, and so forth. It will always stop moving if obstructed, rather than trying to crash through. Even a single success on a Strength roll or some equivalent exertion against the house is enough to cancel its motion for the duration of the exertion; thus, the house is relatively easy to immobilize if several men can approach it.

The house is directed by mental commands from its acknowledged master, who must be physically present in the house, or on the roof, a balcony, etc. It is also capable of taking simple directions (such as "go northwest towards the town of Agrib and stop at the edge of town"), provided the owner knows where he is going. If used in this manner, the owner must only be present while he gives it directions; he may then disembark, and the house will continue moving as it was directed. It will move as directed even if the owner falls asleep, is knocked unconscious, killed, or incapacitated in any other fashion. However, its motion is still subject to obstacles and restraint (see above).

The spell lasts permanently unless counterspelled. If ownership of the house is voluntarily relinquished, the house will respond to the directions of its new owner. The sorcerer himself need not be the owner of the house he casts this spell on, although it will do him little good to empower an enemy's dwelling in this manner.

Minor Prophecy

Write by Shamrock 42

Cost: 100 motes + 5 Willpower

Description:

This spell, known only to Sidereal Exalted, allows a number of Sorcerers, working together, to receive a glimpse of the future.

Minor Prophecy is of the Second Circle of magic, and

unlike most spells, can be cast by a number of Exalted working together - the cost is divided equally among all casters. It is traditional for the spell to be cast by five Sidereals, each one Chosen of a different Maiden - an arrangement known to Sidereals as a Pentad. It also requires the willing participation of at least one Spirit of an appropriate type.

System:

Minor Prophecy functions properly ONLY when cast by five Sidereals, each Chosen by a different Maiden, with the participation of a Spirit - the spell will give misleading or contradictory information when cast in any other manner, though this is known only to a few elder Sidereals. Thus, in order to receive a true Prophecy, each caster expends one Willpower and twenty Essence.

The Essence and Willpower is channeled THROUGH the Spirit - none remains for the Spirit's own use. This dramatic infusion of power causes the Spirit - who must be Materialized - to enter a trance, in which its consciousness moves for a short time among the higher realms occupied by the Celestial Powers.

While the Spirit is entranced, the Exalted may ask it one question of a semi-specific nature - examples include "What are House V'Neef's plans to succeed the Empress?" and "What will be the effects of the Mask of Winter's conquest of Thorns?" This question must be asked in unison by all casters, so it is best if they prepare in advance.

The Spirit will then respond, in a dreamlike voice, with information pertaining to the question. If the casters had asked, for example, "What is the Destiny of the Solar Exalted known as Miranda?" The Spirit may reply, "A joining, an orb, a quest, a discovery, a battle, a loss..." The interpretation of this information is up to the Exalted (in this example, it will mean that Miranda will join with a Circle of those she traveled with in the First Age, that the Circle will be a Perfect Circle, that the Circle will travel to the ruins of a lost First Age city, that she will discover a First Age Artifact of considerable power, that they will have to battle a tribe of Lunar Exalted who roam the area, and that their Gold Faction mentor will be slain - but the spirit will almost never be so specific).

The Spirit must, as mentioned above, be of an appropriate nature - Elementals of the appropriate Element for dealing with questions involving Terrestrial Exalted or the Realm itself, demons for questions involving Deathlords, et cetera. The Spirit must be either willing to participate, or be bound - though a bound Spirit will give less clear information than a willing subject.

This spell is exhausting to the casters, and each member

of the Pentad will be at -1 die to all actions until they receive at least six hours of restful sleep after casting the spell. The Spirit invariably departs, and all but the strongest-willed of the little gods will know despair afterwards, for the experience of traveling the Celestial Realms is an ecstatic one. Some Spirits have been known to enter into servitude in an attempt to be the conduit for this spell again, though the Gods frown upon those who use their brethren so.

Mists of Mars

Write by memisis

Cost: 25 motes

Description:

"Help me! I don't want to die!" The voice was thin, frail, a hungry mother cradling her doomed child close.

"How many of them can you save, old fool? How many of these pitiful wretches do you suppose you can keep from the blades of my men?" The voice was angry, proud, a conquering war-leader confident of his prowess over a simple beggar standing defiantly in front of the villagers.

"All of them."

Battle, it is said, is what separates the worthy from the unworthy. But what of the willing and the unwilling? A Sidereal sorcerer, Chosen of the Maiden of Battles, constructed this spell to make such a division possible.

System:

The spell must be cast centered on a single point in the caster's line of sight, and will affect everything around that point within a 50-yard radius. The point may be fixed anywhere, as long as the sorcerer was within the radius of the effect when the spell began. The spell will cease to affect any character that leaves this radius, and begin to affect any character who enters it, once the spell has been cast. However, it only works if combat has already begun, or is imminent (Storyteller's judgement is final).

The spell draws on the natural Essence of conflict and anger, channelling that energy into a visible effect around every combatant within the spell's area of effect. Mists begin to swirl around the bodies of everyone in the radius, shaping themselves in accord with each character's wishes. Characters who want to fight shine with radiant Essence, as the mists intensify into a solid image of the character. This brilliant light negates environmental penalties to see or attack the character, cancelling a -1 visual penalty per dot of Conviction or Valor (whichever is higher) the character possesses. Likewise, the mists wrap a concealing cloak around each character who wishes to stay clear of the conflict, inflicting a -1 environmental penalty per dot of

Compassion or Temperance (whichever is higher) to all attempts to see or attack the character.

The spell is capable of discerning treachery, and works on intent, not current action; a rogue who does not wish to fight until a proper opportunity presents itself is still illuminated. Characters who are concealed by the Mists cannot see other such protected characters without making Perception + Awareness checks, at the usual penalty, even if they themselves are shielded. The Mists do not interfere with Perception rolls made by characters, except to see other characters who are shielded, as above.

The spell lasts for one scene, or until active combat ceases, whichever is shorter. If combat ends (for example, a truce is called) and then resumes in the same scene, the spell must be re-cast.

-N-
-O-

-P-

Plague Burst

Write by Josh Bains
Cost: 30 motes

System:

This spell creates a cloud of black dust 30 yards in radius, anywhere within 100 yards of the caster per point of essence. It contains a necromantic agent that infects those exposed to any disease of the casters choice (Excepting the Great Contagion). Those effected must roll the normal stamina + resistance check required to avoid becoming infected with the disease in question, if they fail they suffer from the normal effects, though that will not normally be visible until later. The disease created by this spell is normal in all ways and perfectly communicable. This spell is a favorite of Abyssal Exalted who use it to start Plagues and cause massive confusion and death in the process.

Precise Strike on Combat

Write by Colm Corbec
Cost: 25 motes

System:

Duration: one scene

When a sidereal exalted is using this spell, In an area of essence X 10 Yards, all of the allies of the caster lowers the floating difficulties in a number equal to Essence/2 in any attack roll. The caster is not affected by this spell

Presence of the King

Write by Shadow Raptor

Cost: 25 motes

Description:

The lion is the king of all animals, and all animals pay their respects and follow his commands if he so pleases. No moon lunars created this spell to have better and easier control over animals, who usually flee their presence as soon as they detect it. But this spell creates an entire different feeling for those who can sense him. Animals bowed their heads to the user of this spell. And other have fought defending the sorcerer with their lives, for none is more important than the king.

System:

This spell creates an aura of dominance around the sorcerer. The sorcerer must have a fair amount of hair of the manes of a lion, and burn them while casting the spell to make it have any effect. It's effects last until the sun goes down below the horizon or the sorcerers wishes to spell's effects to vanish. While under the effects of this spell it allows the sorcerer to command any animals within line of sight. No more animals can be commanded than the sorcerer's permanent essence at a single moment. No magical animal can be commanded, but any other natural animal can. The animals commanded will follow any order the sorcerer speaks to them, and they can understand it no matter what language the sorcerer speaks it in. When an animal is commanded to do a task that would take him out of the sorcerer's view, he still tries to accomplish the task as best as possible, and then resumes his normal way of living. Animals will never flee from the character's vicinity, not even if other possible major threats to their lives are at the sorcerer's side. They will simply never flee away from the sorcerer, and some will even seek refuge behind the sorcerer. If the sorcerer uses a charm to extend his view, he can also command these animals, as they feel the eyes of their king upon them.

There is one command however, that the animals will never follow, and that is to attack the sorcerer himself, or any other sorcerer under the effects of this spell. Even if the sorcerer possesses someone else's body, they will never attack him, and any command to do so is automatically ignored. Also, this spell adds the character's permanent essence to any presence rolls for the duration of the spell.

Primal Urge

Write by Kym_nark_mar

Cost: 40 motes + 1 willpower +5 motes per additional person

Description:

Though many of the Luna's gifts were lost during the Great Betrayal and subsequent purge by the Dragon Blooded, at least one of the most powerful has remained.

A precious gift passed down from Master to Disciple for centuries, the Primal Urge is also dangerous to those not in the caster's influence; as they are subject to have the pack turn on them in their ensuing bloodlust. Often during raids, a conclave of Lunar sorcerers combine their power to perform this incantation to greater effect.

System:

Calling on Luna to bestow her strength to the pack, the caster sacrifices her own power to fuel the pack's determination, will and strength for the scene (Committed). The Caster rolls her Essence & Willpower score to determine how many of her circle mates are affected by the spell. Those affected by this spell are imbued with incredible strength, speed (Dex), & stamina (all equal to the caster's essence plus successes). Any physical attribute that goes beyond 5 receives those extra dice (rounded down) as automatic successes. The trade-off to this spell is that all mental, social and any charms that are relating to these attributes in the reverse (rounded up). In addition, the group adds the successes to their limit break (max score of 9) which lends to their tendency to succumb to their animalistic natures (berserk anger - pg 131). Of course, not all pack members want to lose immediate control of themselves and can resist this spell's effects (Resistance & Stamina counters the caster's successes)

Prisons of Jade and Star Metal

Write by Josh Bains

Cost: 30 motes

System:

This spell is cast upon the fallen body of a Celestial Exalted slain in battle. It must be cast within a number of turns of their death equal to the sorcerers essence score. It requires a jade or star metal vessel to enact. The vessel can only be made by someone with Lore, Occult and Crafts of 5 each, it takes about a month and resources ●●●● to build one. It traps the Soul-Shard of the fallen celestial within the vessel, preventing their re-exaltation. The Soul-Shard so imprisoned sleeps mainly but occasionally mounts an attempt to escape, rolling the essence rating of its last host, against a +3 difficulty roll, each year. No way has been discovered to strengthen the prison to prevent this escape.

-Q-

QuickSilver Hearthstone

Write by Josh Bains

Cost: 25 motes

Description:

This spell accelerates the formation of a Hearthstone, either from a newly formed manse or one that has had its

Hearthstone destroyed. The caster need not be attuned to the manse, but must be within it.

System:

Once the spell is cast the hearthstone appears in a number of days equal to the level of the manse. The spell works only for the formation of a single hearthstone, after that the manse returns to normal.

-R-

Rain of Razors

Write by Josh Bains

Cost: 30 motes

Description:

This spell causes a rain of wrought iron razors to fall over an area.

System:

It lasts for a number of turns equal to the casters essence. It fills an area 100 yards in diameter per point of occult the caster possesses, and the center point can be placed anywhere within perception x 200 yards of the caster. Anyone caught within the area must soak 10L dice of damage each turn. This attack cannot be blocked or dodged without the use of powerful charms. (Charms that allow block or dodges against thousands of attacks such as Flow like Blood or Balwark Stance totally prevent this attack, Heavenly Guardian Defense or Seven Shadow Evasion prevent damage for one turn.) Any Glamour in the area except permanent glamour ends instantly and the spell does aggravated damage to Fair Folk rather than Lethal. The razors remain after the spell is complete and are sharp enough to cut through even the thickest soled boots, anyone walking the area after the spell is cast must soak 3L (or agg for Fair Folk) damage each turn, even if they are trying to leave the area. This spell is a favorite of both Abyssal and Lunar Exalted.

Rebuke the Breaking

Write by BerkaZerka

Cost: 20 motes

Description:

This ritual causes any broken, burned, or destroyed construct up to the size of a large tower to recreate itself whole.

System:

Only a small bit of the original item need remain, just enough that its original state can be surmised (such as a tower's foundation stones, the ribs of a shipwreck, or the burnt cinders of a razed house). The ritual begins as the sun goes down by meditating at the sight and clearing the area of spurious essence. No sentient beings except

the caster may enter the area to be recreated during the ritual, or it will be ruined and must be restarted at another sunset. From the time the sun goes down until the sun rises again, the sorceress meditates and visualizes the construct as recreated in her mind. At the rise of the sun, the construct shimmers into existence and solidifies in the sun's rays.

Rebuke The Breaking also works on artifacts or items created from any of the five magical metals, as long as they are smaller than a wagon and at least two thirds of the items original pieces are present. It can also counter curses of destruction or warded items, if the caster's Perception + Occult roll (with a number of automatic successes equal to the caster's Essence) beats the opposing warder's Wits + Occult roll (with a number of automatic successes equal to the caster's Essence). Rebuke The Breaking Only works if cast on items within one hundred years and a day from the time they were broken, burned, or destroyed.

Requiem of Souls

Write by Josh Bain

Cost: 25 motes

Description:

A dreadful war magic, based on necromancy. Casting this spell calls forth a wave of darkness that attempts to pull all within its area of effect down into the underworld. The coruscating wave of blackness fans outwards from the casters hands to fill an area 60 yards wide, 10 yards high and 300 yards long.

System:

The caster rolls perception + occult as an attack roll and every one within the area of effect is treated as if they were attacked by a melee attack that cannot be blocked or dodged, except by the use of charms, dealing a base damage of 12 plus additional attack successes. Those killed by this spell shudder and fall to the ground, their souls literally ripped from their bodies and sent directly to the underworld. This spell does no damage to physical structures or objects, instead passing right through them, as such these objects provide no cover from the effect.

Rhythm in Bones and Blood

Write by Taro

Cost: 10 motes

Description:

This well-known and ancient ritual is used by many Lunar Exalted, and imitated by many more beastmen and barbarian tribes. Before going to battle, on a raid, or on a sacred hunt, the Lunar Exalted gathers his pack mates, family, and friends, usually whoever is accompanying him on the quest. The Lunar must have the body of a slain

animal to perform this ritual; many Lunar warriors prefer a sacrificed totem animal, while others will track down humans. Using the rib bones and skull of the slain animal, the Lunar Exalted must play out a drum-chant to Luna, his guardian spirits, and whomever else he seeks the favor of.

System:

The sacrificial animal must be prepared beforehand, with its skull and rib bones ready, before the spell is cast. The ritual must begin at sunset, and will last for 10 hours. For every two points of permanent Essence, reduce this time by one hour; for every five people that sit with the Lunar through the ritual supportively, also reduce the time by 1 hour. This ritual must take at least an hour to perform.

The Lunar begins the ritual by holding the animal skull in the air, and spending 10 motes of Essence. The Lunar must make a Wits + Performance at difficulty 3 every hour of the ritual. Failure means that the Lunar must wait until the next sunset; this may also imply lost favor with local spirits. If the Lunar successfully completes all the required Wits + Performance rolls, at the end of the last hour the ritual is complete. The Lunar must shatter the skull with the rib bones at this point.

Once completed, for the entire duration of the quest, hunt, or raid, the Lunar may add a number of dice equal to his Conviction to any roll involving hunting, tracking, fighting with bare-hands (excluding Martial Arts), and athletic tasks, such as jumping or rolls to extend time to hold one's breath. Whether or not the quest is a success, once it is over the effects of this spell end.

Ritual of Elemental Exchange

Write by Memeisis

Cost: 25 motes

Description:

This ritual must be started and finished during some interval of celestial transition, such as an eclipse, the growing light of dawn, or the failing light of dusk.

The sorcerer casts this spell upon some concentration of a single element (air, earth, fire, water or wood). He must also choose another single element whose properties are conferred upon his target, and whether the elemental concentration receives the mobility or the character of the other element.

The spell lasts until the next celestial transition of the type present during casting - thus, this ritual only lasts from one dawn to the next, or from one lunar eclipse to the next. The sorcerer may also cancel the spell at any time by spending 1 mote of Essence.

System:

The sorcerer selects a single element, and then chooses a single object, or volume of space, no longer than his Essence score in yards on any side. The chosen area must be comprised primarily of the element in question; for example, the sorcerer could not target "all earth within a larger volume of air", but he could choose to affect a large volume of soil or stone.

Regardless of the target he has chosen, the spell will only affect one element per casting; targeting a tree, for example, will affect only the wood (if that is what the caster chooses), but not the soil at the roots (earth), nor the dew on its leaves (water).

The sorcerer then chooses another element, and whether to impart its mobility or its character to his target object. He cannot confer both with the same casting, although he can cast the ritual twice if desired.

The effects depend largely on the Storyteller's discretion. Some examples are provided.

Fire, given the mobility of water, will pour downhill rapidly, be contained easily in ceramic pots, and so forth. It still gives off heat as fire, and will ignite anything stuck into it. Fire, given the character of water, will be cool and calm to the touch, no longer able to burn. But it will spread like fire, licking up (but not consuming) any flammable object it touches.

Stone may be given the character of water, so that a sorcerer and his allies can step through a castle wall as easily as though they were diving into a pool. Or it may be given the mobility of water, in which case the wall will splash down suddenly to their feet (and probably sweep them away, as it is still stone, with all of stone's resilience and power).

Runes of Death

Write by Josh Bain

Cost: 35 motes

Description:

This powerful spell was developed ages ago by the Sidereal Exalted. To invoke it the caster must perform an eight hour long ritual that involves the carving of a series of runes across the inner surfaces of the room to be effected. The room cannot have any dimension longer than the casters essence x 10 yards. The spell then lays in waiting until the next time a Solar Exalted enters the area, the spell does not target anyone else, as it is designed solely to kill Solar Exalted. Once activated the Runes roll an opposed essence roll each round. The Runes have a dice pool equal to the casting sorcerer. Each net success for the runes, drains one mote of

essence from the Solar's dice pool, and deals one unsoakable dice of lethal damage. Also the entire boundaries of the room fill with black mists, the mists are much more potent, dealing a number of dice of aggravated damage equal to the total net successes the spell to date. The spell lasts until the runes are physically destroyed, and they are behind the black mist. If a Solar realizes quickly enough what the spell does they could destroy the runes before the mists are too powerful or use Adamant Countermagic to destroy the spell.

-S-

Sacred Transition of the Maiden of Secrets

Write by Maryuoh

Cost: 50 motes

Description:

The ultimate means of escape, this ritual allows the Sorcerer to switch bodies with their target. The ritual requires a scene, at which time the Motes are spent. The final trigger of the spell is a single-syllable word, which the Sorcerer may utter at any time within 24 hours after the end of the ritual. If the 24 hours expire without the Sorcerer uttering the word, the spell simply does not take place, although the spent Motes do not return. If successfully cast, the Sorcerer remains in the body of his host- and vice versa- indefinitely, until such a time as the spell can be reversed by another Sorcerer. If one or the other of the two bodies is slain, such an exchange becomes impossible.

System:

This spell requires a Manipulation+Occult roll to perform. The ritual itself requires a perfectly drawn circle of in white sand and black blood, five yards across, with the symbol of Jupiter within. The caster stands at the center of the circle, chanting for one scene. The sorcerer must sacrifice either a hand, foot, or eye for the spell to be effective. This sacrifice requires a knife made of bone. This body part is consumed in green energy and destroyed. The victim must exceed the number of successes rolled by the Caster to avoid having his soul forcibly removed. The transition is instant. Victims who have had their souls removed from their own body in this way describe a brief sensation of wandering through endless blue corridors of light. The caster must be either seeing or touching the victim when the final syllable is uttered. Both souls retain all their Virtues, Charms, Abilities, Specialties, etc. upon the transition. Artifacts and Manses remain attuned to both the soul and the body of either host. Attributes alone remain with the host body rather than the soul. Any watcher unfamiliar with this spell will not be able to notice that a change has taken place.

Sanctum Proelium

Write by Machine

Cost: 25 motes

Description:

After the Great Curse took hold, solars became more and more temperamental and prone to irrational decisions, often engaging in duels and gladiatorial matches to settle even minor disputes. The few solars who resisted the effects of the Curse watched as their bretheren tore the world apart over their petty disputes, and decided to take action. Though these few were not enough to show the others the error of their ways, they did institute two important things: the Law of Sanctum Proelium and the Dueling Code. the Dueling Code provided a set of limitations and restrictions on when and where a duel could occur, and the Law required they use a specially designed spell for duels: Sanctum Proelium. On casting, this spell creates a sort of "mimic world" that overlays a part of creation. none may enter or leave the area of the spell while it is in effect, and more importantly, any damage done to the surrounding area within the spell's radius is not mirrored in creation.

The spell ends when the caster dies or ends the effect.

System:

The caster shapes essence into a black staff, which he then thrusts into the ground. radiating from the point of impact, a ripple in the fabric of creation, followed by a black wave moves out to a distance of the casters essence x 100 yards. when the wave reaches its limit, it stops, and becomes an impenetrable black wall to those inside and out. everything inside the bubble appears the same, and the entire area is lit with a low red light. when the spell ends, the bubble retracts back to the center and in a flash of white light, the terrain is returned to the state it was in before the spell was cast.

Sariel's Sword of Fate

Write by Maryuoh

Cost: 60 motes + 3 willpower + 1 permanent willpower

Description:

One of the most ancient and powerful spells of Sidereal magic, developed by a Chosen of Saturn, this ritual requires three months of uninterrupted meditation. On the night of Waning Crescent moon, the Sidereal Sorcerer must channel the light of the Maiden of Secrets and the Maiden of Endings onto a mundane, unenchanted weapon, binding it with a powerful doom. The Sorcerer must utter a single name. The weapon will begin glowing with a cold blue flame. Until the being the Sorcerer names is dead, the Enchanted weapon will eternally seek their heart's blood. Unless this enchantment can somehow be broken (the death of the caster will not achieve this), a powerful fate binds the blade and it's

intended victim; the chosen being can no longer be killed by anything except the Sword of Fate (which needn't be a sword). The Sword, however, has a will of it's own, and will always pursue it's one goal. There are stories from the First Age of those who sought to use this spell as a form of protection, having it cast on them and then hiding the weapon away, but such tales rarely end happily- fate is not easily controlled by mortals, even the Exalted. This spell can only be cast once by any Sorcerer.

System:

Largely up to the Storyteller. The Sword of Fate doesn't particularly care who's wielding it, but would rather not be lost in battle due to it's owner's incompetence, and thus allows the bearer to re-roll all Botches once so long as the weapon remains on his or her person. This spell can be cast on mortals, spirits, demons, Fair Folk, or virtually anything of intelligence. Those who keep it in their possession will develop a deep hatred of the Sword's chosen victim- every day, the bearer must make a successful Willpower roll to avoid being used by the weapon in this manner. Each additional failure on this roll increases the feeling of dislike- a single failure might leave the bearer irritated at the target, whereas with five failures, the wielder would cut through his or her own family and friends to reach the Sword's victim. As mentioned before, the Sword of Fate can in reality be cast on any weapon, from an axe to a club to a spear, as long as the weapon is, prior to the Ritual, unenchanted and not composed of a Magical Material. How well the Weapon will track it's target, or what kind of damage it will do are largely up to the ST, but the Sword should be considered to ignore all Soaking rolls. A single level of damage should cause the Victim's death.

Savage Soul

Write by Aldymm Kummar

Cost: 25+ motes

Description:

History --

There is nothing more painful to a Lunar Exalted than the fact that they were driven away from the places they guarded and from their Solar lovers.

The passion that burns inside them is so powerful that No Moon Casted learned to channel it into something that could boost the Lunar Exalted as a whole in cases needed. So they researched at this spell on the confines of the Wyld. Based on the primal rage and on the wyld energies.

System:

By taking its time, the caster taps into the memories of the Lunar Exalted as a whole and develop some inner

hatred that fuels their power.

When the spell is completed, a point to the Limit Break is added as all rage is poured into the essence and frame of the Lunar Exalted.

This spell cannot be used by any other Exalted since it draws in the inner power and the mystic connection of the Lunars and Luna herself.

The caster rolls willpower and each success is a turn the sorcery last.

While under the effects of the sorcery, all bashing and lethal damage is soaked with full stamina, and aggravated damage is soaked with half the pool.

The Lunar heals all bashing health levels, and a number of lethal health levels equal to half the number of successes in the willpower roll.

He also gains a number of extra health levels equal to the permanent Essence score while the sorcery lasts, when it ends so do the extra health levels.

Attacks deal lethal damage, and soak provided by armor is halved in the claws, fangs and weapons of the Lunar Exalted.

For every 5 motes extra spent, the Lunar can gain an extra dot of Strength or Stamina.
For every 10 extra, he can gain one dot of Dexterity.
And for every 15 he gets one Extra Action for the remainder of the spell.

When the sorcery ends, the Lunar takes one bashing die of health level of unsoakable damage per turn the sorcery lasted. This show how winded he is after such powerful rage

Shining Bastion of the Joyous Heart

Write by Solarium
Cost: 20 motes

Description:

"A heart that is full of joy cannot know pain..."
-Beginning of a fable told to children

It is not know exactly where this spell originated from. The most common belief is that Exalted of the Maiden of Serenity developed this spell as a means to protect themselves and to prevent attacks from landing. Another story tells how it wasn't the Exalted of the Maiden of Serenity who created the spell -- but the Exalted of the Maiden of Battle, who believed that perfection in combat could only be derived from the complete joy that it

offered. And yet another story told of how a member of the Twilight Caste who decided to draw from the passions of a duelist to create a formidable spell.

Whatever the origin, it is known that this is one of the handful of powerful spells that derives its energies from the virtues of the Exalted who casts it. Specifically, this spell draws on the Virtue of Temperance -- that is, the virtues of the heart and the energy that it offers. For the ones who designed the spell, it was determined that the passions of the heart, and the sheer joy for life, could be utilized to channel Essence in a powerful defensive effect. Only one who can balance the flow of Essence in their heart and take some joy in sorrow, achieve some balance and harmony, will be able to utilize the spell to its best effect.

When the spell is cast, a shining grid of energy forms around the caster, forming a network of glowing Essence that glows with the strength of the caster's virtue. All of the network flows back to the caster's heart -- from where it draws its power -- and can be seen to pulse in rhythm with a heartbeat.

System:

Shining Bastion of the Joyous Heart is a powerful defensive spell that offers its user an exceptional means of defending themselves. Once cast by the Exalt, the spell offers the user an opportunity to turn any defensive action they might take into a perfect defense. This is perfect defense in the sense of something like Heavenly Guardian Defense, rather it is simply a defensive action that automatically succeeds. Literally, any parry can turn aside any blow that the user might normally take. And any dodge can be used to avoid even a blow that might not normally be avoided. But it will not protect against attacks that specifically require perfect defenses to stop them.

However, there is a limit to the use of the spell -- only so many defensive actions can be turned into perfect defenses. When the user first casts the spell, they make a Temperance roll. For each success rolled (10s do not count as two successes), this is the number of defensive actions the user can convert into perfect defenses each turn the spell is active. Every time the user wishes to convert a defensive action into a perfect defense, the user must spend 3 motes of Essence. The spell itself lasts a number of turns equal to the caster's Presence + Charisma score.

Example: Kemek Ironguard casts this spell. He has a Presence of 4, Charisma of 3 and a Temperance of 3. He rolls 2 successes on his Temperance roll. For the next 7 turns (4 + 3), he may convert upto two of his defensive actions into perfect defenses. This means that he need

not roll the dice for these actions, he simply automatically parries or dodges as appropriate. If he does not have an action reserved for parrying or dodging, and it must be a reserved action (not one created via a Charm), then he cannot utilize this ability.

The user of this spell must spend time crafting a focus for it to function. Typically, this is a piece of rose colored jade or quartz -- though in some cases diamond -- that features a number of facets to catch and reflect the light from the gleaming Essence formed around the user. This focus is not consumed by the spell, and can be used until it is destroyed or otherwise lost.

Note: modified the wording of the "perfect defense", changed the cost for making each defense "perfect" and increased the duration of the spell.

Snake Infesting touch

Write by Filthist Cynis

Cost: 30+ motes

Description:

Town runners came bearing the horrible news, the town must empty, lost, for an army of hundreds of wyld barbarians approached, their most powerful warrior striding ahead. The townsfolk cried out for a miracle from the Immaculates, men in fear of losing their home even blasphemed and cried out for even the aid of the Unconquered Sun - and it seemed it was He that answered. His Majestic Glory stepped from the woods, a twilight caste that had been monitoring the wyld tribe for nearly five years. With a smile he responded that he would single handedly repel the wyld tribe, and guarantee they stay gone from the town. You, see, this tribe believed snakes to be sacred entities, and His majestic Glory had spent years creating a spell that would offer him protection in the event he was caught.

The town fearful of both the Anathema and his impending failure caused men to cower in their homes, too fearful of the anathema to leave, and too fearful of the barbarians to stay. When the Warrior in the forefront became visible in the woods and saw the man standing before him, the rest of the army stopped and he stepped forward and approached the Twilight. His Majestic Glory smiled and spoke in the wyldlings own tongue, "Ferrakasha forbids you enter this land." First startled at his own speech being used by this *man*, the barbarian Responded. "What would you know of Ferrakasha's desires, Human." And to this the single barbarian charged the Solar, who side stepped and struck the Barbarian with a hand engulfed in essence and it flowed into the barbarian, surged off of the twilights hands like asps lunging for a kill. He convulsed turned and screamed, as one, two, three, four red Serpents burst forth out of him and began to tear pieces

of flesh from him. Within minutes the barbarian lie nearly all his flesh consumed as the serpents faded from view. An uncommon silence had descended amongst the other barbaric hordesmen. The twilight turned and spoke loudly. "You see I AM sent by Ferrakasha, As I have proven, the sacred serpent have struck down the proud warrior, for he intended to strike down at those with Ferrakasha's blessing." The fearful barbarians fled and never returned, and the Solar disappeared that night, as the townsmen distracted the wyld hunt.

System:

This painful power, requires a one hour ritual within 24 hours of when it will be cast. The Solar acquires the number of serpents he wishes to invoke (no more than his rating in essence) and kills them, he drains the blood into a bowl and dips his striking hand or hands in the blood while softly singing praise to the snakes for the courage and power they give him. After that, he removes his hands and they will be stained red by the blood, and glowing with essence. The essence aura fades after his essence in minutes, but the red blood still stains the solar's hands until he casts the spell. The character also requires his minutes in essence, to 'recharge' the spell before striking, causing his hands to become engulfed in essence. After striking or the 24 hour deadline elapses the red-stain fades leaving clean hands.

On a successful Martial arts or brawl strike, the attack causes the number of snakes killed for the ritual (no more than character's essence rating) to tear out of the victim's body and strike once per turn, the victim, if mortal is killed instantly while the snakes spent the duration eating at their victim. If an exalt or powerful creature, the character takes the number of snakes in Aggravated damage and then rolls normal soak against damage dice of [# of snakes x 2] in lethal damage for essence amount of turns. The character may spend 10 motes of essence per extra turn of duration when first casting the ritual, the spell also cannot be cancelled until its duration has been exceeded.

Song of Friendship

Write by Sharalk of Frostwolf

Cost: 60 motes

Description:

the hoard of goblins charged down the hill into the legions of the imperium. anger and rage could be felt from both sides. but then they heard the sound of music in the air. a voice rang out through the wind and both armies stopped as they listened tears came to their eyes. all of a sudden whatever they were fighting over did not seem important anymore and they all began to hug each other and sing along. when the song was done the two armies decided to work together to make the world a

better place.

this made Irin Macala very pleased, last time he used this spell he messed up the lyrics and the 2 armies that had been fighting got so angry that they did twice the damage they would have done otherwise.

System:

the caster rolls her manipulation plus performance difficulty 7. if he succeeds then everyone within earshot of any one within earshot of anyone within earshot et cetera... of the caster will lose all violent desires and who ever they were mad at they will now see as a great friend. if a being has 2 higher essence then the caster then they roll willpower against the casters essence, if the resistor succeeds then he is immune to the spell. this spell has no affect on the deaf because it is after all a song, but not even the primordials are totally immune.

Soul Searing

Write by Bledell

Cost: 40 motes

Description:

This spell acts as a link between two beings, essentially it acts as if both individuals can inhabit the others body. When bonded through this spell the individuals can share everything, thoughts, senses, Charms, Sorcery, and even motes of Essence no matter the distance between them, they are the essence of what it is to be soul mates.

Charms and Sorcery can be shared though if an individual does not possess the necessary prerequisites such as Essence rating and skill minimums they cannot wield the charm or spell, though the other being can channel through their soul mate if their mate allows them control, utilizing them as a conduit.

System:

When one is pain the other feels it, putting them at -1 to all their dice pools for a number of turns equal to the number of health levels that their mate suffered. Also, in the unfortunate circumstance that one dies the other is overwhelmed with agony, rendering them unconscious for 24 hours after the death of their mate. The spell is permanent and the only way to terminate the link is for one of the individuals to die.

Spell Matrix

Write by Memesis

Cost: Varies

Description:

A Spell Matrix is a magical structure, a sort of crystallized, temporary form of Essence that embodies a single spell of the Terrestrial or Celestial Circles (Solar Circle spells may not be formed into Matrices). It exists in

a dematerialized state until used, and may not be seen by mortal sight (although it is easy to spot with spiritual senses; see below).

The Spell Matrix is one of the presumably lost sorceries from the First Age, a product of the College Devonian. It was the side effect of researches into the nature of magic, efforts to crystallize Essence itself into physical states that could direct Essence independently of a spellcaster. Although this dream was never realized in the lifetime of the College, the usefulness of the Spell Matrix itself was seen, and so the spell was preserved as one of the many useful tools of the mature Celestial sorcerer. The Matrix is most useful when a sorcerer needs to quickly and reliably activate a given spell; it has little use in magical duels except as an opening gambit which must be quickly used to be effective.

The advantage of a Spell Matrix is that another spell may be shaped ahead of time, and the required Essence stored up in the magical structure so produced. This makes it a useful "escape clause" or emergency measure for a sorcerer going into difficult or unpredictable situations.

The disadvantage is that the existence and nature of a Spell Matrix is obvious to anyone with magic- or spirit-detecting abilities. Since the Matrix is at least partially attached to the character's anima, he may also be discovered that much more easily, as much more Essence is concentrated in his anima than is usual. And, as an active spell itself, the Spell Matrix may be discerned and destroyed by a knowledgeable rival. As a Celestial Circle spell, the only people who can ordinarily wield this type of magic are those who have the most reason to hide their anima banners.

NOTE - More potent successors of this ritual, the "Enhanced Matrix" and "Armored Matrix", are possible, and may resist countermagic more readily, as well as having other features. These spells will be submitted if there is interest.

NOTE - this is a sorcerous variation on an Occult Charm I submitted, and is inspired by a concept from the Earthdawn RPG.

HISTORY - revised after a comment from Solarium. Almost all areas of the spell's mechanics have been clarified. Further comments have yielded a second revision.

System:

The sorcerer must select a single Terrestrial or Celestial Circle spell, which she herself must know and is capable of casting. A sorcerer may not create a Spell Matrix for

another person, nor may she create one for herself based on another sorcerer's spell. The sorcerer casts this spell, then begins to shape the other spell, which takes the normal amount of time it would to cast (including any ritual time requirements beyond the shaping itself). The shaping does not yield a "finished" spell; this spell freezes the shaping in place. The sorcerer must expend a further point of Willpower, and as much Essence as the spell would normally cost (if the spell has a variable Essence cost, the sorcerer must spend as much as the maximum he wishes to use). If the spell has any casting costs aside from Essence and Willpower, the caster must pay them at this time. This Essence cost is never considered committed, even if a given spell requires it.

The caster may also invest extra Essence into the Matrix. The caster may freely invest Essence at any time, not necessarily when the Matrix is first being formed, and possibly after previously stored Essence has been used to power the spell the Matrix holds. A Spell Matrix will not hold more than 5 motes of "extra" Essence per dot of permanent Essence the caster has, and if the Matrix is destroyed, all its stored Essence is lost to the caster.

Thereafter, the sorcerer may cast this spell as a dice action, without the usual turn(s) of shaping. For purposes of taking multiple actions and using Charms, casting via Matrix is considered to be using a sorcery Charm, and thus cannot be used in conjunction with Combos or other Charms. If the spell requires that additional time be spent in ritual performance, at least half this time must actually be spent. She must also possess any ceremonial items the spell requires.

If sufficient Essence was not stored in the Matrix to power the spell's own Essence cost, the sorcerer must supply the required balance at the time of casting. The caster **MUST** use as much of the Matrix's own energy as he can, before he expends his own Essence. The caster need not expend any Willpower to shape the spell, although he must pay any other specific costs the spell itself requires (for example, the loss of a health level, or Willpower). If the spell requires that Essence be committed, any of the caster's own Essence used to cast it is considered committed.

Attempts to counterspell the casting may still be made normally (the Spell Matrix does not permit spells to be cast faster than a Countermagic spell). A successful Countermagic cast against a spell being cast out of a Matrix destroys the Matrix as well as the spell as it is being cast, and Countermagic may be used to destroy a Spell Matrix itself. If a Matrix with stored Essence is countered and destroyed, the effects are dangerous and unpredictable; the Storyteller's best judgement should prevail.

The sorcerer may have only a single Spell Matrix in existence at a time. The sorcerer may cast the same spell several times through the same Spell Matrix, provided she can supply the Essence to do so, and she may cast other spells while she has an active Matrix, at no penalty. The Matrix can be dissolved as a reflexive action, though again any stored Essence will be lost. If a Matrix is dissolved or Countered while spells cast through it are ongoing, those spells are cancelled immediately.

A sorcerer is more easily noticed because of the presence of the Matrix contained in her anima. Attempts to scry the sorcerer or otherwise magically detect her presence receive a bonus of two dice. In addition, increase the effects of the anima banner by one step, if the sorcerer has a Matrix established and spends peripheral Essence motes. The sorcerer may be otherwise troubled by curious spirits and other beings, at the Storyteller's discretion. If the Storyteller feels this spell is too powerful as it, he may re-add a Willpower cost per casting, reduce the rate of Essence regeneration for the Exalt, or whatever other measure he sees fit.

Example: Redegar creates a Matrix for the spell "Flight of the Brilliant Raptor". This spell normally costs 10 motes to cast and is Terrestrial Circle, so Redegar spends 3 turns shaping (2 for Spell Matrix, 1 for the spell) and spends a total of 4 Willpower: 2 for Spell Matrix, 1 for the spell, 1 more to contain the shaping. He also spends 10 motes for the spell. He now has a functioning Matrix.

Redegar has Essence 4, so he can fill the Matrix with a total of 20 extra motes. He does so, and has now spent a total of 4 Willpower, 30 motes. Later on, he runs into a pack of beast-men. Redegar may cast this spell twice for "free", thus draining out the last of the Matrix's stored Essence. Any future castings will cost another 10 motes from his own pools. He spends no Willpower to cast this spell, although he would expend Willpower if he cast any other spell, as normal.

Stairs of Nowhere

Write by Josh Bain

Cost: 35 motes

Description:

Only a Lunar Exalted can cast this spell. If any other type of Exalted attempts its magic Luna causes the spell to fail. When invoked this spell causes a spiriling staircase of stone to erupt forth from the ground, and extend upwards hundreds of feet in the air. This spell cannot be invoked anywhere the stair's could be useful, they simply have to extend into the sky, and reach nowhere, and do no damage to anything in the process. One each stair has been climbed it vanishes, behind the climber, if more

than one person attempts to climb the stair's then the entire stair case collapses on them dealing 20L damage. Once the climber reaches the top of the stairs, the and the final stair vanish, and they find themselves in a strange ruined city, the city is within a bubble that floats within an endless sea of grey nothingness. The city is largely empty and serves as a good place to rest and recuperate (Assuming the Lunar brought food and supplies with them.) Evidently there is another way to the city however since lunar's sometimes see other creatures of strange appearance here, and find odd artifacts that are lesser in age than the ancient city, often with dried blood around them. Once in a very great while a lunar who comes here never returns. When the lunar is ready to leave, they simply vanish from the city and appear in the place where their stair case originally formed. It is said that Death Knights of the moonshadow caste, who take the time to learn Lunar Circle Sorcery, are singled upon by lunar and allows to enter the City at the Edge of Nowhere. Presumably the same would hold true of Eclipse Caste Solar's, but the theory has never been tested.

Steward of Unflagging Vigilance

Write by Maiden
Cost: 30 motes

Description:

The Sorcerer, gathering his energy, creates a perfect Steward out of essence to provide eyes for her where she cannot be.

Specifying a space, the Sorcerer commands the Steward to keep watch over it. After the command is given, the Steward, generally appearing as a well dressed, effeminate, young man, dissapates into a cloud of eyes and ears, and a single quill, all of which rapidly fade into the immaterial.

At the next sundown, the Steward reappears to the Sorcerer and hands her a stack of neat, exhaustive notes on everything that happened in that room -- who said what to whom, who drank what, where the knife was hidden, that the Sorcerer may easily read at her leisure. His service up, the steward then dissapears.

Stewards of Unflagging Vigilance were often used by the Solar Deliberative to record their meeting notes for they would never be biased, never be bribable, and would always work to the best of their ability. Sidereal's still often use this spell to record the meetings of most Dragon Blooded political functions.

System:

Upon casting this spell, the Sorcerer rolls her Permanent Essence + Occult. The number of successes she

received details the extent of the notes. These may be counted as automatic successes on an Investigation roll if the Sorcerer is questioning people about conversations or surveying the location afterwards.

The Sorcerer may also simply read the notes and garner as much information as he wishes. Normally, there are about ten pages of notes per success rolled.

Successes:

- 1 - Whether a fight broke out
- 2 - Who was involved in the fight
- 3 - What caused the fight
- 4 - What REALLY caused the fight
- 5 - The reactions of every man, woman, and child in the room to the fight breaking out

Sting of the Iron Hornets

Write by Solarium
Cost: 15+ motes

Description:

A war spell of the Sidereals that was used against the Fair Folk and dates back to the time of the Old Realm, the Sting of the Iron Hornets is a much prized spell. The caster summons a number of cold iron spears that fly through the air with unerring accuracy. Those caught by the iron spears are torn asunder by the powerful force from the impact, or they are pinned in place as the spear pierces their body and carries them to the ground. A horrible buzzing sound is heard from each spear as it hurtles from the caster's out stretched hand towards his target.

System:

Using the spell, the caster can create a desired number of spears to hurtle at his opponents. To cast the spell and a single spear against a target, the caster spends 15 motes of essence. For each target past the first, the caster must spend an additional 4 motes of essence. The caster cannot summon more than one spear per target.

The caster then makes an attack roll (Dexterity + Thrown) against each target that is resolved as normal. Each spear has Acc +2 and a 25 yard range interval. The base lethal damage of the spear is equal to the caster's permanent Essence rating. Note: each spear is considered to be iron, and Fair Folk do not get their Stamina for soaking damage.

If the attack is successful and causes at least a single wound, regardless of the actual pre-soak damage, then the target must immediately make a Stamina + Resistance at a difficulty equal to the caster's permanent Essence rating to avoid Knockdown (per the main rulebook). When determining if the target is stunned or not, the target is always treated as having suffered at

least one more health level of damage than his Stamina (even if the actual damage suffered is less than the target's Stamina).

Summoning and Binding of Spirits

Write by Josh Bain

Cost: 10 – 20 motes

Description:

Through this ritual the caster summons and binds a spirit from the underworld into a year of service. They may pick the kind of spirit (Hungry Ghost, War Ghost, Nemissary) when the hour long ritual begins.

System:

It requires 10 motes to call a hungry ghost, 15 to call a War ghost and 20 to call a Nemissary. Further the Exalt must make an intelligence + occult roll. Difficulty of 1 for a Hungry Ghost, 3 for a War Ghost and 5 for a Nemissary. If the roll fails, then not only does the character not bind the ghost, but they also loose 1 mote of essence for the same period the ghost would have been bound. (One Year.)

Summoning the Spirits of the wild

Write by Josh Bains

Cost: 30 motes

System:

This spell can only be cast at night. When it is cast the character must roll Charisma + Occult and name a target for the hunt. The character need not know an actual name, but must be able to unambiguously identify the target (i.e. The thief that stole my sword!). For each success the character gets on their Charisma + Occult roll they call forth two War Ghosts. These war ghosts remain until the sun rises, and until then they are imbued with a flawless sense for the target's location. Only powerful charms (Those that specifically state they protect from Celestial Circle Spells) or Celestial Circle spells that prevent magical location, can throw them off the targets trail, until then they hunt for her mercilessly, attempting to return her to the caster if possible or kill her and bring her body back if not. This spell lasts until sunrise the following night. (I.E the rest of the night it is cast, the following day and then the following night until sunrise.)

Swallow Magic

Write by Maryuoh

Cost: 25 motes + 1 willpower

Description:

With a word and a gesture, a hole is torn in the fabric of the World. Using this spell, the Sorcerer can steal his enemy's magic, robbing them of their power. This theft is

visible- to an outsider, it appears as if the Sorcerer steals a cloud of energy out of his enemy's mouth. Although this does no actual damage, the effect is quite disturbing to the victims of this spell.

System:

The Sorcerer may name one Spell, Charm, Glamour Effect, or other Essence-fueled magic that the target possesses. In addition to the base cost of 20 Motes, they must pay the activation cost of this effect- for instance, choosing Death of Obsidian Butterflies would cost 40 Motes, and 3 Willpower. The victim is unable to use the Charm (or whatever) that was stolen from them. The Sorcerer may use it, assuming they have the required Essence/Ability ratings. If they do not meet these requirements, they may not use the Charm, but the target is still unable to use the magic. This spell has a theoretically infinite duration. The Sorcerer will not gain back the Essence/Willpower/Experience they spent casting this spell until they release it, however, which they may do at any time, at will. If the Charm/Spell/Whatever's effect is in action at the time it is stolen, it's effects immediately die- i.e., if someone is in Snake Form, and then has the Charm Snake Form stolen from them, they immediately lose the effects of the Form. This Spell cannot target Artifacts, as it is designed to work on living things. The Sorcerer must be able to touch, hear, or see their target when casting this Spell. It can be cast a theoretically infinite number of times, although few Sorcerers have the Essence pools to cast it more than three or four times.

-T-

Taming the Dragons Path

Write by Aldymm

Cost: 30+ motes

Description:

History --

In order to create a manse atop a Demesne, the land must be tamed and controlled to achieve a supreme and great effect in the ley lines and also to get a mastery on the Essence that is to be tapped and for the hearthstone to be created.

Although some Exalted asked for help of demons of the First and Second Circle, and on Elementals to build their manses, some Exalted developed some sorceries to do so.

This is one developed by the Siderials with help of the Dragon-Blooded to advance the construction and the improvement of Manses in the Imperial and Blessed Isle.

System:

Casting this spell gives the caster several benefits, but all realted to creation, destruction, reforming, altering, shaping, sabotaging of Manses and Demesnes.

The caster must gather the elements needed to attain his goal around him: Freshly harvested fruit, cold water, ravenous fire, hard stones, and scented incense (That is the five common elementals in their raw aspect and any of the Five Magical Materials, wich cost Resources 2) rolls his Willpower after the spell is completed, and several strands of his Essence flow like tentacles in the air, ground, fire , wter and wood. These go deep in the element of the Manse or Demesne and so the sorcerer begins to do the changes.

The Sorcery takes one full day to cast and it must not be interrupted by any external force. The caster can relax, eat, and meditate while during the day of the cating but must roll Essence difficulty of 2 if he takes some other action to prevent loosing this spell.

After the spell is casted that day the effects remain in the area, and the caster commits his essence until he decides to stop comitting it, and thus ending the spell, or until the desired effect ends.

Extra successes can also be bought by spending Essence, in a one die per 5 motes spent doing so.

For each success the caster achieves:

- * He can reduce the number of successes need to "Forcing Demesne Formation" (Book of Three Cirlces p.101) in a one per one per level basis (that should be: in the casting roll you get three successes and you spend them on this issue, then you only need 7 successes per level of the Demesne)

- * "Perform Landscape Changes" (Book of Three Circles p.102), reduce the amount of time in a one month per success spent on this.

- * To "Construct Manses" successes can be spent to reduce time in a one-week per success basis.

- * To "Sabotage" it reduces all rolls in the sabotage attempt by one per two successes.

This is a light and not so powerful version of the Benediction of Archgenesis.

Since it makes slight changes to the environment and never damages or changes the nature of the place, it taps into the nature of the essence and helps the caster to achieve his goals. It does not changes the nature or

essence by it self. It gives help in the changes and all of that.

Tearing the Earths Soul

Write by Josh Bain

Cost: 10 motes

Description:

This spell can be used by a sorcerer to call forth power directly from a Manse to aid them in fueling great magic's.

System:

They must be on the site of the Manse itself when this magic is invoked, and it must be attuned to them. Once they invoke this spell they can choose to draw up to 15 motes of essence from the Manse per dot. (I.E. a four point Manse can provide up to 60 motes of essence.) For each 15 motes (or fraction thereof) drawn forth from the Manse in this fashion the character must roll a single dice, for each dice that comes up a failure the Manse permanently looses a point of strength, as the energies of the place are literally ripped up. Essence drawn forth in this fashion cannot be saved and does not go into the characters own essence pool. It is available for the characters usage for one round per dot of the Manse once the casting of this spell is over, and then it dissipates.

Terrestrial Spell Crystalization

Write by TheScreenJockey

Cost: Double spell cost in motes

Description:

Books and scrolls of spells are large, unwieldy, often fragile things. Reading them not only takes time and effort (and requires literacy), but also limits the circumstances in which one can learn sorcery. Reading a book of spells in the dark is all but impossible, and reading one in a thunderstorm is detrimental to the book itself. Because of these limitations, sorcerors created a more practical way of recording spells for future generations . . . spell crystals.

System:

Creating a spell crystal for a Terrestrial Circle Spell first requires the sorceror to acquire an emerald (it may be cut or in its natural state) approximately the size of the human thumb or larger (an expensive task, to be sure).

The sorceror then casts the spell to be recorded while focusing on the gem itself, spending twice as many motes as usual for he spell and taking at least twice as long to actually perform the casting. If the spell requires a roll to cast successfully, that roll must still be made, but the margin of success does not affect the final result -

this is a pass/fail proposition.

If the spell is cast successfully, the spell is thenceforth stored within the emerald. The gem now acts exactly as a book containing the spell would for purposes of learning the spell - the would-be sorcerer need merely concentrate on the crystal while holding it in contact with her skin, and she learns the spell at exactly the same rate and using the same system she would were she to have it printed in a book in front of her.

A Perception + Occult roll allows an individual in contact with a spell crystal to sense the name and general purpose of the crystal recorded within it.

Thrice Summoned Conundrums

Write by SmaugFrost

Cost: 25 motes

Description:

This spell is a useful warding tool for any sorcerer who desires to be left in peace and quiet but will relent to receive visitors who are quick of wit and intelligent.

Its creator was one such wizard-king in the First Age named Permeable Thoughts of Air.

He maintained a sanctum in the North and one had to travel many leagues through frozen lands to reach its gated walls.

Permeable Thoughts went out on an expedition to recover a legendary hearthstone or some such treasure as legend goes. Upon his return, his exposure to the Wylds of the North had warped his mind to the point where he could not bypass his own guardians. He froze to death on his front steps, trying to answer the riddles of opening.

System:

By casting this spell, the Sorcerer is establishing a minimum Success Rating a visitor must have in Lore + Intelligence or in Socialize+Wits in order to open the gate or door it is bound into.

This is handled as the Crafting of Three Mouths and One Eye into the Door. Craft+Intelligence Difficulty 5.

Requires one of the magical materials which will also determine the nature of the riddles each mouth will then ask of the visitor.

For example:

Orichalcum will be friendly and jovial, using riddles of a classic nature.

Soulsteel will have a morbid sense of humor and ask dark questions.

Moonsilver will be slippery and evasive in its questioning.

Starmetal will be somewhat vague and speak in terms of things that have not yet occurred but will.

Jade will have a disposition based on its element. Red will be volatile in nature and white will be patient and calm for long waits while the subject seeks an answer.

The sorcerer rolls a Occult and Perception roll with automatic successes from Essence. The Difficulty garnered on the roll will determine the rating required in the pairings listed above in order to open the door.

IE a 10 success casting means subject would have to roll 10 successes in a Wits+Lore pool.

The crafting lasts indefinitely with all but 5 motes of committed essence returning to the caster.

To Thine ownself be True

Write by Josh Bains

Cost: 35 motes

Description:

This spell ends the sorcerer's life, it is slightly like Unconquered Self but more complex it requires the full normal casting time for a Celestial Circle Spell, and at the end the caster dies. However rather than destroying their soul, a larger portion than normal accompanies the Soul-Shard to its next life.

System:

The caster rolls Intelligence + Occult and counts a number of automatic successes equal to their essence score. Each success entitles the next person that exalts, to 2 additional bonus points. Often these points are allocated to essence, or spells known from the memories of the past. The new Exalt also gains an unusually large portion of the previous incarnation's memories and personality, often causing them to take on some of their mannerisms, and if the timeframe and circumstances are correct, even avenge their death, or romance their former loves.

-U-

Umbra Shift

Write by Erendiox

Cost: 40 motes

Description:

This spell, created by superior knowledge of the spirit realm, allows the caster to attune himself into the spirit world, taking a shape more like pure energy than flesh and bone. The transformation causes the character's physical advantages to become obsolete to the plane of creation. Mental acuity and steadiness become the

caster's primer in the physical world. In this state, the scholar can truly prove that knowledge is power.

System:

During the second shaping turn of the spell and the casting turn, the caster is rendered completely incorporeal and cannot be harmed by corporal weapons as he establishes his connection with the spirit world (although attacks that can target immaterialized spirits can harm the caster). Once the spell has been cast, the caster enters a state of in-between for a single scene. During the duration of the spell, the caster's Dexterity becomes that of his Wits score as sharpened reflexes transform to agility and flexibility. The caster's Strength score becomes that of his Intelligence as pure knowledge transforms to force. The caster's Essence rating becomes his stamina as the spirit becomes physical integrity and solidarity and she can soak lethal damage with her full essence score. Damage below soak is reduced to 0 in this state.

The mental attributes are still used for their normal purposes as well during the duration. For example, a character's natural initiative bonus under the effects of this spell would be Wits + Wits. This spell will not work with armor (it will fall off of her during the casting turns) unless the caster has the time to put it back on after the spell is cast making this spell the favorite of many martial artists. Weapons can also still be picked up after the spell has been cast and used. If the caster takes health levels of damage in this state, take away temporary willpower points instead of health levels. If the caster ever runs out of temporary willpower, the spell ends instantly as the caster takes until the end of the next turn to transform back to fully corporal (once again, he cannot be harmed during this turn). The caster may of course, as a full action, choose to end the spell's effects and take the turn to transform back to corporal.

Uncharted Islands

Write by Josh Bains

Cost: 25 motes

Description:

This powerful spell creates a series of illusions and gentle misdirection's around a relatively small island at sea (No more than 10 miles in diameter per point of the sorcerer's essence.) that cause anyone but the Sorcerer, natives of the island and anyone else specifically named in the ritual at the time of the casting, to simply miss the island. People simply don't notice it.

System:

Sailor's specifically looking for it may do so, but the must get as many successes on a willpower roll as the

sorcerer has points of permanent essence to do so. The spell persists for a lunar month.

Union of the Elements

Write by Delicate Thunder

Cost: 35 motes

Description:

A cloud of sand trailed the horses twenty strong as they charged across the baked desert. The score of warriors were Scorpions, vicious and skilled with the curving blades of their homeland. Eyes were dead set ahead, for they were bearing down upon their target, and while she was dangerous, there was no match for the elite Scorpions.

She stood at the top of a small dune, staring down at the oncoming rush impassively, and eyes of brilliant moonstone shining beneath the turban. And as the horsemen drew closer together, not ten yards away, a nimbus of white started to churn the sand about her feet upwards.

The air grew wet and sticky, not just burning but smothering in humidity as the nimbus grew into the likeness of a star, only to burst forward. Power flooded down the dune like melted wax, thick and dense until it struck the sand. Bubbles rippled beneath white hot powder, and spread in an ever growing circle, turning the ground dark and ugly.

The first of the horsemen flew forward off of his horse as the speeding animal's hooves sunk into sandy mush, sending its rider head first into wet depths. Ground crumpled beneath the others, horses and men screamed and thrashed, but there was no escape from the watery trap. It sucked them down, beast and man, until the only standing figure was the woman upon the dune.

System:

Channeling Essence to manipulate the forces of nature, Union of the Elements allows the sorcerer to mix a new element to the presence of an existing one. The result depends on the "order" of infusion. For example, a sorcerer can infuse Earth into a patch of air, creating a sandstorm. He could infuse Air into the ground, making permafrost. See Exalted, p. 244, for the effects of hazardous environmental conditions on characters.

Elements may be 'put into' themselves (such as air into air to create frigid winds or ice storms, earth into earth to change dirt to rock), but the rendered effects are ultimately up to the storyteller to decide the plausibility of the combination.

To give a general idea of the mixing capability, here is a

list of other possible examples:

Fire into Water to create boiling water or steam, Water into Fire to create steam or extinguish a flame.

Wood into Fire to create smoke and build a blaze, or Fire into Wood to start a fire and create smoke.

Fire into Fire may make an explosion, or the heat becoming white hot in intensity.

While all combinations are not undoable, some are hard to perceive the purpose (Like Wood into Wood, what would that do?) so, use discretion and imagination.

The spell lasts for an entire scene. It affects an immobile area no greater than 10 square yards x the caster's Essence. Also, the sorcerer must be able to touch the edge of the spell's boundary.

-V-

Violent Essence Harvest

Write by Aconite777

Cost: 5 motes

Description:

Essence flows through all things--the earth, the grass, the trees, the very air. Normally Essence can only be regenerated through normal inhalation, as the Exalted soul naturally conducts it through the body. With this formidable sorcery, however, the ambient Essence of the earth can be forcefully torn from the fabric of reality and used to power the sorcerer's personal pool.

This spell has adverse effects upon the world around the caster. As he pulls Essence from Creation, he also defiles it. For this reason, this spell is forbidden by the Silver Pact. Elder Sidereals also use it sparingly, as their more powerful Essences have an even greater effect on the world. Only Abyssals can be said to gather Essence in this manner with any regularity.

System:

This spell grants a number of motes to the caster, the exact amount dependant on two factors: the sorcerer's permanent Essence score, and the relative amount of life in the area. Although Essence flows through everything, living plants have the largest stores of Essence. Lands touched by the Wyld have the most ambient Essence of all.

Using this spell in the Shadowlands actually drains Essence from the caster, unless he is an Abyssal.

Location: Motes Harvested:

Desert 3 motes/Essence

Meadow, farmland 5 motes/Essence

The sea 6 motes/Essence

Light forest 7 motes/Essence

Heavy forest 8 motes/Essence

The Wyld 10 motes/Essence*

Shadowlands -10 motes/Essence*

*Shadowlands drain peripheral essence first, and then personal. If a sorcerer is drained of more Essence than he possesses he takes health levels of damage instead, 1 per every two motes, rounded up. Abyssals gain Essence from a Shadowland as if it was a Wyldland, and a Wyldland as if it was a Shadowland (i.e., to an Abyssal, Wyldlands drain 10 motes for every dot of permanent Essence).

As stated above, Violent Essence Harvest had detrimental effects on the environment. Plants die, the earth is drained of its fertility, the air becomes a choking fume. The more motes that are drained, the more intense the effect.

Note that animal life more complex than insects is beyond the scope of this spell to harvest from; sorceres can't use this as an Essence attack on enemies.

Abyssals can learn this spell as a Shadowlands Circle Necromancy.

Vortex of the Wyld

Write by Josh Bains

Cost: 30+ motes

Description:

This spell allows the sorcerer to create a Wyld tainted region.

System:

It must be centered upon a desmene. Each level of the desmene requires the Sorcerer to expend 5 motes in addition to the basic 30 required to cast the spell. The ritual requires 3 hours per level of the desmene. At the end of that time, the desmene is destroyed as it belches forth a huge vortex of chaos. Everything within one mile per level of the desmene, becomes a Wyld tainted zone as soon as the ritual is concluded.

-W-

Weaving the puppets Strings

Write by Cold blade of night

Cost: 20 points

Description:

The Sidereal Sorcerer Juk Rom, sat in his secluded

manse, whispering the words of power, and whipping his hands through the air in front of him, making an odd hissing noise, like silk being drawn over skin. The twisting hand motions grew more and more elaborate, more and more intricate, and ever faster. The sidereal was now a body surrounded by a blurred halo of movement and flashing fingers, until he sharply brought his hands together, causing a noise like a blast of thunder. Exhaling slowly and with great control, Juk opened his eyes. He tentatively spread his hands apart, and then smiled as he felt a sympathetic reaction far far away...

System:

Sometimes, it is unwise to trust your servants to do things properly. Alternatively, it can also be stupid to place yourself in a dangerous situation. And so, in order to further his scheming, the Sidereal Juk Rom crafted this spell. As the name implies, the spell allows the celestial using this spell to entrap someone in strings of essence and thought, and puppeteer them from a great distance.

The character must first spend the required essence. Then, the character must spend (7-permanent essence) turns "weaving" the essence into threads around the victim's body. At the end of this weaving, the character must make a Manipulation + Occult roll in order to finalize this spell. If the character succeeds, then the person targeted is now a puppet of the sorcerer. If the roll fails, then the target is safe from the sorcerer's further attempts to enslave them for a lunar month.

If the target is exalted in nature, then the roll becomes contested by the target's willpower, and if the targeted exalt succeeds in the contest, then they not only gain immunity, but a vague idea of the direction the spell came from. This spell may only be used on those with essence less than or equal to the casters.

If the caster should succeed in ensnaring a target in these bonds, then they may force the target to do anything they physically could under normal circumstances (walk, talk, dance, run, fight, etc). The caster gains no knowledge of the target's memories or abilities, and must use his own social/mental stats, and his own abilities (though he uses the targets physical stats, and health levels).

The caster may only perform this spell on someone that knows the name of, and who she has touched physically at some point (it cannot be a random stranger).

The possession lasts for a number of days equal to the difference between the caster and the target's permanent essence. (exalted targets may attempt a willpower roll each day of the possession to attempt to end it early, with the difficulty being the number of successes the sorcerer gained over them).

The target of this spell retains all knowledge of their possession, but can rarely do anything about it.

Non-exalted targets can be made to go against their

natures (ie, kill someone if they are peaceful, commit suicide, murder children) but exalts may make a willpower roll as above to resist these commands and thus end the spell.

Winds of Stone

Write by ShadowRaptor

Cost: 40 motes

Description:

The exalt hold out his palms to the sky, using essence to form dark clouds. Out of these clouds comes a roaring tornado, creating a thunderous roar as it touches the ground and continues on it's path of destruction. Houses, trees, people, all are grabbed by this brutal storm, and very few are left alive, as stones as sharp as knives tear almost everything to pieces, which are then sucked in by the relentless winds.

System:

The Tornado has a circular base with a diameter of 50 yards. Sharp stones swirl around the edge of the base, dealing 16L damage to anyone entering or remaining in the edge of the spell's effect. Anyone entering it's edge is automatically lifted up by the extreme strong wind unless he has some magical means of keeping his footing, in which case he will not be lifted, but receives the previously stated damage unless he moves out of the edge region, either out or further in the storm. The edge region is a circle of about 5 yards thick around the normal circular effect zone. Anyone lifted by the storm is hurled upwards along the base of the Tornado, but only receives 8L damage each round, any character who is hurled upwards can attempt a reflexive Dexterity + Athletics roll to be hurled away from the storm, and will hit the ground depending on how high the character had been hurled upwards.

After 5 rounds, any character still being hurled upwards by the storm will have reached the top, and has to succeed at a Dexterity + Athletics roll at difficulty 5 to not be hurled away automatically. Work out falling damage in both situations as normal. The sorcerer can control and direct the Tornado as he pleases, but doing so requires full concentration. Characters controlling the storm can do nothing but control it, and are only vaguely aware of anything that happens around them.

The Tornado can be dissipated by the caster after a scene, but continues to rage on for a number of minutes equal to the caster's permanent essence if left unchecked. The Tornado can travel up to 100 yards each round, and continues to move even if not controlled. Each turn the Tornado moves and is uncontrolled, roll a die. On any roll other than a 1, the tornado moves a number of yards equal to the number of yards it moved

during the last turn it moved, within a random 90 degree arc of it's previous direction. If the roll comes up a 1, it's direction for that round becomes totally random, and it's speed is randomly increased or decreased, but never stops, or moves faster than 100 yards per turn.

Wrath of the Maidens

Write by Anonymous

Cost: 30 motes

Description:

The Sidereal magician calls forth the Wrath of the Maidens, summoning a meteor from the skies to strike down onto his foes. During the three minutes of preparation for the spell the sorcerer guides his essence towards the heavens and must stand perfectly still. The sky over the sorcerer turns black and dark clouds gather over the target, swirling in slow circles as harbingers of the doom to come, leaving a hole in the ceiling of clouds above the target. Once the spell is finally cast a huge, blazing red meteor bursts down onto the target area, causing tremendous impact and heat, shaking the very earth and sending out shockwaves of heat and blast. Afterwards the sky clears up again, the target area is reduced to a smoking crater.

System:

The sorcerer must declare the target area as he weaves the spell, ten rounds before the impact. Afterwards it cannot be changed but the spell may still be halted but the motes are lost. The target must be an area, the spell cannot target a moving person. The range is the sorcerer's line of sight and the direct impact area is a circle with 80 yards radius.

Everything in the direct impact area of the meteor that doesn't benefit from some kind of potent magical protection may be considered dead without a chance for resurrection or completely destroyed. Everything in the vicinity will take damage at the storyteller's discretion, taking in account distance from the impact area as well as cover. Near the impact area mortals still stand no chance of survival and the shockwave as well as the trembling earth may still be felt a mile away.

The spell leaves the sorcerer exhausted and he suffers from a -2 penalty until he gets an hour of complete rest. The Wrath of the Maidens is not a spell cast lightly and the Maidens only bestow their wrath upon those worthy. A Sidereal could not destroy an innocent little village just because he has a bad day, the Maidens would be more likely to drop a smaller meteor onto the caster in such a case. The spell is reserved for the enemies of the Sidereal as a whole, for example demon hordes, armies of the fair folk or shadowlands and it is rarely cast without provocation.

What little remains of the meteor can be used to craft starmetal. Since the impact destroyed most of it only the core is intact. It's enough ore to craft 10 swords for example.

-X-

-Y-

-Z-

Solar Circle

-A-

Anger of the land

Write by acconite777

Cost: 50 motes

Description:

The ultimate expression of the Dragons' rage on a broken world, this spell turns all of the elements against an opponent. If cast on land, the earth shakes and splits and bursts of magma shoot up from the ground. If cast at sea, the ocean boils at the heat of the fire beneath it. In either case, this is all accompanied by a raging storm so cold that its rain freezes into razor-sharp knives of ice. This deadly spell effects any circular area, from as small as a 100 yard diameter to as large as a number of miles diameter equal to the caster's Essence. Anger of the Land lasts for an entire scene.

System:

This sorcery is more than capable of toppling ships and levelling cities. The shaking and splitting earth makes it very difficult to stay afoot (Dexterity + Athletics, difficulty 5), and impossible to fight. The bursts of magma that shoot up do a 10L a turn to any trapped within the spell's radius. The ice knives cut for 5L a turn, and can be stopped by metal or heavy wood. Falling into the boiling sea spells inevitable death for any who are not protected from heat. The winds caused by the storm are equivalent to those of a tornado, more than capable of cap-sizing most sea vessels.

Anima Embodiment

Write by Khaizard

Cost: 40+ motes

Description:

Traditionally, this spell was used to take on powerful Demons and Monsters. It allows the Solar to turn his Anima, the essence of his godhood, into a physical thing, capable of defense and attack at a scale most mortals could not dream of. It is said that the Warstriders were created as an alternative to this costly and powerful dweomer. The Solar's anima becomes a huge gladiator driven by his will.

System:

Although it emulates the spirit charm of Materialize, it is far more powerful. The Solar may choose to use his Anima "as is" or may make it into a humanoid form (by far the more popular choice). The embodiment has its caster's Mental and Social statistics, but the Physical statistics are based off of the Sorcerer's Essence. All Physical attributes of the Embodiment are equal to the caster's (Essence x 2). In addition, the Embodiment has a number of Health Levels based on the Essence of the caster. It has (Essence x 2) ?0 and ?1 Health Levels. It has (Essence) ?2 and ?4 Health Levels as well. The Embodiment can soak damage as normal, based off its Stamina. It can also fly (regardless of form) at a rate equal to Essence x 20 yards per turn. Storytellers may wish to modify this rate based on the form, however (a bird or winged anima may travel faster, while an elephant anima may fly more slowly). It has full access to all gifts the Solar knows, but may not use any of the equipment. The Embodiment can create its own weapons and armor by expending Essence. In addition to the considerable attributes granted merely by the spell, the caster may also expend additional Essence to do the following:

- > 1 Essence per extra Physical Attribute dot
- > 1 Essence per additional Health Level
- > 1 Essence to heal one Health Level
- > 1 Essence per die of Aggravated Damage melee attack (per form of attack; can take any form)
- > 1 Essence per point of soak (versus nearly all damage : see below)
- > 3 Essence per die of Aggravated Damage ranged attack (per attack; can take any form)

The spell lasts for one scene, and may be dispelled at any time by the caster. If Adamant Countermagic is used against the spell, have the caster roll their Intelligence + Occult. Successes are counted as unsoakable damage against the Embodiment. While ensorcelled, the caster becomes a statue of purest crystal. Although the crystal is resistant to damage (automatic lethal and bashing soak equal to [(Essence x 2) + Stamina] and aggravated soak equal to (Stamina)), it is fragile (Health Levels equal (Essence)). Should it be destroyed, the caster is doomed when the spell's duration ends unless he can find another body to reside in. After the duration ends, the Embodiment can remain active (if the body is destroyed) by spending one point of Willpower per turn. When the character can spend no more (or chooses to spend no more), the Embodiment discorporates, the Solar spark moves on, and the sorcerer's spirit travels on. There is rumor that this spell could be used on others, but there is no proof that this has ever occurred. Should such a circumstance arise, it would likely be based upon the target's Essence and Attributes rather than the

caster's.

The spell requires an item that has been dedicated to the Solar spark within the target. Such a dedication was easy to come by in earlier times, but it would require a knowledgeable priest of the Unconquered Sun to perform such a ritual today (possibly a Zenith or Twilight caste) and they are few and far between.

-B-

Banish the Chaos Child

Write by Joseph

Cost: 65 Motes

Description:

The Fair Folk have always been a scourge upon Creation, and it is generally left to the Exalted to defend against their seemingly insane schemes and attacks. At the height of the First Age, however, the Fair Folk were treated as little more than pests, in part due to the existence of this sorcery. Generally known only to the Solar princes residing near the edges of Creation, Banishment of the Chaos Child was used as a form of pest control when Fair Folk infestations began to rise. By invoking this spell, these princes could clear their lands free of such pests with casual effort. While this spell does not actually harm the Fair Folk in any true way, it does strip them of their material forms and force them out of Creation, preventing them from returning for a time. Like many Solar Circle Sorceries, knowledge of this spell's workings were lost in the Usurpation, but could one day be recovered by the new Solars striding Creation. Legends have it that a similar version of this spell once existed to deal with the Demons of Malfeas, but if such legends are true, that spell has also been lost.

System:

The casting of this spell must begin at sunset, and takes a full day to finish. The ritual requires a clay model of the land to be effected, which may encompass an area no greater than the Exalt's Willpower in square miles, a small iron gate, a long iron pin, and a sphere of gossamer. The sphere is placed upon the model of the landscape, and the pin is inserted through it as the Exalt begins channeling the motes of the sorcery through it. Over the next twenty four hours, the gossamer sphere slowly melts away, representing the Fair Folk in the area vanishing back into the Wyld one by one. The moment the sphere is completely gone, the iron gate is brought down around the model landscape, barring their return, and the final gestures of the sorcery are made to seal it. Mechanically, all Fair Folk in the effected area with Essence equal to or less than the casting Exalt's have their physical forms stripped of them and find themselves cast back into the Wyld. Further, no Fair Folk with an Essence equal to or less than the casting Exalt's may

enter the effected area until the next Calibration, at which time the magics involved wear away.

Beast of Legend

Write by Duck Plasterer

Cost: 70 motes and a minimum of 1 success when rolling Manipulation/Charisma + Performance/Presence

Description:

A tool of the cunning and malicious, Beast of Legend is an enchantment that draws more power from its victims than its caster.

The spell is cast in the form of a story, a tale of some terrible beast of great might and brutality that the sorcerer must tell to a suitably credulous audience. As the magic seeps into the minds of the listeners, it draws upon their collective essence to birth the beast, turning it from the stuff of a fanciful yarn into a flesh-and-blood monster. Thus is a strange self-fulfilling prophecy enabled; the belief in the beast is what allows it to become real.

The strength of the monster depends on the story-telling skill of the sorcerer. The less ambitious caster may spread rumours of some simple misshapen ogre that lives in the woods and emerges only to steal babies for his cooking-pot. A truly creative mage may craft epic sagas of a reptilian giant, spitting verdant flame from all six heads and able to condemn the souls of mortals to the netherworld with but a single touch of a spear-like talon. Of course, creating such an awesome creature is more difficult than birthing some simple skulking bogeyman.

The story told by the sorcerer must give details of the appearance, abilities, territory and habits of the monster. Once the spell is successfully cast, the beast will conform to these parameters absolutely, unable to grow or evolve beyond them. It will coalesce into being wherever the sorcerer claimed it would be and set about its ghastly business.

The beast can be killed by a warrior strong or smart enough to counter its powers or snuffed out by convincing the local population not to believe in it, thus breaking the spell and starving the monster of the essence it requires to remain substantial. This sounds simpler than is in fact the case: once the very real corpses of their fellows are found, few people will accept that the beast is a work of fiction.

A Beast of Legend will exist until it is vanquished, terrorising a town for decades or even centuries, sustained by the terrified belief of its prey.

System:

Once the spell is cast, the sorcerer has until sundown to convince at least two hundred people that the Beast of Legend is real. This does not have to be one single gathering of two hundred people, just two hundred in total. In order to make them believe, the sorcerer rolls Manipulation/Charisma + Presence/Performance, difficulty +1. This must be done with every group/person that the sorcerer is attempting to deceive.

That is just to create a simple monster. 'Simple' means either an unusually powerful animal (choose from the list in the Exalted main book, pg. 316, but give it double that creature's usual statistics) or monstrous humanoid (create as a Heroic Mortal, but add one Blight; pg. 280 Exalted main book). For every further bonus or power, further successes are needed.

To add another Blight, or a Pox/Affliction, or to raise an attribute by one dot, the difficulty is further raised by one.

To add a charm, difficulty is raised by two (or three/four if the storyteller rules it powerful enough).

To add a power equivalent to a spell of the Terrestrial circle, difficulty is raised by four. For a Celestial spell, raise the difficulty by five, and raise it by six for a spell of the Solar circle.

(For powers that don't conform to existing charms/spells/Blights, the Storyteller makes a judgement call. For example, if the sorcerer stipulates that the beast "cannot be slain by any mortal weapon", that would be the equivalent of a Celestial spell, as the beast would still be vulnerable to charms, magic and the attacks of spirits, demons and elementals. Whereas saying that it cannot be harmed by any attack known to man would be the equivalent of a Solar spell; an entirely new type of weapon or magic would need to be crafted in order to kill it.)

This extra difficulty is cumulative. Say we want to power up our simple, misshapen ogre. We give him the Pox of Enhanced Smell and Hearing (difficulty +1). Then we add the charms of Ferocious Jab (+2) and Thunderclap Rush Attack (+2 again) to make him more fearsome in battle. Just for fun, we add on the spell Death of Obsidian Butterflies (+4). Now, add on the difficulty needed to cast the basic spell (+1), and we see that the sorcerer will need ten successes in order to bring their creation to life: this mage had better be DAMNED convincing.

A Storyteller may reduce/increase the difficulty based on any preparations the sorcerer has made before spell casting. If she stumbles into a bar, clothes shredded and bleeding from a dozen wounds, her wild tales of some

fantastic monster will seem much more plausible than if she was neat and composed. Equally, if a few corpses have been uncovered beforehand, apparently killed in the typical manner of the beast, that too would lend credence to the stories.

Failure to convince the minimum prerequisite of people within the given time means that the spell is wasted, the essence is lost and the sorcerer must try again the next day. However, the difficulty is DOUBLED if the sorcerer is trying to convince the same group of people of the existence of another monster: if they didn't believe her tall tales the first day, they're even less likely to fall for them the next time.

Note: a Beast of Legend does not use essence in the conventional way when using charms and spells, if it has any: it is constantly being supplied with a small but steady stream of essence by the sorcerer's army of dupes. Therefore, its powers can be used without cost, but not without certain limits.

Charms can be used once per turn, but only one can be used at any given time (no combos).

A Terrestrial spell can only be used once per scene, Celestial magic is usable once per day and the almighty Solar magic could only be used once every 48 hours.

Blights/Poxes/Afflictions and boosted attributes are considered to be 'on' at all times.

-C-

Calling the Solar Entourage

Write by Joseph
Cost: 60 motes

Description:

The Unconquered Sun is often depicted as a four armed man, carrying a lance, a shield, a laurel branch, and a horn. Granted by the Unconquered Sun himself to his heroes during the First Age, this spell allows a Solar Exalt to summon up an entourage of four beings to escort him as his needs demand, each representing one of these objects which in turn represent the Unconquered Sun himself. Each of these beings manifests a single special ability, which it will use as its master demands. While these beings appear to be human (with the exception of the Servant of the Shield), they are mere apparitions, and are incapable of affecting the world in a physical fashion beyond mere speech or their special effects.

System:

The four beings summoned are as follows:

***Servant of the Lance**

A tall, muscular man who carries a long spear in hands and is dressed in ornate Orichalcum armorment. The Servant of the Lance is a master of warfare and tactics, and will serve the Solar as a lieutenant in such endeavors. If allowed to lead an army at the Solar's side, he can fill them with a righteous vigour, adding +2 to all their combat related rolls and making them automatically succeed at all Valor rolls.

***Servant of the Shield**

The Servant of the Shield is unique amongst the four beings called by this spell, as it appears not as a human but as an Orichalcum shield, protecting the Solar with its own resolve. Hovering just behind and to the left of its Solar master, as long as it is present it allows the Solar to ignore all attacks that have a raw damage less than or equal to their Permanent Essence, and gives them a bonus to their bashing and lethal soaks equal to their TEMPORARY Willpower.

***Servant of the Horn**

The Servant of the Horn takes the form of a herald for the Solar who summons it. The Solar may send it to anywhere in Creation to deliver announcements. To this end, it may instantly travel to any location the Solar directs it to without error, and any group it speaks to is forced to listen to its announcements intently. After delivering such messages, the Servant of the Horn immediately returns to its master, leaving those it addresses to send any replies they choose to by their own means.

***Servant of the Laurel**

The Servant of the Laurel has no true appearance of its own, instead appearing to any viewer as a being of the opposite gender, with whatever appearance that viewer would find most pleasant and attractive. When the Servant of the Laurel accompanies the Solar into enemy territory, so long as that Solar has approached with intentions of pursuing peace, none in that territory may attack him. This protection remains so long as the Solar intentions remain to reach peace, and does not aide the Solar's actual success in any such negotiations beyond pacifying any physical hostility towards him.

The four servants remain so long as the Essence from the spell remains comitted, and can be sent away at any time.

Calling the Solar Inferno

Write by Coldstone

Cost: 80 motes + 1 permanent Essence

Description:

This spell is one of the greatest and most dire weapons of the Solar Exalted. It has only ever been cast three times: once to slay the Primordial Oc'oloc'onol the Onrushing Black Wave, once to slay the Primordial Iminetria the Eye That Sees Through Flesh and Iron, and once during the Usurpation as an act of savage retaliation against an army of the Dragon-Blooded. Kashvalanara, a Twilight Caste known as the Fire Tyrant, lured the massed forces of the Dragon-Blooded into the southern city of Adaq, where they thought they had him at bay. Instead, the Fire Tyrant brought the Solar Inferno down on the city. It incinerated the Dragon-Blooded host, several hundred thousand mortals, and turned the land into a molten cauldron for 50 miles in every direction. Kashvalanara somehow escaped the Inferno, but was killed in battle several years later.

There are very few remaining in Creation who know the secrets of the Solar Inferno, and none mad or desperate enough to use it or teach it. It is known to be inscribed in the Book of Three Circles, as well as in Kashvalanara's Burning Grimoire, but those books have been lost for millennia. When the spell is cast, a column of fire pours out from the sun in the heavens and races at incomprehensible speed toward the caster. Anyone within a thousand miles or more will see the sky growing brighter, even at night, and will clearly see the column of fire coursing through the heavens. The caster must keep his hand reaching skyward as he intones the spell, calling the solar fire to him. As the spell ends, the fire reaches Creation and the caster, and engulfs him and everything for miles around in a thermonuclear conflagration.

System:

When the spell is completed, the Solar Inferno will destroy everything within a radius equal to 5 miles times the caster's permanent Essence (before casting the spell). The solar fire will continue to burn for as many turns as the caster's new permanent Essence. Perfect defenses such as Heavenly Guardian Defense and Adamant Skin Technique will allow one to survive the inferno, but only if they can keep them up for its duration (or escape in the interim). Only greater gods and level 4 or higher artifacts can survive the Solar Inferno without invoking a perfect defense; all other creatures, spirits, and materials will be sublimated into gas and consumed in the solar flames. Demons or undead of any sort, including Deathlords, will be destroyed by the Solar Inferno with or without a perfect defense (although some Deathlords may still reconstitute themselves afterward). The touch of the living sun is their ultimate bane.

An area struck by the Solar Inferno will be rendered sterile for centuries. Even after the spell ends and the solar fire is drawn back to the sun, molten rain from the

vaporized rock in the air will fall for days over the vast crater left by the spell. Manses and demesnes within the area of effect will be destroyed or disrupted, taking centuries to stabilize.

Celestial Spell Crystallization

Write by TheScreenJockey

Cost: spell cost in motes

Description:

Books and scrolls of spells are large, unwieldy, often fragile things. Reading them not only takes time and effort (and requires literacy), but also limits the circumstances in which one can learn sorcery. Reading a book of spells in the dark is all but impossible, and reading one in a thunderstorm is detrimental to the book itself. Because of these limitations, sorcerors created a more practical way of recording spells for future generations . . . spell crystals.

System:

Creating a spell crystal for a Celestial Circle Spell first requires the sorceror to acquire a sapphire (it may be cut or in its natural state) approximately the size of a human thumb or larger (an expensive task, to be sure).

The sorceror then casts the spell to be recorded while focusing on the gem itself, spending twice as many motes as usual for the spell and taking at least twice as long to actually perform the casting. If the spell requires a roll to cast successfully, that roll must still be made, but the margin of success does not affect the final result - this is a pass/fail proposition.

If the spell is cast successfully, the spell is thenceforth stored within the sapphire. The gem now acts exactly as a book containing the spell would for purposes of learning the spell - the would-be sorceror need merely concentrate on the crystal while holding it in contact with her skin, and she learns the spell at exactly the same rate and using the same system she would were she to have it printed in a book in front of her.

A Perception + Occult roll allows an individual in contact with a spell crystal to sense the name and general purpose of the crystal recorded within it.

Column of the Suns Wrath

Write by Golden Zombie

Cost: 60 motes + 1 willpower

Description:

The Unbroken Circle of the Heavenly Sun, a perfect Circle of Solars of great renown in the first age, created this spell to wreak death and Havoc among many an enemies army.

The Unconquered sun himself blessed them for their Virtue and power granting them many Boons and even when the Great Curse gripped them, they rather committed Suicide than fall prey to their own lusts and Pleasures.

The Creation of this spell was a harsh path, for the Unconquered Sun does not give his gifts lightly. They traveled for years Questing for the correct Sacrificial components to be made to the Unconquered Sun in return for the Knowledge needed to create such a powerful and destructive spell.

System:

Column of the Sun's Wrath can only be cast when the Unconquered sun travels the Skies.
And only by a character who lives by his Virtues(He may have had NO limit breaks).

As the Solar collects his essence to cast this spell, the Unconquered sun also readies himself to throw a mighty blow, for it is the Unconquered Sun himself who will come down to Creation and slay his Chosen's enemies.

on the first turn of concentration when the Sorcerer is using the Charm Solar Circle Sorcery, Clouds will be pushed aside and storms will be quelled(even magical ones), the path of the blast must be Cleared of all obstacles.

On the second turn, the Sun seems to be coming closer and the area of effect becomes warmer and full of Essence.

on the Third Turn strange effects are occurring everywhere on the area which is targetted, Small pebbles start to float eerily just above the ground, the air becomes thin and difficult to breath, everybody with even 1 dot in Occult will be able to feel the amount of immense power that is being channeled for this single act of destruction, many will stop fighting and look to the skies for answers to what is going on.

as they see the sun, it Lashes out in a single column of pure golden Solar Essence, which is the Caster's Essence x 10 Feet wide.

the Column will remain in place for the caster's Essence in turns, receding in size by 10 Feet per turn.

anything caught in the Blast is destroyed utterly, there is no escape except for anyone Virtuous enough to be deemed worthy to follow the cause of the Unconquered Sun, Orichalcum objects and other MM Artifacts of rating 4 or higher. they will be protected by a Golden glasslike shell, making them able to see everything from within the blast. even Solars that do not follow their Virtues (being any solar who had a limit break) are also destroyed. Any mortal, Ghost, Undead or Dragon-Blooded destroyed in this way will be pulled into Lethe without fail and will be reborn.

Abyssal-Essence is drawn back to it's Monstrance and

Deathlords reemerge from the Well of the Void within days or weeks.

Lunar, Sidereal and Solar Essence is again returned to their Deities.

Little Gods however are bereft of all but one of their Essence and are immediatly returned to their Sanctum.

The Earth is Cleared of all Shadow land Taint and is as new. Primary Plantgrowth will begin to grow within hours and after 3 years nothing can be seen of the great devastation except the Skeletons littered here and there among the Brush and weeds and the slight indentation of the earth where the Column first hit.

This spell should be used only as a last ditch effort and when used, the Caster must give Sacrifices of great value to herself towards the Unconquered Sun(AT LEAST 1 sacrifice of Resources 5, or multiple adding up to 8), within 1 Year and 1 Day, or the next time the Solar Casts a spell it will automatically be counted as a Botch.

Communion of the Mind

Write by Joseph

Cost: 40 motes

Description:

Quite possibly the most potent form of long distance communication in Creation, Communion of the Mind links the mind of the caster to the mind of a single being who exists anywhere in reality. While two minds are linked, either of them can submit information to the other by their own volition at will, just as if they were communicating through normal telepathy. Further, Communion of the Mind allows specific information to be ripped from the mind of those the caster communes with in such a fashion, as well as engage them in mental combat. The caster must be wary in who he targets, however, as strong willed individuals have been known to turn this spell back upon the caster.

System:

This spell binds the minds of two individuals for its duration. Either of the participants (either the Solar -or- the target) may attempt to do the following as a simple action while communing:

*Transmit any information or thoughts desired to one another willingly.

*Wrench information from the other participant's mind (Resisted Willpower + Essence roll, each net success by the wrencher allowing the theft of one thought or fact from the other's mind).

*If caster: break off contact automatically.

*If target: attempt to break off contact (Requires willpower roll, difficulty of caster's Essence).

*Damage other's mind (Roll Willpower, then subtract

opponent's Essence from the result. The net result becomes points of willpower opponent loses. If opponent is reduced to zero willpower, target may take information from opponent's mind at will with no roll, or break off contact at will if he was originally the target of the spell).

Note that this spell still cannot breach the minds of the truly great. A target must have a permanent Essence of 8 or less to be the recipient of the spell, though they may still enter into a mental communion by casting it.

City Seed

Write by Memesis
Cost: 80+ motes

Description:

To a sorcerer, it seems like all things are possible. To the Exalted of the First Age, flush with victory over the Primordials and with an eye toward empire, all things became necessary. The demigods of the elder time walked and laughed among the clouds, surveying their newly-acquired lands for a time, then wresting their kingdom from the protesting bedrock of Creation. Some were content to command their mortal subjects to build their monuments for them; others put Essence to the task, constructing vast metropolii from their visions.

System:

This spell must be invoked at the start of Calibration, and takes five days to complete. Prior to that time, the caster must fashion a statue, idol or other iconographic representation, composed of any or all of the Magical Materials. This sculpture can take any form the caster wishes, but it must accurately depict the spiritual essence of the city the caster has in mind, and the materials used in construction must reflect the sorcerer's intent for her city. The icon is large - an immobile statue, sculpture or some other monumental work of art of a size appropriate to reflect the power that the sorcerer will be wielding. There are no fixed size constraints on the icon, but a sorcerer who creates an unimpressive icon (in the Storyteller's opinion) will be left with a very unimpressive city. During the construction of this icon, the caster must also focus her thoughts on her ideals for a city. To properly craft the icon, the caster makes an extended Intelligence + Craft roll. Each roll takes a month, and the sorcerer must accumulate 10 successes.

The caster must be intimately familiar with the land on which her new city is to be built. The spell must be cast on natural terrain; it cannot be cast within the confines of an existing city, although it can be cast adjacent to one. It may be cast over an area dotted by comparatively few buildings or other existing structures; if such things exist, the resulting city's architecture will be altered to accommodate them. The spell will not solidify shaky or

unsuitable terrain (such as swamplands or the open ocean); the sorcerer must account for such problems herself.

If the city is to have a patron god, the sorcerer must negotiate with the spirit she wishes to invoke as the new city's patron beforehand, and receive its consent to proceed. A sorcerer who does not arrange for a patron spirit for her new city will often find that sooner or later she will acquire one anyway, one not of her choosing. A city with a particularly impressive patron god often has its icon shaped into a representation of the spirit, or into some shape the spirit finds pleasing.

At the moment Calibration ends, the icon must have been emplaced at the desired center-point of the sorcerer's new city. At this moment the sorcerer calls upon the celestial forces, and the nameless gods of the abyss: the Unconquered Sun for strength and purpose, Luna for variety and diversity, the Five Maidens for the blessings of destiny and an auspicious history, and to the dreaded gods of death to reap their due of city and inhabitants in good time, rather than bringing immediate disaster. As the caster speaks these invocations, the icon radiates a tremendous burst of power, drawing Essence from the earth and sending a brilliant shaft skyward. This pyrotechnic display lasts a full day, and will be visible for many miles. From the ground around the icon, foundations begin to appear. Streets are laid out, according to whatever design the caster envisioned. Basements are hollowed out of the earth; structural supports for whatever major buildings the caster imagines appear. If the area the city will cover contains rivers, lakes, marshes, etc., they will be incorporated into the city's design, if possible; for example, rivers will be crossed over by bridges that join the streets. The city's structures will be composed of whatever available element the caster chooses; he cannot have a city of gold, for example, unless adequate supplies of gold are present in the terrain. If some chosen building material (such as gold, onyx, bone, large amounts of glass, etc.) is not conveniently available from the local terrain, but can be mined, extracted or processed from locally-available materials, raise the Essence cost of the spell by 20 motes per material. The city infrastructure may not be composed partially or wholly of any of the Five Magical Materials unless the caster actually has enough of them immediately on hand to satisfy her plans.

The spell creates few buildings; only the absolute minimum needed to establish governance and basic living. For example, a capital building, hall of justice, granary, and so forth. The buildings so constructed will conform to the sorcerer's cultural expectations of the essential structures needed to begin building up the city to completion, although the Storyteller should use

common sense if the player's ideas get out of hand. Note that this spell forms foundations only - it will not stock or furnish the buildings it creates, nor equip them with the proper tools to perform their function. It merely erects shells of stone, wood, or whatever other element or building material the caster has specified. Water reservoirs can be crafted, for example, but they will not be filled with water unless the reservoir is positioned directly on an existing body of water. Nor will the offices of bureaucrats be anything other than hollow edifices of wood or brick waiting to be filled and staffed, although they will certainly be recognizable for what they are to become.

The newly-formed city's skeleton is further protected with durable stone walls, with gates spaced at whatever intervals or in whatever positions the caster wishes. If the sorcerer has received assent from the city's prospective patron spirit, and if she so wishes, the walls and essential buildings of the city will be detailed with artistic motifs appropriate to the spirit, and a temple, shrine or some other place of worship will be included in the essential buildings the spell creates.

The spell creates a city and its walls only; it does not furnish people such as workers or farmers, nor does it produce nearby farmland, or even guarantee that the local climate will be conducive to farming. Likewise, the spell does not guarantee that enough raw materials (wood, iron ore, etc.) will be available nearby to eventually complete the city. Upon completion of the spell, the city exists and has whatever name the sorcerer wishes; it may be the immediate recipient of sorceries which target cities or other named locations, such as Mirage of Protective Shelter or Enemy of Nature.

The resulting city can theoretically support up to 20,000 people per dot of Essence the sorcerer possesses, when construction is completed. The magic cannot make a city larger than this, although walls may be torn down and the city may be extended via mundane means. Another route, possibly faster, is to re-cast the spell to construct an adjacent city, then tear down walls as appropriate and combine the two cities. Of course, this requires a year of waiting, unless two or more sorcerers work in tandem.

If the city's icon is ever destroyed or damaged, it is an ill omen for the city's continued existence. Immediate attention may restore the gods' blessings, but a sorcerer (or ruler) who neglects the city's icon or permits it to be carried off has lost the blessings of auspicious destiny on her metropolis.

Cleansing Flames of the Unconquered Sun

Write by Jammin Ben

Cost: 100 motes

Description:

Calling upon the fury of the Unconquered Sun, the Solar Exalted will begin to radiate brilliant light capable of damaging spirits and the undead. He will rise to a height of 20 feet into the air and his radiance will fill the night as if it were full noon. His rage is so great that he can produce promenances of solar flares to smite his foes, burning them into ash and cinders where they stand. The surrounding area is likewise affected by the newly formed sun and may take centuries to again support life of any kind. If this were used in the Southern deserts the intensity is such that the sand would be fused into a crater of glass over 100 yards across and 20 feet deep.

System:

Spirits and the undead take a number of damage dice equal to the caster's Essence rating as unsoakable aggravated damage each round they are within a spears cast distance of the sorcerer. Any spirits and undead slain in this manner are permanently destroyed. Any living targets in the area of effect take an equal amount of lethal damage soakable by only stamina.

The spell's other effect enables the caster to launch flares of solar fire at his foes with Perception + Occult, delivering two times the caster's essence as aggravated damage (soakable by armor only). These flares can be thrown up to a spears cast distance from the sorcerer and allow for one attack per round as a dice action.

At the end of a scene, the caster is slain by the power flowing through him and immediately rejoins the Unconquered Sun.

This spell produces enough radiance allowing one to read at a distance of 5 miles out from the caster.

Curse of the Royal Blood

Write by GoldenH

Cost: 80 motes

moved from necromancy due to deletion

This curse spells doom to any who encounter it. An abyssal may lay this curse upon anyone she has ever beggared or received a gift from, merely by pronouncing their fate from the top of her tower, or anywhere else where the night can hear. From that day forth, all of that person's immediate living family and descendants will have blue blood, and be the Abyssals' servants in all things.

Their flesh will turn white over the years, their eyes unused to the light of the sun. In life, they will be unable to resist the Abyssals' suggestions, and in death, they will continue their servitude at her side. Her slaves cannot be

persuaded to do anything to harm or do ill to their mistress, and will take to becoming nocturnal and take to foul pleasures in the secret, comforting night.

They will tend towards the endless politics and riddles in the darkness, forming great kingdoms in honor and worship of their mistress and forming a complex hierarchy with the line of the one who was cursed always hailed as king. Troublingly, this charm increases the fertility of the cursed - but always they are ready to die for their lord and master.

System:

All mortals affected by this spell suffer a +1 difficulty against all rolls during the day, in direct sunlight, or in the presence of a solar anima, and gain +1 success on all rolls during the night, and do not have trouble seeing in darkness. In order for another exalt to use his charms to sway them to do his bidding, their essence must either be higher than the necromancer's, or he must roll his unmodified dice pool against the necromancer's permanent essence at the time of the casting of this spell, before any charms take effect.

These mortals are treated as servants of the underworld for the purposes of aggravated damage and other effects that target such beings. There is no way to escape this curse, except by the death of the necromancer that holds them in their thrall.

This spell has no effect on the exalted; cast upon them, it has no effect, and once someone from this line exalts, they are free of the curse, though the genetic deficiencies remain, including their blue blood and hatred of the light of the sun. This does not, however, stop a Solar's family from suffering this effect, although the abyssal then needs to receive a gift from another person in the family.

-D-

-E-

-F-

Flesh of my Flesh

Write by Duck Plasterer

Cost: 25 motes + 1 health level

Description:

With this spell, the sorcerer can create allies that she knows are guaranteed to be wholly loyal and as capable as she - for they are copies of the sorcerer herself.

When cast, gouts of burning blood will burst forth from the sorcerer's hands, coagulating and transmuting into perfect doppelgangers. The sorcerer can create a number of such copies equal to her permanent essence

score.

These duplicates will possess the exact same attributes, charms and knowledge: however, they will only have the amount of essence and health levels available to the sorcerer after the use of the spell - thus, 20 motes and 1 health level less than normal.

The duplicates are complete with identical clothing, armor and weaponry, as long as it is of a mundane nature. Flesh of my Flesh is not so powerful a spell that it can replicate magical weapons or artifacts.

The copies will continue to exist for the duration of one scene, after which they and their equipment will liquefy and vanish.

Until then, they can act completely independently of the sorcerer, responding to situations just as she would. And of course, they will always act in her best interest - to betray her is to effectively betray themselves.

Floating Citadel

Write by Josh Bain

Cost: 50 motes

Description:

This spell allows the sorcerer to make a fortress that literally floated, and was able to move under its own power.

System:

It requires a ritual lasting for three days, during which the sorcerer must visit every room in the structure to be lifted. The total size of the structure could be no more than one room per mote of essence the caster has in their total peripheral and personal essence pools. Particularly large rooms or large thick walls may count as more than one room at the storyteller's option. Once the spell is complete a crystal forms at the center of the building and floats in place, while the spell persists the crystal cannot be moved. Touching the crystal allows the buildings flight to be controlled. It costs 1 mote of essence to change the speed, height and heading. The speed can be anywhere between hovering to 100 miles per hour, and the citadel could float anywhere from 10 to 1000 yards off the ground. If the user is attempting to maneuver the citadel through tricky conditions (between mountain peaks, in a tornado.) 5 motes can be used to attune the crystal for a scene, and maneuvers should be resolved via a Wits + Sail roll. An opposed Wits + Sail roll is used to determine the outcome of a contested attempt at controlling the citadel. The spell persists for a lunar month, when it fades the citadel crashes to the ground with all the predictable effects. The only way to end the spell earlier is to either destroy the citadel or cast Adamant

Counermagic directly on the control Crystal At anytime before the duration is up this spell can be cast without a ritual onto an existing control crystal to extend the duration for another month, starting from the moment the spell is cast.

Force of Nature

Write by ShadowRaptor

Cost: 40 motes

Description:

The solar infuses herself with the unstoppable power of nature, creating a sphere around her that invokes so much force that it breaks all that stands in his way. No objects created by man can stop nature forever.

System:

The solar infuses herself with the unstoppable power of nature, creating a sphere around her that invokes so much force that it breaks all that stands in his way. Until the sun sets, the caster's strength is raised to 10.

Walls crumble and break as the exalt walks against them, doors break, iron bars bend, the earth trembles with each footstep, leaving small cracks in the ground. Plant life is pushed aside, and will also break when forced to bend in directions it cannot go. Small trees are also swept aside, and will break likewise. Oaks and other large trees however will not move, and the exalt will have to break them down himself if he insist on going through.

Bridges will break under the exalt's footsteps, buildings will collapse when moved through. Magical barriers or wards are shattered, and magic material is destroyed as easily as normal material.

The exalt remains unharmed from all damage done to falling objects or debris.

Persons are also swept aside, but are otherwise unharmed. Characters who want to approach the exalt must succeed in a Strength + Resistance roll for each yard they wish to approach the exalt, with a difficulty equal to the caster's permanent essence. In addition, the difficulty to attack the caster in close combat is increased by the caster's permanent essence, and any form of ranged attacks automatically fail, even spells. The sphere extends to 3 yards around the caster.

Forging of the Gods

Write by Steve

Cost: 25 or 35 motes

Description:

A craftman's greatest materials are those of his surrounding environment. The ancient smithy Sun Hammer created this spell, under the tuteledge of Brigid, with the intent of creating stronger and more efficient weapons for his Exalted brothers and sisters. With this spell a sorcerer is able to use the elements from his

surrounding as the raw materials for his craftwork. Sun Hammer used this to create Blazing Mane, a suit of armor made of fire and the sands of the South, and Strikes from the Heavens, a powerbow made from lightning. The articulated plate protected its wearer from the fires of dragons and elementals while the powerbow hurled bolts of lightning with the fury of Mela. As a gift for her teachings, Sun Hammer gave to Brigid the Band of the Maidens, a circlet of starlight that granted Brigid vivid dreams of the destiny the Maidens wove. Sun Hammer forged many wonders from various elements which he entrusted to his friends and allies. Sadly, after the fall of the Solars many of these rare artifacts ceased to exist. If any still remain, they are closely guarded and passed down through the Dragon-Blooded Houses or the secret possessions of ancient No Moon Lunars.

System:

This spell has two different costs, one for the terrestrial elements and one for the celestial elements.

For 20 motes a sorcerer may take one terrestrial element (air, earth, fire, water, wood) and preserve it to be forged into items of wonder. The resulting artifact would have the same properties as one made of the appropriate Jade (i.e. air = blue, earth = white, etc.) but would actually be composed of that element (a crown made of fire or a daiklave made of water) and would also possess one or more benefits from the element it was made from (i.e. air would be weightless, or water could flow past armor) at the storyteller's discretion.

For 35 motes a sorcerer could take one element from the Heavens (sunlight, moonlight, starlight, or darkness) and forge it into an artifact. These artifacts would work as their respective materials (sunlight = orichalcum, moonlight = moonsilver, starlight = starmetal, darkness = soulsteel) but would be composed of that element (a daiklave made of sunlight or a suit of armor made of darkness) and would also have spectacular benefits appropriate to the element (i.e. sunlight artifacts, when uncovered would shine light for a number of yards equal to the artifact's rating, or the opposite with one made of darkness) at storyteller's discretion.

The casting sorcerer, after spending the essence cost and willpower, must then make an Intelligence + Craft roll at standard difficulty, the number of success rolled determines how much of the element's essence has been extracted. The sorcerer can create a number of artifacts whose combined ratings are equal to the number of successes rolled (i.e. 3 successes can make three level 1 artifacts, a level 2 and a level 1 artifact, or one level 3 artifact). The gathering of material and the forging of the item must be done entirely in the element of choosing (i.e. water artifacts must be forged in the ocean,

river, etc. Or sunlight artifacts must be forged in the open daylight). The forging of the artifact will take the same amount of time as appropriate to its rating (see Book of Three Circles, pg. 89) and the essence of this spell remains committed until completion (the commitment holds the raw element in place so one does not need to recast this spell for artifacts that take a long time forge). Unfortunately, these elements are not naturally meant to be formed like this and need a constant channel of essence to be maintained. As a result, the artifact **MUST ALWAYS** be attuned to an anima, if it is unattuned for longer than an hour the forged element returns to its former place in Creation. The attunement will cost the same as an artifact of the same making (i.e. daiklaves cost 5 motes, articulated plate costs 6 motes, etc.).

Forging the Golden path

Write by Solarium

Cost: 50 motes + 5 Xp

Description:

During the First Age, the Deliberative ruled a territory that stretched over all of Creation. Not only did the Deliberative control the entire Blessed Isle, but they controlled as far East as the great forests that stretched to the Elemental Pole of Wood, as far West as the islands that ringed Creation, into the far South where the great deserts met the fires of the fallen Great Garda and to the North, where the very air has frozen solid. Ruling this territory was truly the providence of the Solars, for only they had the power and skill necessary to manage the affairs of a kingdom that stretched as far as this.

But, this was not without its difficulties. Traveling from places as far East as the great forests to as far West as the islands could take months by even the fastest means possible, and more typically would take years. Some of the Terrestrial and Celestial Circle spells would take significant time and energy in casting and recasting, in order to get the desired speed, and were only good for very small groups. Even the grand bureaucracy of the Unconquered Sun was inefficient at spreading the word from one point to another, as some times things would get held up by one of the Little Gods before being passed along.

To this end, Twilights of the Deliberative tried a variety of means in which to aid the management of the Realm. Devices such as Far Mirrors were greatly helpful in speeding communication from the farthest points in the Realm. But they were unable to speed the movement of people and supplies, sometimes necessary in critical situations. Air ships were built that could move across Creation in a matter of weeks, but even they were too slow, and dangerously fragile. Plus, the fastest among them could carry no more than a handful of people.

Finally, a Solar by the name of Kirsk Evanseer devised a way in which to move people and supplies in a matter of moments. After studying the phenomenon known as Elsewhere, and how it interacted with Creation, he determined that it was possible to link two points in Creation in such a way as to make them nearly touch each other. By moving through a portal in Elsewhere, one could move from one place in Creation, to anywhere else in Creation. The major drawback was that each end of this portal was fixed to a giant archway made from Orichalcum and Jade, which meant that an intricate network of portals would have to be designed to link all of Creation.

The first of these portals were erected in the Meru, the original capital, linking it to most important cities in each of the corners of Creation (Chiaroscuro and Hallow, among others). This enabled someone to travel from Hallow to Meru and then Chiaroscuro in a matter of moments, bypassing months or years of travel. Large contingents of troops could be moved quickly, to help defend a city under siege, or to supply it with provisions. After many years, a network was finally created, enabling the Deliberative to rule Creation with relative ease.

After the Usurpation, the network fell into disuse. Most of the archways had been cast down or destroyed, forever disrupting the carefully made paths linking the cities to each other. Those that survived slowly deteriorated, the massive spells binding one point to another dangerously unraveling... making the portal susceptible to the corrupting influence of alien entities. Others simply stopped working, the strange magics dissipating harmlessly. And a few, carefully guarded by the Bronze Faction, still function... unknown by the rest of Creation.

Note: credit given to both the Wheel of Time series and Stargate for giving me the idea. Mad props to my peep, the erudite and timely Bog Mog, to whom I am forever grateful for his help. And my undying thanks to Blaque for setting me straight.

System:

"Forging the Golden Path" is a potent spell that creates a portal that links two points in Creation to each other. This enables a user to instantaneously travel from one point to another in a moment. This path travels through Elsewhere, which knows neither time nor distance, and allows anyone or anything to move between these two points. Once established, these points can never be changed, and are forever linked as long as the spell is maintained. Travel between these points is always harmless... unless the spell has not been maintained. Typically, the archways were maintained by placing a Hearthstone (level 1) in the keystone of the archway, but

others had small palm sized spheres at the base where essence could be channeled into the arch (5 motes per day for each archway). Exalted caretakers, typically Dragon-Blooded, would fuel the archways along with their other duties.

Creating this portal is a massive undertaking. The casting of the spell represents the culmination of this process, which requires the precise building of two identical archways created from Orichalcum, White Jade, Black Jade and Green Jade (the resource cost of these alone is substantial). The measurements must be identical in size, in order to prevent any "bleeding" from Creation into Elsewhere, or vice versa. The design of these archways requires an Intelligence + Lore roll, with a base difficulty of 3. This represents an archway approximately 5 yards wide, and 3 yards tall. Larger archways increase the difficulty of this roll, with every 2 yards in width or 1 yard in height increasing the difficulty by 1. This can be extended roll, however only one such roll can be made per day.

Once the archways have been designed, they must carefully be erected at the desired sites. This requires an Intelligence + Craft: Masonry roll. Each archway requires the accumulation of 60 successes, with each roll representing a week's worth of time. More individuals can be involved in the erecting of the archways, which decreases the total number of successes need by 2 for each individual involved in the project. No more individuals can be added to this project than the builder's Charisma + Bureaucracy. If there is a botch on any of the rolls, then the construction must be stopped, and the process begun from scratch.

Additionally, a very careful and precise mathematical calculation must be made. This calculation is the basis of the spell that links the two points in Creation, and it is absolutely vital to the casting of the spell. In fact, not one, but two such calculations must be done. Each calculation is a function of an object, of any mass and dimension, moving from the first archway point to the second through Elsewhere, and then vice versa. Each calculation must be precise, as the distance of one point from the other greatly impacts this. Each calculation requires a Wits + Lore roll (which can be an extended roll, with each roll taking a day). The difficulty of this roll is equal to the total distance in miles divided by 1000, rounded up, plus 3. The calculations are done separately and inscribed on a scroll with Starmetal ink. The scroll is then placed at the center of the base of the appropriate archway, and is consumed when the portal is formed.

Once all these steps have been performed, two sorcerers begin casting the spell simultaneously, one for each archway. It takes approximately one hour to carefully

shape the Essence for this spell. Each Solar spends the required amount of Essence and experience and rolls their Perception + Occult at standard difficulty. If successful, the portal is formed, and each archway is linked to the other. The space in the center of the archway takes on the appearance of a golden walkway that leads to the other archway... though one immediately travels from the one archway to the other without remembering ever setting foot on this walkway. If unsuccessful, the motes and experience are wasted, and the spell must be recast the next day. The Essence and Willpower for this spell are not committed, as the Hearthstone or daily Essence maintains it instead.

This spell can also be cast on an existing, but unused, set of portals, provided those involved have identified both archways and the distance between the two (performing the necessary calculations). The spell could also be used on unmatched portals, but there is a great danger involved. Elsewhere, or Creation, can bleed through the "gap" created by the unmatched archways. Typically, this manifests as a pull on Creation, with small objects being sucked into the larger portal and remaining in Elsewhere forever. In other situations, objects in Elsewhere will be randomly spit out through one of the archways. Potentially, a daemon could even use this to slip into Creation from Malfeas... The exact effects of this are left up to the discretion of the Storyteller (but should be appropriately humorous or dangerous or both).

-G-

Glorious Radiance of the Unconquered Sun

Write by Bald

Cost: 60 motes +10 motes per bolt

Description:

Sometimes, during the ancient past, Terrestrial sorcery was not enough to fight the Primordials: mighty spells were required, but most Celestial and Solar Circles magic needed too much concentration in order to be used in combat.

After months of ascetic prayer a Solar of the Twilight Caste was visited in dreams by his patron, the Unconquered Sun himself.

The god spoke to the Exalted and gave him on powerful spell, one to be conjured in safety, but whose effects would stay long enough to battle the Primordials.

System:

The Solar has to do a ritual of three hours to cast this spell: when the casting is finished, the Exalted shines with holy radiance for one day.

Every living being who approaches the Solar must roll Valor against a difficulty equal to half the caster's

Essence (rounded down). If passed, the attacker suffers a penalty equal to one-quarter caster's Essence (rounded up). If failed, the attacker suffers a penalty equal to the caster's Essence. If botched, the attacker falls to the ground, stunned, and can do nothing for the scene. This power is not compatible with similar magic (be it spell or charm or anima effect).

Every turn the caster can shoot a blast of pure searing light (roll Perception + Occult to hit with an accuracy bonus equal to Essence) which inflicts 5 levels of aggravated damage plus the extra successes: this attack costs 10 motes and the Solar can only use reflexive charms for the rest of the turn. This attack can only be dodged and not parried.

The Solar can discharge the effect in a display of power: anything, living or not, in a radius equal to ten times the Solar's Essence in yards is hit with solar flares which inflict Essence automatic aggravated damage. Unlike anything else this damage is soakable only with Essence (not armor, stamina or charms). This ends the spell and consumes all current Solar's motes.

Gravity Pull

Write by Shadow Raptor

Cost: 60 motes

Description:

Gravity Pull creates an area, in which the forces of gravity, those forces that make things fall down, increase tenfold. Trees and bushes are pushed to the ground and crushed by the force. People fall down and are likewise crushed. Small buildings will be instantly reduced to piles of wood. Taller buildings are likewise crushed, but take longer to be totally destroyed, while extremely large buildings or extremely well constructed ones might withstand this terrible force. Birds, insects and other animals are likewise pushed to the ground, and are likely to be killed.

System:

An area the size of a large army or city can be chosen. It's effects have a duration of one scene, after which gravity is restored to normal. Anyone in it's area must make an immediate Strength + Endurance roll with a difficulty of 5, or they are smashed to the ground and are unable to move. Any creature in the radius can attempt to stand up, and move at half speed, if they succeed at a Strength + Endurance roll with a difficulty of 5 every turn after the spell has gone into effect. Even if a character succeeds at this roll, he or she is unable to do anything else but move at half speed. A character can still activate charms, but any charms that include jumping or running automatically fail. Simple charms require so much effort that the exalt automatically falls to the ground, since he is

unable to maintain enough concentration to keep standing and activating the charm.

Any Non-exalted that is affected by Gravity Pull must succeed at a Stamina + Resistance roll with a difficulty of 3 upon first being affected by the spell, or he or she is killed. Exalted have only a difficulty of 1 on this roll.

Creatures that have no physical form, or are dematerialized, are unaffected by Gravity Pull.

-H-

-I-

Invocation of Relentless Pursuit

Write by ialdabaoth

Cost: 25 motes + 1 permanent willpower

Description:

In the First Age, many proud, ambitious or driven Solar Exalted sought the secret of immortality - born either of a drive to continue their life's work indefinitely or simply the instinctual fear of death. Many sorcerous experiments were performed to find a way for an Exalted to maintain his power, his knowledge and his goals long beyond his natural lifespan. This spell was one of those experiments.

The sorcerer swears before the Unconquered Sun and the Five Maidens the justness and importance of his purpose, laying bare his soul to the Gods. If his cause is true and his heart is pure (or perhaps simply if his will is sufficiently strong), the Essence and drive committed to the task are offered up to the Gods, to be used to guarantee the continuance of these goals beyond the untimely death of his mortal frame.

This continuance is ensured in a unique and ironically appropriate manner - if the Solar is killed by another intelligent but Unexalted being, that being becomes marked by fate. Within a day of slaying the sorcerer, his killer will Exalt as a Solar herself, taking on the sorcerer's own Virtues and driving goals as her own, and retaining brief glimmers of the original Exalted's memories.

System:

Upon casting, the sorcerer commits one permanent Willpower point to the spell, which seals the oath. This Willpower point is gone, but may be re-purchased with Experience.

For the rest of the sorcerer's life, he must uphold the virtues and purpose espoused during his Oath - failure to do so will immediately break the spell, and will violate his Oath to the Unconquered Sun and the Five Maidens (consider this the equivalent of breaking an Oath sanctified by an Eclipse Caste Solar of Essence 10). The same fate befalls any who present a purpose that the

Unconquered Sun or the Five Maidens consider crass, self-serving or unworthy of honoring. So long as he maintains his faith before the Unconquered Sun, however, and the cause espoused is judged a worthy one, the Gods will uphold their end of the bargain.

If the sorceror is killed by a mortal - either in combat or through treachery - that mortal Exalts by the next sunrise as a Solar of the same Caste as the slain sorceror, with the sorceror's Virtues and Nature replacing her own. However, her Attributes, Skills and Willpower remain the same, and her Essence starts at 2 - she begins life as a newly Exalted Solar, without the vast experience of her prior incarnation. The original Solar's Exalted Essence provides the shard of Essence for the Exaltation, so she may retain glimmers of memory of her past 'life'.

She will immediately have a 'change of heart', if necessary, and devote her life to the original Solar's goals exactly as passionately as he would have. The Storyteller may opt to give the Solar's player control of this character sheet in lieu of her original slain character.

If the Solar dies of natural causes or is slain by a Fair Folk or another Exalted, his Essence is imbued into a mortal somewhere in creation in the same manner as any other Exalted, but the new mortal will have her goals and Virtues adjusted as above (or, as often and not, the Unconquered Sun will choose to Exalt a mortal who already matches these qualities). Often, the newly Exalted Solar will come from the sorceror's murderer's own ranks, continuing the sense of celestial justice.

Invocation of the screaming seas

Write by LoreMaster

Cost: 60 motes +1 health level

Description:

Enlightened by the Visions the Pyramids of the Sun had given her, Ereilda was standing proudly upon the exit of this tomb of the First Dragon King, letting the weak waves throw sand upon her naked feet.

She had withstood the trials. Now she could see the waves of Essence that the Pyramids shot through her as clearly as she saw her body, pure at last from the fae taint that had bent her moods for the past year.

Or as clearly as she saw the boats. So they had followed her through fate and stars. Probably had one of those diviners with them, too. The Pyramids were for the servants of the Unconquered, and the lowlifes that would steal her patron's gifts would be purified as such. They would not win.

When they were merely two leagues away from her,

Ereilda started chanting in a low-tone that sounded awkward when coming from woman. While chanting, she walked at a slow pace upon the new waves that were coming from the evil bringers, and for the half of an hour did nothing more.

It is then that, as parted the few clouds that shared the sky, the Sun shed its light in all its splendor, and the waves of heat fell on the fleet as did the waves of the seas, strong and innumerable.

For the other half of the hour, her body rose slowly into the Celestial Arch as the temperature rose, and rose...

The mortals rowing the boats were suffering greatly from the surge of heat, but their determination was leading them through, while the Chosen of the Dragons stood undisturbed by the show of power. They were beyond such concerns.

After this hour, general Ledaal Kanaa and his advisor Kalar Maji, a renown diviner from the Order, could at last see the source of this power that was rising everywhere around them, for around the undressed body of Ereilda, danced a lightning of golden power that seemed to come from the sea itself. Ereilda was floating eerily a thousand feet in the air.

And then it happened. The waters began to scream in pain as fumes were rising from everywhere around the boats... No... the ocean! The ocean was boiling! Everywhere around them the seas were struggling to join the skies in its screeching cries of anger!

Under them, the boat itself was starting to crack, unable to withstand the heat and pressure of the waters that came rampaging on its hull!

And as in their folly, the men were throwing themselves in the seas, or hiding away like it could change a thing, general Kanaa came to realize the final conclusion of this day. None would survive the wrath of the seas. Nothing could oppose such power. The one who could harness this could bring the fall of his beloved Realm. And all this they would owe to his failure.

Turning to his mortal adviser, the champion of Ledaal found him writing runes in the air, and, in a puff of smoke, gone was the diviner, to who knows where.

General Ledaal Kanaa would die wrapped in a mystery.

System:

This spell takes one hour to cast, and can only be cast during the day.

Its duration is two hours: the first hour is the hour during which it is cast, and the second hour is the following hour.

The caster must use the first half hour to walk supernaturally on a body of water, at least one mile large, of the caster's choice. The ability to walk on water is given by the spell for this event.

After this time, the caster stops walking and changes her chant to a prayer to the Unconquered Sun, rising rapidly in the skies to attain a height of a thousand feet after another half hour. During this whole half hour, all clouds part from the skies and the Sun starts beating heavily on a region defined by a 5 leagues wide circle centered on the caster. The heat becomes barely bearable for anyone but Solars, who do not suffer from it.

Stamina + Resistance check for everyone in the region
Botch = fainting

Failure = -2 penalty on all rolls

1+ success = no penalty, but discomfort

While the caster ascends, lightning surrounds him, destroying many natural weapons thrown at her. Canon shots, however, will go through (though they will probably miss), as do any Essence rays like Implosion Bows.

Once the caster has reached the top of his ascension, the true power of the spell is made evident: the body of water upon which the caster started his magic begins boiling, as he will boil for a whole hour, up to a reach of the 5 leagues-wide circle that was defined in the casting.

The ST defines where a body of water begins and ends, but a good reference is: when the body of water's breadth becomes less than half a mile, it becomes a large river and it is no longer part of the body of water, or it is the edge of the body of water.

The boiling waters will tear asunder any ship that finds itself caught in the wake of this spell, and anybody that finds him or herself in the boiling waters will have to soak 6L damage per round. Needless to say, few creatures can survive this. Ships with metallic hulls (and especially First Age ships) will survive the storm, albeit not necessarily in the best of shape.

The body of water boils from top to bottom, so any wildlife found there will be cooked and killed. All spirits will survive this process thanks to the Essence they gathered in the first part of the casting, but they might still be pretty unhappy.

If the caster should ever stop the chanting for any reason, the spell will cease immediately.

Needless to say, this spell is incredibly potent, but a viable body of water must be used, and the spell does not target adversaries: the ships of the caster's allies will be destroyed as such (even if they are at port), those allies will be affected by the overbearing heat, and since the range cannot be shortened by the caster, a 5 league range can cause a lot of unwanted casualties...

And playing the walking target on a body of water can get pretty dangerous when you're awaiting an army...

-J-

-K-

-L-

-M-

-N-

-O-

-P-

Phantasmagoria

Write by ShadowRaptor

Cost: 50+ motes

Description:

As the mighty solars have the power to shape buildings and cities from the Wyld, they also had the power to destroy those creations and return it to a wyld state. Although not commonly used, since it involves really harmful essence flows, which drive anyone that is in the affected area mad. Use of this spell was not endorsed in the First Age, so it was only used carefully. Spirits and gods do not take kindly if any area they inhabit is destroyed by this spell.

System:

When cast, a burst of energy shoots away from the exalt in all directions. It's effect radius is 1 mile, and an additional 1 mile for every additional 10 motes spent when casting the spell. Any affected area is immediately turned into a Wyld area by the blast. Structures vanish, the ground becomes plain. Any plant life is lost in the Wyld. Any animals or humans in the area who are not shielded against the Wyld must make a Stamina + Resistance roll, with a difficulty of 4, or they are immediately affected by multiple severe Wyld mutations. In addition, if they fail their resistance roll, they become compulsive beasts, acting only as simple beasts. They can only Eat, Sleep, Attack, Mate, Flee or anything similar, until they are cured. Curing this affliction can only be done by a charm which also has the power to cure victims from serious derangements, and other severe mental diseases. The Wyld afflictions are permanent however. The exalt casting the spell is unaffected by these effects, but still has to find some way to shield

himself from the normal Wyld effects after the spell is completed.

-Q-

-R-

Raising The Walls of Heaven

Write by Josh Bain

Cost: 50 motes

Description:

This spell allows the Exalted to bring into existence fully formed a structure with architecture of their design. It can be used to create manses; however they must be designed according to the normal process first. This spell was used to raise much of the great architecture of the First Age, and as such the building may be composed of any matter the caster desires with the exception of noble materials (Gold, Silver, and Diamond.) or the five magical materials.

System:

The structure can be no larger than the casting sorcerer's essence x 200 yards in its largest dimension; however this allows the instant construction of truly megalithic architecture, including the largest manses, instantly. This spell causes a huge essence flare visible for hundreds of miles around, that lasts for 50 hours after the spell itself is cast, thus it is sometimes not used for fortresses or other secure locations.

Ravage the Chosen

Write by Anonymous

Cost: 60 motes

Description:

This spell was designed by a very angry, very bitter Twilight caste. After the Treachery of the Dragon-Blooded, he called upon his extensive knowledge of sorcery for a way to revenge himself completely upon the other types of Exalted.

When this spell is cast, the Sorcerer must designate a specific type of Exalted (Dragon-Blooded, Lunar, etc). Waves of essence pour outward from the Sorcerer in a radius around him.

When the Essence finds the Exalted type the spell is invoked against, the essence assaults the Exalted, turning their Higher state against them, and then ripping it away from them.

System:

The player must designate a specific sort of Exalt that this spell targets. After the spell is cast successfully,

every Exalted of the given type in Essence X 20 miles, must roll their Willpower in a contested roll with the Sorcerer's Essence + Occult. If the sorcerer garners more successes than the Exalt, the Exalted target automatically takes his own Essence in unsoakable aggravated damage.

After the damage is dealt, the Exalt must roll his Stamina, with a difficulty equal to the casting Sorcerer's permanent Essence +3. Upon making the roll, the spell's effects end. If the Exalt fails the roll, he is reduced to 1 Permanent Essence for the duration of the Exalted's life (this cannot be brought back up with Experience).

The Sorcerer gains any Essence lost by that type of Exalted. However, for each point of Essence gained in this matter, the Caster loses a point from a Physical Attribute of the St's choice. Also, after casting this spell, the Caster cannot use Charms, or Spells for a number of days equal to the number of Permanent Essence gained. After this time period, the Caster gains a derangement of players (or St's) choice.

Regenerative Shell

Write by Eventides Halo

Cost: 10 motes

Description:

During the First Age, powerful sorcerers were capable of placing themselves in a trance inside a regenerative shell, keeping them in virtual safety while they regenerate their bodies.

System:

The shell does not accelerate healing, but it does grant the sorcerer impenetrable safety while healing. While it is commonly known to sorcerers that the shell is impenetrable, there is rumor of a device capable of disrupting the shell, instantly killing the sorcerer. Fortunately, this device has never been invented, or still remains hidden. This spell can be instigated even when Incapacitated.

Return the Tarnished Essence

Write by Richard

Cost: 30 motes

Description:

The Deathknights were created by the deathlords using immensely powerful necromancy; more specifically the solar essences were freed from a prison beneath the ocean, and corrupted by the Necrotic energies of the Abyss. This state of affairs is profoundly unnatural, and the Unconquered Sun has noticed. When this spell is cast, and it must be cast by either a Zenith (Priest Caste) or Twilight (Wizard) Caste, the massive energy flows from

the exalted into the Deathknight(And ONLY a deathknight. And only ONE Deathknight). This energy flows through the cursed being, and battles with the corrupted essence of the Deathknight. The Deathknight herself is completely unaffected(Other than probably being quite confused about why she is glowing bright gold), and if left alone the spell will fade. The spell only lasts for a full day, until the exact moment the next day, after which its power vanished. This essence is committed.

If in that time, the Deathknight is killed, she dies normally, and the essence is immediately freed of the Yozis. It flees to a mortal, who exalts normally, as a normal Solar Exalted. The essence retains no knowledge of its time as a dark essence, and thus it is impossible for a newly reborn solar to remember what it was like to be a Deathknight, know deathknight charms, etc.

Additionally the Solar essence has no additional resistance to being captured and turned into a Deathlord essence. This spell is a weapon designed in the modern era, from unknown sources specifically the combat the deathlands. Without the Solar Essences, the Deathlords plans will wither.

System:

This spell must be cast within sight of the intended target. It may only be used upon a Deathknight. It may only be cast by a Zenith or Twilight Caste Warrior. The essence is committed for as long as the spell continues.

When the Solar cast this spell, a flash of brilliant white light emanates from him. It automatically hits the intended target, and may not be blocked, dodged, parried, or otherwise avoided, save by fleeing as quickly as possible. Teleportation might be an effective defense, nothing else is.

This spell does NO DAMAGE, gives no bonuses, penalties, or otherwise effects to the target, or anyone else in the vicinity. It does, however rob the Deathlord of his ability to create new deathknights.

Righteous Splendor of the Sun

Write by John Thompson

Cost: 50 motes

Description:

This spell grants the sorcerer formidable prowess in personal combat. The character is wreathed in light, looking much like the Sun itself, visible kilometers away, and painfully bright in close proximity.

System:

The character is surrounded by the brilliant light of the

sun, providing her with +15 soak against bashing and lethal damage. It also makes him difficult to see, +2 difficulty to hand to hand combat, +4 to ranged weapons. Finally, the character adds his Essence in damage to all hand to hand attacks, with a weapon or not. This spell is incompatible with armor.

Once activated it will last until the next sunrise or sunset.

-S-

Seraph, Servant of the holy fire

Write by Judah

Cost: 100 motes + 3 Willpower

Description:

Fluff Piece

Octavian's mien was of shadows and misplaced grief and his smile was darker still as he regarded the sad faced man in front of him.

"Your brother was a mighty warrior as well Sun-child, and yet his head adorns my belt."

Aegon. Brave, foolish Aegon. The gallant fool. Will I end up like you I wonder? Blessed Light...

Carnage and slaughter everywhere, a horde of Terrestrials and Lunars were keeping back several Sondoks and blood-apes, and somewhere in the distance, Lunar wardrums echoed across the plains mingling with the misplaced drums of Demons and the screams of men and devils alike. Essence burned and screamed as Exalts and Demons clashed.

I've lost Asha as well. Asha with her wolf-eyes and silver laughter. Snow-white wings...

Octavian moved with a viper's grace, and the earth wept where he walked. The great hammer left a black crater where his intended target had stood only moments before. His personal guard followed him, snarling demons spreading out to the left and right, encompassing his target.

Is this the path you have chosen for me, father? Must I to lay down my life for you Lord of the Sun? Give me strength. A fiery lance...

The hammer lifted and poised. Octavian, the Living Tower, grinned, black-oil ran down his lips and dripped onto his massive chest. Around him, his guard snarled and screamed and readied their weapons, smelling imminent blood. "Aegon and you shall be reunited."

Yards behind Octavian, the Demon prince Jacint watched and judged and waited as his felhounds gorged themselves on the bodies of the dead and the living. Jacint's eyes met the Solars', and the Prince Upon the Tower smiled.

So be it, demon. I am the hand of an angry God, I am wrath.

For a brief, haunting instant, the clamor died and every

soul stilled, and the world stood poised as if waiting...and he uttered the words of power, and overhead, the Heavens parted, thunder roared, and death came on golden wings.

For years after that day, the accounts of that battle were numerous and varied. Some say that the Unconquered Sun himself came to help his children, others claim that it was an avatar of the Fire in the Sky, and other accounts state that the Solar involved had simply learned of a terrible new spell to turn the tide of the battle. And throughout his lifetime, whenever someone dared enough (or got drunk enough) to ask the Solar himself, Ledaal Obajan, Marshal-General of the Armies of the Solar Deliberative, one of the Heroes of the Great War, only gave a sad smile.

System: Casting

The caster must meditate for 4 days out in the open, beneath the burning Sun, purifying her mind, body and soul, stopping only at night to rest, and must consume only water.

When this spell is cast, the character has several options available to her. One, she has the option after the transformation to shift back into her human form.

Two, she can invoke the transformation again at any time she wishes within the Season that she cast the spell in. After a Season has past however, she must cast the spell again. The transformation sequence is described below, keep in mind that this happens each time the character wills herself into her Seraph form, not just at the initial spell casting.

- This spell can only be cast once per Season due to the changing effects of the Sun.
- This spell does not work in Malfeas or the Underworld, it IS usable in a Shadowland.
- She cannot use any physical (4M items - Jade, Starmetal, Soulsteel, Moonsilver - or mundane metal) weapons during this time, she may however use ONLY Orichalcum weapons to which she IS ATTUNED to.
- All armor, clothing, items that the character was wearing becomes immaterial after the transformation till the caster reverts back to her human form.
- The caster only regains 3/4th of the total Essence spent on the spell until the Season is over and the effects of the Spell diminish.
- The caster does not regain any of the temporary Willpower spent on this spell until the Season is over and the effects of the Spell diminish.
- There is an intermission between shifting back and forth to Seraph and human form (this may be an action, turn or a scene, it is upto the ST depending on the situation).

Transformation

Thunder and lightning roar overhead as a circular ray of Holy Sunlight bursts from the sky (regardless of whether or not it's night) and shines upon the caster. Soft, hauntingly beautiful music echoes throughout the scene as glowing rings of Essence flow over the caster's body until she is fully encompassed, and then with a brilliant, golden explosion, the character is transformed, anyone near the character at the time of transformation is thrown back as if by the hand of the Unconquered Sun, to a number of yards equal to the character's Charisma, all Undead or Demonic characters take bashing damage equal to the caster's Charisma.

The transformation sequence is anything but mundane and muted. It is an awe-inspiring and at the same time a terrifying scene to all who witness it.

Form

The character's body is that of an 8ft tall Angelic Warrior. Shining, golden plates and scaled rings cover the entire body; the armor is beautifully decorated with glowing white and blue sigils and runes (the character may choose to re-design her armor) ;). A pair of pure, white wings flow outward from the character's back, with a total horizontal span of 8 feet, and a vertical span of 16 feet. Alternately the caster may choose to have a highly stylized and decorated helmet or headgear of some kind. Her eyes (or eyeholes if he is wearing a helmet or headgear) exude flowing mists of white Essence. Mists of Essence flow and swirl about her feet.

Circle of Blessed Light

The Circle of Blessed Light lasts as long as the caster remains transformed as a Seraph, and has a radius of the caster's Permanent Essence yards. All Terrestrial level spells are torn asunder if they are cast within the Circle or if they reach the borders of it. The effects, damage, duration etc from Celestial level or Solar level spells are halved if cast directly against the caster or reach/within the Circle of Sunlight. Any lesser undead or Demons of the First Circle or less, who are within the Circle of Holy Light are instantly scorched to death or banished. Deathlords, Abyssals, and other Demons suffer aggravated damage equal to the caster's Permanent Essence per round if they are within the circle of holy light.

All allies within the Circle gain an extra die in combat against undead or Demons and heal a single Lethal and Bashing health level every 2 turns.

Physical Prowess

The caster is immune to all toxic, sleep, and poison effects, whether magical or otherwise, while in Seraph form.

The caster does not need to eat nor does she suffer from

fatigue while in Seraph form.

The caster gains 5 automatic successes to add to all dice rolls.

The caster also may leap up to, as far as, or down from heights or distances up to her Permanent Essence x 5 yards without fear of damage or being penalized as an action.

The caster has a total Bashing and Lethal soak equal to her Personal Essence while in Seraph form.

The caster is immune to all weapons not composed of the 5M items or Essence.

Daitylus

She may summon a Lance (Daitylus - The Lance of the Sun) composed of pure, glowing Essence. The weapon is intricate and decorated with holy runes and sigils, it can only be wielded by the summoner or another Seraph changeling.

Daitylus: +15 Speed, +10 Accuracy, +5 Defense, +20L Damage (against undead or demons this does aggravated damage), throwing range is 50 yards. The Lance of the Sun is a formidable weapon in the hands of a Seraph changeling, when thrown, the Lance may be telekinetically recalled, reappearing instantly in the hands of the caster, this does not require an action.

The caster can once per scene telepathically ignite the Lance so that it explodes in a shower of fiery Essence. It does Bashing damage equal to the caster's Willpower + Permanent Essence to all surrounding characters within a 5 yard radius, the caster is of course immune to this.

The weapon, since it's composed of Essence can be summoned again the next round without considering it as an action. This enables some really cool moves, for e.g. the caster leaps over a group of enemies, does a twirl and flies straight up while throwing the Lance so that it embeds itself in the center of the group and the caster ignites it, causing some serious mayhem while she hovers overhead, untouched, like the badass she is. ;) Daitylus stands at 10 feet tall from head to foot, with the body being 8 feet, and the four-sided crescent blade on the top end being 2 feet (alternately the character may choose to re-design Daitylus). ;)

Divine Powers

Anyone or anything which is invisible or immaterial becomes instantly visible when in her sight, or if they are within the Circle of Holy Sunlight. The reason for this is that in Seraph form, the caster does not see the world as mortals see it, but rather she sees the flow of Essence in all things. Her voice is deep and booming and can be projected up to the caster's Permanent Essence x 10 yards if she so desires. Any opponents who make eye contact with the caster must make a Willpower roll against the caster's Charisma or get -2 die from their total dice pool for all attacks. Any undead or Demon who hear her voice must make a Willpower roll against the caster's

Permanent Essence or get -2 die from their total dice pool for all attacks for the entire scene.

The caster may fire divine rays once per round (as an action) from her eyes or hands that do a lethal damage of her Permanent Essence, against undead or Demonic forces this does aggravated damage, this can only be dodged.

The caster may also choose to infuse her hands and/or feet with fiery Essence, so that in hand-to-hand/martial-arts combat they add an additional lethal damage of Permanent Essence (against undead or Demonic forces, this does aggravated damage), this is not an action.

The caster can choose to wrap her wings around himself as a reflexive action, and will be immune to spell effects, however she cannot take any offensive actions while doing so.

Fly like an Angel

In combat, the caster can fly for the duration/part of a turn/scene. While in flight, she may travel up to her Dexterity x 10 yards without considering it as an action. In non-combat scenarios, the caster may choose to fly indefinitely (or until she shifts back to human form) at speeds up to her Dexterity + Stamina + Permanent Essence x 20 mphs.

* Alternately, when the caster is in flight, she may choose to travel in her Seraph form, or she may choose to travel as a flock of snow-white or gold colored doves or hawks (produces a cool effect).

Shackles of Solitude

Write by Memesis

Cost: 30 motes

Description:

At the height of the decadence and corruption of the First Age, a half-mad god-king of the Solars was wont to use his mastery of magic to mete out terrible and bizarre punishments upon those who had offended his laws. Though he gave fair trials and permitted the accused to make a defense, once guilt was established, the devices by which he enforced justice brought horror to the hearts of his subjects. When the Usurpation brought this tyrant low, it is said that in payment for the use of this, his most favored magic, his soldiers sealed his tomb so that no light or sound could again enter the place where he lay.

This spell works a potent enchantment on the senses of whomever it is cast on. Thereafter, until the subject dies, or until counterspelled, the subject may not perceive the presence of any living man aside from himself. He is cast into a seemingly empty world; those who meet him on the road may think him blind and deaf at first, until they realize that he can see everything around him except those who are questioning him.

It is said that a village of such wretches was erected, centuries ago, a place where each victim of this sorcery was sent, to live alone amongst his brethren.

System:

The sorcerer must anoint the subject's eyes, ears, nose, tongue and hands with salt. Thereafter, the subject becomes unable to directly sense the presence of any human or humanoid being. He can, for example, see an apparently empty cart being pulled by a horse, but he will not see the driver, nor hear his commands. If taken to an army encampment, he will see only endless tents, fires and arrayed weapons; the presence of the soldiers will not register in his mind.

The spell will make subtle corrections to the subject's perceptions to accomplish its ends, so that if a rope were attached to two trees and a man lifted it over his head, a victim of this spell would see the rope laying slack instead, rather than floating unsupported in the air. Nor would he see the act of another man scratching words into the dirt with a stick. The permanent works of man - fences, ditches, words carven into dirt - are themselves visible, so that if an insensate victim looked away and looked back, he might perceive that words had been written during his inattention.

Though the subject will not feel sword-blows and the like, he will still receive injury as normal, and feel pain; he suffers normal wound penalties for his actions. He may be bodily restrained by grapples and holds; if so, he will perceive pain and weakness in his muscles that keep him from moving, rather than the sensations of being grappled.

Subjects of this spell can freely communicate; if they speak, they will be heard, except by others affected by this magic. They are not physically impeded from swinging a weapon (though they cannot aim at living targets).

Among the many banes of this spell is contained one boon: the subject is almost totally immune to glamour or bewitchment by the Fair Folk, or by other forms of illusion magic. A magical being whose Essence exceeds that of the Solar sorcerer who invoked this magic may use glamour on an insensate victim, but no other being can pierce the veils this spell produces. The Fair Folk are not barred from stealing the dreams of beings under the influence of this spell, only from deceiving him with glamour.

Solar Circle Spellbinding

Write by RunsatDawn

Cost: Varies

Description:

Solar Circle Spellbinding allows spells of the Solar Circle to be bound into an object for later, immediate use, effectively allowing for the creation of single use artifacts (inspired by magic scrolls, potions, and the like.)

System:

Cost: variable; full cost of the spell being imbued into the item must be paid, plus 1wp and 20 motes to perform the binding itself. 24 motes must then be committed to the item to maintain the binding.

Duration: Permanent until used

Note: This is, for all intents and purposes, a Supplemental type sorcery spell. It must be cast immediately following the ritualized version of spell to be bound, and yes, that means you activate the Solar Circle Sorcery charm twice to perform a spellbinding -- you're casting two spells in rapid succession, in effect.

A spellbinding can only be used to harness spells of its specific level (a higher circle binding will overwhelm a lower circle spell, and the object will not be able to activate at all; a lower circle binding isn't strong enough for a higher circle spell, and the object will go off immediately, potentially doing the caster and anyone in the immediate vicinity a great deal of harm.)

To use spellbinding, the caster must perform a ritualized version of the spell they intend to bind, which takes at least twice the normal length of time as the spell itself, normally 6-8 hours at a minimum. They must also have, as a focus for the binding, a very high quality, specially prepared item that is appropriate to the spell being bound. (Storyteller's discretion, but generally something at least somewhat rare or expensive.)

After binding, the object radiates essence clearly visible to anyone with appropriate charms; a skilled sorcerer can determine that an item has something bound to it on diff 2 perception + occult roll, with additional successes allowing the sorcerer to determine more information about the spell that has been bound.

Upon release of the spell, the object that was holding it is destroyed in a manner appropriate to the type of sorcerer who performed the binding (A Twilight Solar's binding, for instance, might cause the object to vanish in a burst of sunlight.) Note that the spell is still subject to any limitations normally put upon it even when being unbound -- if it is only effective when cast at night, trying to invoke the object during the day will result in a failed spell and the object's destruction.

The caster may control access to the bound spell by two

means -- it may be limited to any person (including the caster) whose true name is inscribed on the object, or it may instead be invoked with a power word chosen at the time of the binding, which must also be inscribed on the object. Note that the name or word may be in any language, and are frequently difficult to find, hidden amid intricate symbols carved into the item. Without one of these methods, anyone (including a mortal) can invoke the power simply by willing it, because the essence required for the spell has already been paid by the sorcerer. Needless to say, most sorcerers use one of the two methods to prevent their bound spell from being used against them.

Among the dangers of using spellbinding is that the motes remain committed until the spell is used, meaning anyone who values the motes will only provide spellbound objects to those he trusts.

Also, while the spellbinding will survive the death of the caster, the magic begins a gradual process of decay after the sorcerer's death, making the spellbound object potentially very risky to keep. The speed of decay is dependent on the skill and strength of the sorcerer in question; some rare spellbound items from the first age may well exist, but if so, are likely to be nearly as dangerous to the one wanting to use them as to their potential target.

Because of the complexity of spellbinding, and the ties between an Exalt and the objects he has essence committed to, no sorcerer may create more spellbound objects at any one time than 1/2 his permanent essence, rounded down. Attempts to make to bind additional spells fail, with much the same risks as trying to bind a higher circle spell with a lower circle spellbinding.

Solar Holocaust

Write by Virjigorm
Cost: 80 motes

Description:

Only once in the First Age was a Solar Sorcerer ever desperate enough to invoke this spell. It was and is a generally accepted, though unspoken, rule that magic of the Solar Circle is not suited to the heat of combat. But when the mighty Twilight Mage-Kings of the Sun-Chosen know fear, their enemies shall certainly know destruction.

System:

This spell must be shaped within two rounds, or the release of energy will certainly kill the caster. The only known way to achieve this is to use the charm 'Master Sorcerer's Method'. It is perfectly allowable, though, that the caster sacrifice himself to complete the spell.

When the shaping of this spell is complete, the caster rolls his Essence trait and releases the gathered Essence in a chaotic blast that radiates out from his body in a hemisphere. This blast immediately destroys anything that is not enchanted and anyone who is not some kind of Exalt, God, or God-Blooded (this includes anything/anyone dematerialized).

Exalts caught in the blast suffer dice of aggravated damage equal to five times (5x) the number of successes on the caster's Essence. This damage is NOT SOAKABLE WITH ARMOR, only the victim's own Essence trait may be rolled to soak.

If the caster took more than 2 rounds to complete the shaping of this spell(not counting the casting round), he is instantly and completely consumed by the raging inferno of pure Essence. (consider the effects on the caster in this case the same as those from the spell 'Unconquerable Self' Bo3C)

-T-

Ten Plagues Strike the Unyielding

Write by Allad Alhazred
Cost: 80 motes

Description:

(Thanks to Obliterator and Tobie for help and suggestions for this! Also I'm stealing my ST's villain name for the fiction.)

For the fourth time, Cathak Morat lit the candle in his room only to see the flame vanish as soon as it ignited. He cursed the demon who brought this upon his city, and yet his heart was hardened. The Lap depended on slave labor, could not survive without it. He would not let them go. And so he reclined against his chair, unable to see a thing, for the entire city of the Lap was presently enveloped in a shroud of total, unimaginable darkness.

A ghostly glowing figure coalesced beside him, startling the Dragon Blooded ruler for it was the only thing he had seen that day that cast light. The figure turned its head towards him and said in a willowy voice, "Have you now reconsidered?"

Cathak Morat scowled, said: "By the Dragons, we will prevail over your demonic magic! I will not let the slaves go!"

"Very well," the ghostly figure said, "My master regrets now what he must do."

With that, the figure vanished and Morat was again enveloped in pure darkness.

System:

This spell was thought to be destroyed. It was first used in desperation to exact justice out of corrupt rulers and cities, but eventually its use was perverted to sorcerers' selfish whims. It is an incredibly powerful spell that can easily decimate entire cities.

The spell affects a city, but must be cast against a ruler of the city. "City" is here defined as the sphere of the rulers' influence and power.

To cast the spell, a sorcerer must approach a city ruler in person and make a demand. The ruler must be able to fulfill this demand within his power immediately. "Free all the slaves in the city" and "Officially designate Solar faith as the state religion and disband the Immaculates" are reasonable demands. "Everyone in the city must die" and "Win the war against the Deathlords" are not. The ruler must be able to give word or command to have the demand instantly fulfilled and recognized; it cannot be time or condition-based.

Obviously, a sorcerer using this spell is going to make a pretty high-handed demand, so the ruler is going to refuse outright. If the ruler refuses, the sorcerer may then cast the spell. No ritual is required. The spell lasts as long as the ruler refuses the demands of the sorcerer, up to ten weeks in ten phases.

After each week, the sorcerer must offer the ruler another chance to accept (he can send an envoy or spirit and need not do this in person). If the ruler refuses again, the sorcerer spends 80 more motes of essence and the spell continues onto its next phase. After the tenth phase, if the ruler still refuses, the sorcerer cannot cast the spell again on this particular city and the ruler is released from the effects of this spell forever.

Here are the phases of the spell. The spell must advance in the following order each week.

1. Plague of Blood. All of the water in the city turns to blood. Rivers flowing through the city turn to blood where they make contact with the borders. Everything that lives within the rivers or lakes, barring moderately powerful spirits and the like, instantly die. Many poor people will die of thirst. After a week, the water turns instantly back into water.

2. Plague of Frogs. For every person inhabiting the city, 100 frogs materialize. The frogs do not appear out of thin air, rather it is as if they were always infesting the city and were simply hiding, beneath the sheets, in the cupboards, in the cracks, etc. For every frog that is killed, another frog appears. The frogs are pretty evenly

distributed and are not that disease-ridden. After a week they start to disappear as unexpectedly as they appeared, not vanishing into thin air but disappearing behind closed cupboard doors or inside boots.

3. Plague of Lice. Everyone who resides in the city is infested with lice. Lice carry diseases at the STs discretion. Travellers will probably become infested with lice too if they enter the city. Some poor people will die. After a week, the lice vanish but the diseases remain.

4. Plague of Flies. The air becomes thick with buzzing flies, so many that visibility beyond a few yards is almost impossible. The flies carry appropriate diseases and many poor and a few wealthy people in the city will die. After a week, the flies simply dissipate and fly elsewhere.

5. Plague of Livestock. All of the livestock in the city instantly die gruesome deaths. Anyone who eats their flesh becomes violently sick. Any livestock imported to replace the dead during the week die similarly gruesome deaths.

6. Plague of Sores. Everyone residing in the city is afflicted with sores opening all over their body, 100 sores to each person. The sores are quite painful; residents who try to fight while infested with sores suffer a -2 wound penalty. Many will die from infection. The sores disappear upon waking after the week is over.

7. Plague of Hail. Ice, hail and small fiery meteors fall from the sky, doing massive damage to the buildings, igniting shoddy wooden buildings and killing many people. If the city imported any more livestock to replace the dead, they will probably mostly die from this too. The sky turns red as carnage falls from the heavens for one week.

8. Plague of Locusts. From the east, a black swarm blots out the rising sun as it descends upon the ravaged city. There are 10 locusts for every person in the city, and they are the size of small cats and quite deadly. They swarm the city for a week and maim, kill and eat the flesh of any who wander outside of shelter.

9. Plague of Darkness. The Sun giveth, the Sun taketh away. The city is enveloped in a shell of absolute darkness. Absolutely nothing is visible. People walking into the city slowly become immersed in shadow and, once they cross the boundary, cannot see an inch in front of them. Lamplights and candles are snuffed out as soon as they are lit. Anima powers emit some light but are drastically muted. Many people will literally lose their minds because of this.

10. Plague of the Firstborn. One by one, seemingly at

random, all firstborn children under 13 years of age drop lifelessly to the ground. This plague keeps a steady pace for the duration of the week, killing 1/7 of the city's firstborn population per day. Many parents will commit suicide. It is unlikely that there are any firstborn Exalts younger than 13, but if there are, they die too without Adamant countermagic. This affects not only children living in the city, but children who live elsewhere born to parents who currently reside in the city. They die too, no exceptions.

After the tenth plague, the sorcerer is powerless to do anything else to the city. Note that any population who goes through all this will almost undoubtedly start a rebellion.

Thanks to Yahweh for inspiration.

The Third Breathe

Write by Ishtari 2.0

Cost: 80 motes + 1 Health level

Description:

"are you ready my love" Kalie said to her husband, Nellens Vargas.

"i have always been ready"

Kalie took the orchalium and jade knife and cut herself. she took the bloody knife and gave it to her love, he did the same, the two of them mixed their blood, then Kalie let her essence flow into him, she grew weaker and weaker as the circle she stood in began to glow, the incantations that they recited to the unconquered sun and to the elemental dragon of water, echoed through the temple, then after three sunsets, Nellens felt the change and they both collapsed in the ecstasy of their accomplishment.

System:

this spell will make a terrestrial become on par with a celestial. although the dragon blooded is still just that. they gain a point of permanent essence, they recalculate their essence pool based on solar rules, they are capable of performing celestial circle sorcery, they are awarded all the rights of a celestial exalt in the Yu Shan. their experience costs will be that of a solar, their life span will be as a solar. they still can only learn dragonblooded charms but they can learn celestial martial arts.

-U-

Unconquered sun sanctuary

Write by prince of shadows

Cost: 60 motes

Description:

This spell requires the caster to have a Solar Sanctuary (this spell is in the book of 3 circles) to be in effect before it will work.

The benefit of this spell are:

- 1) Every one in the sanctuary that could not use essence (unExalted) have their peripheral motes drain away from them (as long as they live in the sanctuary) and added to the caster peripheral motes pool. The caster regenerate these motes as normal as if it was his.
- 2) The level of all the Demesne in the sanctuary are added together to add to the caster Essence. Recalculate motes for caster.
- 3) Destroying one of the corner statues does not undo the sanctuary while this spell is in effect.
- 4) This spell is permanent, so the only way to end the Unconquered Sun Sanctuary or Solar Sanctuary is to kill the caster.
- 5) This spell increase the range of the Solar Sanctuary spell by a number of mile equal to the caster Essence.
- 6) Anyone within the Sanctuary (mortal and immortal...) suffer a penalty of 5 die on any rolls to resist the will of their new god.

The disadvantage of this spell is that any other Solar Sanctuary the caster have will be dispel. Some said that this is how the Unconquered Sun take over the realm of light from above, because there are so many demesne there and the spell just continue to spread. If two Unconquered Sun Sanctuary touch each other then the path that they cross, are dispel and does not count as part of the sanctuary.

The caster of this spell has all the benefit of the Solar Sanctuary even though it has change into another Sanctuary.

Undisturbed Sun Gaze

Write by Navot Ram

Cost: 35 motes

Description:

Sometimes, the solar needed an accurate, first hand sight upon the world they where entrusted with. To observe and watch creation so that they could be at all places at a one time. By that spell and weaving of the arcane, renown solar of the twilight caste devised a way this seemingly impossible task could be done even though their numbers were few.

Working in a the lengthy process of magical inventing, under the scorching gaze of the unconquered sun in the dune of the far south, the idea was pieced together from and was derived from the "Solar Wind" martial arts style. In the end, the spell allowed the crafty sorcerer to utilize the innate connection of the Solars to their glorious god

and his eye in the sky and observes creation as if from the center of the sun, watching tirelessly to keep the boundaries safe and the Old Realm peaceful. The legends says that the spells, and other spells might still be found in the lost temple of the Solar Wind deep into the forsaken depths of the southern desert of old...

System:

This spell takes one hour of ritual meditating to accomplish and must be completed right before the dawn rises over the east. In the very moment the spell is complete, the pupils of the caster turns blind and encircled with an aura of molted gold. From dawn to sunset, the caster is connected to the sun and is locked into a trance which only a violent damage may end, his eyes is gazing down from the suns orbit over the land, letting him see the happening on the ground everywhere in the world, starting with the east and ending in the west – the watch detail is slim, but he will notice everything bigger than a house, especially if it's moving. He may also shift into a "wide lookout" mode and search for things no smaller than a city, but covering much more space. Each region in the world may be watched for about 3 hours, and the blessed isle may be watched at all times. This is a useful tool for map-making and tactical intelligence in armies clash.

Usurp Heavenly Magic

Write by Josh Bain

Cost: 10 motes per level of manse

Description:

This spell allows the sorcerer to take control of a manse or demesne from the existing owner, by arranging a manse or creating one on a demesne. Sometimes this spell was used to create a manse quickly when needed, before a proper construction was possible. It was considered the height of low class in the First Age to allow one of these minimalist buildings to remain in place any longer than needed.

System:

It can only be cast from within the structure or on the site of the demesne. The owner is instantly aware of what has happened no matter the distance they are from the location at the time. All existing attunements are instantly and permanently broken. The hearthstone associated with the manse shatters, and a new one instantly forms at the location of the manse. If the manse is two low level to fully cap the manse that it rests on, it is immediately upgraded to the necessary level, with the sorcerer dictating the new hearthstone (though the basic theme must be the same.) A demesne, immediately gains a manse, as the smallest possible structure that could channel the power appears

instantly along with a hearthstone of the casters choice, within the power of the demesne to produce.

-V-

-W-

Wake of the living sun

Write by Loremaster

Cost: 45 motes

Description:

It is well known that the dead love to retaliate against the living, for the living enjoy a condition lost forever for the deceased. In the last few centuries, however, it has often been the living who had cause for hatred against the dead and their Oblivious Masters.

Recently, a Deathlord named He Who Bleeds From The Wrist got a harsh wisdom imposed onto him: some living can affect the Underworld just as effectively as the dead can nowadays enter into the Skinlands.

In the fifth day of Ascending Fire, seven years after the disappearance of the Empress, a lonely soul called Miraeld, Seeker of Sunlight, entered the world of the dead through a Land of Shadows, and left at night to step farther into the forbidding lands of the dead. On the next day, when the Sun reached the horizon for the first time, this strange woman started a chant a mile away from the Citadel, and started walking around the Deathlord's holdings, at a walking pace, with a few ghosts noticing the Living One but letting her be out of sheer curiosity. Had a Deathknight been there to watch over the fortress' defences, she would have been halted, but the overconfident Lord had sent all of his major minions away on foreign missions.

The realisation of this mistake came suddenly. In a mere moment, when Miraeld had closed the Circle, and chanted her last words while stepping into the said Circle, the ashen sky was torn asunder by the radiant light of the Unconquered Sun, reaching for all places cursed and holy within the Circle, lighting it with so much of the Sun's Glory that all hungry ghosts and nefarious undead broke away screaming or were dissolved into nothingness in a matter of seconds, while Miraeld's aura rose up into a gigantic golden owl with feathers of silver.

As for Miraeld, she started walking away, slowly, and after an hour, as some ghosts had organized and calmed themselves enough to try to get to her, she said a few words and went off in a gust of overturning wind.

System:

This is possibly the only Solar Circle spell that can only

be cast within a Shadowland, and surely none would look more terrifying to the denizens of the Underworld.

Wake of the Living Sun may only be cast during the day, and preferably so that it is finished when the Sun is in its highest in the sky. What it does is simple: it tears the sky apart and lets the Sun pass through in all of its glory, with no cloud or anything from the Creation's or the Underworld's skies blocking the way, and all beings that suffer or perish under the Sun are affected as they would be under the same conditions in Creation..

In addition to this, all ghosts, including Deathlords but not Abyssals (who are living creatures), that are in the affected area suffer one die of aggravated damage from the Wake of the Living Sun, unless they are so well covered that not a single ray of light touches them.

It is to be noted that anyone in the region receives only the rays that reach him/her: someone prisoner in an Oubliette far underground will not feel this spell's effects in any way, for example.

The spell lasts until dusk, but the one die of aggravated damage only occurs at the first appearance of the Sun.

As an added note, most ghosts being totally unused to the Sun's full radiance, they should make a Valour check difficulty 1 just to stay outside under the Sun. Any being outside of the area of effect, but near it, will see the Sun, will not suffer any damage, but might very well react in fear, especially hungry ghosts, who will flee the place at full speed, unless under a Necromancy spell forces them to stay. They will not enter the region under ANY circumstance.

There is no limit to the size of the region involved, but the circle must be completed before sunset in Creation, and must be walked on foot with no running involved. No Charm nor sorcery can speed up the march, and an interruption means stopping the ritual, although the Essence is only spent at the end if successful (the Willpower is paid at the beginning).

Wearing Away the Tapestries Pattern

Write by Joseph
Cost: 75 motes

Description:

One of the most severe curses a Solar sorcerer may place upon a kingdom, Wearing Away the Tapestry's Pattern is a time consuming ritual that results in nothing less than the systematic removal from Creation's Order within an area. A land ravaged by this spell descends into a Wyld state for a time, its denizens ravaged by the chaos swirling about them and the landscape altered

beyond recognition by its effects. Ultimately, Creation always closes the offending gap, restoring Order to the area, but by that time the damage will likely have been done, and the area reclaimed by Creation will generally bare little, if any, resemblance to the area that was claimed by the spell's chaotic grips.

System:

This ritual takes a full month to enact, its processes taking up two hours daily, and requires the sacrifice of no less than five Fair Folk, one tied to each of Creation's elements. At the end of the ritual month, the five Faerie must be sacrificed, four of them at the appropriate edges of the area to be affected (which may be no more than 1 square mile per point of Essence the caster possesses), and the fifth and final (which must be of the element of Earth) must be sacrificed within the land itself. Upon the final sacrifice, the land begins to descend into complete chaos. Within one hour, the land should be treated as the Deep Wyld, with all the effects thereof (meaning the sorcerer had best have a method of shielding himself from such exposure, lest he is affected along with the other denizens of the area). The chaos will persist as long as the caster leaves the motes committed -- once the sorcerer removes his support from the spell, the effects begin to fade as Creation's Order rushes back in. Within a full day of the sorcerer's abandonment of the spell, the land will once again be solid Creation, although likely warped beyond recognition by its exposure to the spell's effects.

Wrath of the Sun

Write by Lei Shen Hu
Cost: 80 motes

Description:

A truly terrible spell, and not one designed for use when the day can be won through conventional measures. The use of this spell was banned after the war with the Primordials, but the knowledge of it was not stamped out. Indeed, indiscriminate use of it when the Dragon-Blooded betrayed the Solars is thought to have destroyed more than one First Age city. In casting this spell, the sorcerer invokes the celestial dragons that are bound away for the protection of the world and invokes their might and fury. At the utterance of the last syllable, the area in the Solar surrounding becomes a literal hellstorm, as fire, lave, lightning, hail, and even solar flame bursts outward from the caster. While the caster himself is immune to the effects, rarely does anything else survive. The devastation wrought by this spells is on the level of catastrophic, with nothing usually left alive, and the terrain vastly reshaped.

System:

Upon spending the willpower point to begin the casting of

spell, the caster makes a Charisma + Occult roll, requiring at least 5 successes. If he fails, he cannot make the connection to the dragons. If he succeeds, the extra successes go into a pool. The next round, he makes a Wits + Occult roll, requiring at least 3 successes, to bargain with the dragons. Again, if he fails, the spell fails, and extra successes go into the same pool as the last ones. The third round, he makes an Intelligence + Occult roll, again requiring three successes. If he succeeds, he takes these and the other successes and divides them among the damage, area of effect, and duration of the spell. For every success allocated to damage, the spell deals Essence aggravated damage per turn to all targets in the area. For every success allocated to area of effect the area of effect can be determined by the number of successes allocated to it, though. The spell has no range, just an area of effect. The spell caster is ground zero for this spell. It emanates outward from him. This reflects that the spell was intended as a last ditch resort. For every two successes allocated to duration, the spells for one extra round. For purposes of effecting buildings and such, add up the total damage the spell deals and consider that to be the Strength + Athletics roll to see if it can withstand the assault. The caster must concentrate on the spell for the full duration of spell. Note that the caster is, when the spell is successfully cast, immune to all the damage from this spell. However, no one else is spared from the destruction he calls down. If the caster botches any of the rolls required to cast the spell, be creative. The Dragons of Celestial Fury do not like to be disturbed, especially by a mortal, even an Exalted mortal. At the least he should take Essence x 2 in lethal damage, only soakable by stamina, if he is just not outright destroyed. This spell is Solar Circle magic only because Solar Exalted were the only beings granted the right to call down this kind of power. This means that Deathlords and Abyssal Exalted *cannot*, under any circumstances use this spell. Any else who happens to be able access Solar Circle magic somehow is likewise barred from it use. This spell cannot be taught, it must always be researched. This is because it is different for every spellcaster. The research as it is, consists more of learning the names of the Celestial Dragons to be invoked and convincing them to allow you to call down their wrath. The bargaining part of the spell, the second part can be made into multiple rounds if the ST decides that more time needs to be added to the spell, one turn of bargaining can seem awful short (three seconds to bargain...hrm). However, only the one roll is made, and if you use this option, don't screw a player who knows the spell is too hard. Please do make it castable. The last note is that it is possible to cast this spell without the assistance of the Dragons. Doing so requires double the motes (160) and only has one roll associated with it. This roll is Intelligence + Perception + Occult, difficulty equal to 5, with extra successes being used as normal.

Additional successes equal to the essence of the caster are added, but at least 1 success must be rolled...the caster cannot succeed by sheer mastery of essence. When doing this, failing the roll is considered botching the roll, and botching is...well, BAD. Be creative, be destructive, and in circumstances allow the presumptuous Solar to survive. By casting the spell in this manner, he is usurping the powers granted to the Dragons and overstepping his bounds in a large manner. Even if he succeeds the Dragons will more than likely take notice at the display.

Wrath of the unconquered sun

Write by Drake labatt

Cost: 60+

Description:

The Unconquered Sun, the greatest force in the heavens, shines his light upon all of Creation. None may hide from him when his face looks down from the sky, and those who know him know that his wrath is terrible. Only the mightiest of his children, those Solar Exalted who excel at sorcery, may become the instrument of his wrath. This spell was greatly feared in the 1st Age, as it seemed that the Unconquered Sun himself gazed upon the faces of his enemies.

This spell allows a Solar Exalted sorcerer to wield a fraction of the power of the Unconquered Sun against a foe. The target(s) of this offensive spell can be a single being or creature, or even a large group of hundreds of enemies. Focused through the eyes of the sorcerer, this spell manifests as a massive blast of solar energy that destroys everything in its path. The blast spreads out slightly as it travels, giving the sorcerer the impression that he wields a cone of energy.

System:

The primary damage of the spell, which is Lethal damage, is based on several factors. The Sorcerer's Essence rating is added to the successes rolled on a Perception + Occult roll. As well, each mote the caster adds in over the first 50 adds another automatic HL of damage. The caster may add up to his Essence rating in additional motes. This sub-total is then multiplied by the Essence rating of the caster, giving the final damage figure.

For example:

Essence rating = 5

Wits + Occult = 10 dice (4 successes rolled)

5 extra motes spent = 5

Sub-total = 14

Spell damage = 5(14) = 70 Lethal HL's + secondary effects

At close ranges, the spell does its full damage. At 50% of the spell's range, the spell's damage is only 75% of the total. At maximum range, the spell does 50% of its total damage, but this caveat assumes that there are many objects (people, trees, etc.) between here and there.

For example:

Range = 5 miles

- At up to 1 mile, the spell does 100% damage = 70 HL's
- Between 1 and 2.5 miles, the spell does 75% damage = 53 HL's
- Between 2.5 and 5 miles, the spell does 50% damage = 35 HL's

If there is nothing between the caster and his distant target (he's shooting into the sky, at a ship at sea, etc.) the spell does full damage at its maximum range. The energy blast has a maximum range of (the Sorcerer's dots of Essence) miles. However, for lower powered attacks, the range is at the ST's discretion.

Anyone within 1/4 mile of the edge of the blast (including the source) must make a reflexive Wits + Awareness roll at diff = 4 to avoid temporary blindness. Botching, failing or only getting 1 suxx on the roll causes permanent blindness.

The intense light created by the spell can be seen up to 20x the Sorcerer's Essence miles away.

Other secondary effects of the spell include intense temperatures, more than enough to ignite anything flammable within 1/8 mile of the edge of the blast, or to rapidly evaporate bodies of water & layers of snow. As well, the air within 1/8 mile of the edge of the blast becomes superheated and anyone breathing it will take damage at the ST's discretion.

A tertiary effect of this spell duplicates the one of the effects of the animas of the Zenith caste. All applicable beings who die from the primary effects of Wrath of the Unconquered Sun have their bodies incinerated and souls sent Beyond, preventing their corpses from rising as hungry ghosts and the like. Deathlords, Abyssal Exalted and their servants, all of whom normally enjoy some measure of protection against effects like this (Zenith anima's, etc.) take full damage from this spell. Likewise, because they are enemies of the Unconquered Sun, they may never learn or use this spell.

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Dark Transformation

Write by GoldenH

Cost: 20 motes

Description:

Dark and filthy creatures follow in darkness' tread, feeding off the death and becoming swollen with darkness and disease. With this rite, the Abyssal may complete the symbiosis, sacrificing a corrupted life in order to corrupt herself. The Abyssal bites off the head of the foul beast, or possibly the whole thing, and then her body writhes in silent agony as the transformations occur.

System:

Until the sun next rises, the Necromancer gains some of the traits of the fell beast, similar to the effects of the Solar Survival charm Bestial Traits Technique (p180 BWB), except that the character may suffer gross physical changes that do not obscure her physical appearance.

For instance, an Abyssal wishing to emulate a snake's bite must first find a living snake to consume, then emulate both the bite and the poison - the abyssal would grow fangs in this case, and the fangs would be able to transmit the poison. Any natural armament the Abyssal may have supplants the need for such an effect.

Another example would be growing wings - the Abyssal might bite off the head of a bat, or possibly a passing dragonfly as part of this spell - the Abyssal would then grow wings, and then the wings would allow hovering, and then true flight.

Consuming a spider could give it's many eyes (360 degree vision?), extra legs (and the ability to travel on webs), and spinnerets. Consuming a scorpion might give it's tail and pinchers.

While the eyes might change and a change in coloration might occur, this does not allow them to have a Deadly Beastman Transformation-like effect - their face is still human, marred as it might be by mandibles and cat-like

eyes and striped like tiger's. Fur cannot cover their entire body, though it might enough to keep them warm under their cloak, and though their body might harden to become chitinous and strong, it would not be to the point that anyone would ever confuse them for anything but what they are - an evil, shapechanged Abyssal Exalted.

Disguise the Fleshless Soul

Write by Joseph

Cost: 15 motes

Description:

First developed by the servants of the Bodhissatva Anointed by Dark Water, the spell Disguise of the Fleshless Soul was created specifically to aide in the monitoring of his realm and collection of intelligence in the Underworld. The difficulty of the Abyssals in concealing their natures from the Ghosts surrounding them is ultimately, the Abyssals are still alive. This spell allows them to bypass that limitation, making themselves appear as the Dead and allowing them to pass much more easily amongst the populace of the Underworld.

System:

This spell lasts for a full day upon being cast. For its duration, an Abyssal appears to be a true Ghost to all observers, down to the smallest detail. The Abyssal may take on rough physical features of any sort desired, but may not attempt to truly impersonate others. This spell is ultimately an illusion, but a very convincing and adaptable one. The user's facade may even be reshaped with Arcanoi while the spell is in effect, but this reshaping fades as soon as the spell does. This illusion persists only within the Underworld and Shadowlands, and fades if the Abyssal leaves these places. Further, if the Abyssal makes use of any of his Charms while this spell is upon him, the spell's effects immediately end (Moonshadow Caste Abyssals who know Arcanoi may make use of these freely without ending the spell's effect).

-E-

-F-

Forestall the Final Breath

Write by Vigorous Ape

Cost: 15 motes

Description:

This spell was designed as an aid for torture, necrosurgery and entertainment. The spell requires a specially prepared altar or cutting table, usually located in the necromancer's workshop. The target must be bound to the table and then anointed with blood, water and bonedust in a ritual that takes fifteen minutes. Whilst the spell is in effect the victim cannot die (with exceptions), and will not fall unconscious. The

necromancer can remove as much skin, muscle and bone as desired and the victim will remain horrifically aware of every second. He will not die from bloodloss and the necromancer can even remove most of the target's internal organs. Any damage to the brain or heart will immediately end the spell's effect, as well as removal of more than 50 percent of the body. This is one of the most terrifying fates that can befall mortal or Exalt.

System:

The table or altar costs at least Resources 2, and must be prepared by a sorcerer with Lore and Occult ratings of 4 each. The motes for the spell remain as long the the effect is sustained, but no longer than one whole day. This spell can add dice to interrogation or necrosurgery attempts as the ST sees fit, the caster's Essence + Occult would be appropriate. There might perhaps be a Labyrinth version that can last for a week, costing a commitment of 20 motes. A Void circle version with permanent effect is something not to be thought about...

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Mark of the Harrows Passing

Write by The Pale Dim of the Forsaken Morning

Cost: 20 motes

Description:

This spell is often used by the deathlords to spare choice souls from the forges, and occasionally as an alert to the impending demise of a potential death knight, it plays a soft sweet tune in the necromancer's ear when the target marked by this spell will die within a week's time. this spell takes mortal intervention into account, but has no power to predict the actions of an exalt, thus it is wise to assure that he targets whereabouts are well known before casting his spell

System:

This spell tells only of the impending death, not the whereabouts of the target, the necromancer should she require can roll a perception + Occult roll to determine information such as cause of death, and status of the soul/body at the time at a difficulty equal to the number of days the subject has until she expires.

-N-

-O-

-P-

Palanquin of the Crimson Tide

Write by Smaugfrost

Cost: 10 motes

Description:

Brother-Of-The-Unborne-Sister stepped lightly out into the corridor of the magistrates office. He was sent to slay Green Wealth, purveyor of the largest Jade smuggling operations in Nexus. The fat man had refused to sell his business to Brother's master, The Shrouded One in Silence. Now he would pay the price.

As Brother approached the door at the end of the main hall, he quickly noted the guard outside the targets quarters. From the shadow he saw under the door itself he guessed the location of at least one more guard inside the room.

He paused briefly while remembering the incantation of the new spell he had been taught by Silence. Coursing with the sanguine energy of the grave he ran full tilt at the hall sentry. He dove headfirst through the first one in a shower of blood, the severed torso falling to the carpeted floor. At that same instance, he emerged through the chest of the second guard in the room, spraying his quarry with viscera as he rolled across the floor and leapt onto the shocked magistrates desk.

"Lights out!" Brother cooed as his twin daggers flashed. Then the screaming began.

System:

An abyssal can use this spell as a means of travelling short distances or of dispatching victims in a shocking and disturbing method. It has major applications as a tool of surprise attack.

He first rolls Per+Occult as needed to know the locations of potential jump points (victims) if behind a wall or door or some distance away. Awareness charms can definitely be used with this.

He rolls his Wits + Occult on the spell. Every success he gets increases the number of jumps he can make and the total distance he may travel. As follows:

- 1 success 1 jump/up to 1 yards
- 2 successes 2 jumps/up to 10 yards
- 3 successes 3 jumps/up to 100 yards
- 4 successes 4 jumps/up to 500 yards
- 5 successes 5 jumps/up to 1 mile

He must have a jump point to start from and one to emerge from for each jump.

The process of making the jump requires a Dex + Athletics roll difficulty 3. Failure indicates a glancing dive that fails to enter the jump point and leaves the abyssal laying on the ground beside the target. The spell's effects would end then. No roll is needed for arriving at the other end and emerging from your victim.

Entering and emerging from victims delivers damage equal to the abyssal's permanent Essence times three. This can only be soaked by Stamina. No armor applies unless magical materials were used in its construction. Even then, only the starting jump point gets this advantage. The end run jump point gets no such advantage as you erupt out of his body.

The spell ends when the allowed distance had been travelled or the number of allowed jumps reached.

-Q-

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Sinister Summons of the SoulSteel Skull

Write by Jammin Ben

Cost: 15 motes

Description:

Charismatic-Preacher-of-Deaths-Charms stood in the center of the street surrounded by the "spirit filled" denizens of Diaspora.

He had arrived yesterday and began preaching from the town square to any that would listen. His charms ensured that was everyone living in this town.

As he neared the end of his sermon, the cries of "Halley Lou Yah" went up from many present and the speakers-in-tongues-of-the-dead thrashed around on the ground.

"A truly Ecstatic bunch," thought Preacher. "I will bless you all now!"

He cried out the Malfean curse and his words reverberated around the sky overhead until crashing loudly back into the streets below. "Maleficus Galericulum !!! "

A jet black skull of pure soulsteel with eyes of soulstone materialized in his grasp.

He hefted it aloft and cast it down into the crowds.

As it shattered on the pavement, the soulsteel shards

burrowed deep into the flesh of those followers who remained after the black explosion of Necrotic essence tore their fellows' bodies apart and cast their souls into the Abyss.

System:

This spell summons a jet black skull cast of pure soulsteel with two crystalline eyes of soulstone.

When cast onto the ground it affects all mortals in an area of 10 yards out per point of caster's permanent essence.

First effect is everyone in the first half of the total area is hit by necrotic energy which simply kills everyone with an Essence of 1. All of these souls are automatically destroyed as they are cast into the Abyss.

Mortal Heroes may survive with a successful roll off their Essence. This is a one die roll, make or break.

Secondly everyone else including those beyond that point is struck by soulsteel shrapnel delivering 3x the Caster's Essence in Lethal damage. The attack roll is Dex + Thrown with a number of automatic successes from Occult. This can be dodged or blocked.

For all purposes armor is considered to give full protection vs this effect. Anyone killed by this effect reincarnates or becomes a ghost as normal.

-T-

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Veil of the Iron Curtain

Write by ShadowRaptor

Cost: 10 motes

Description:

..and suddenly, all sound stopped. The guards could see their captain shouting something, but the sound never left his lips. The figure seemed to flow like a shadow around him, and its sword flashed, cutting the man in half. They tried to scream, but they realized they didn't hear themselves too. In fact, they didn't hear anything at all. The figure's metal boots thumped over the floor towards them. They could feel his feet touch the ground as it slightly trembled under his weight. The next moment, the figure was past them, and darkness fell over them.

System:

This spell creates an aura of silence around the caster or within a radius of his desire. If the caster chooses to create silence around himself, the zone of silence extends to a radius of 1 yard for each point of permanent

essence the sorcerer possesses. Within this radius, no sound can be heard, and no sound escapes the radius as well. No even charms that enhance or magnify sound have any effect in the spell's radius. The only way of communicating with someone in; or out of the radius if someone is in it, is by some other means than speech. If the caster decides to affect an area, he or she can choose an area within line of sight with a radius of up to his Essence x 10 in yards. The affected area in this case is stationary, and cannot be moved. As with the first version, no sound will be able to enter or leave the Veil. The spell lasts one scene, but the sorcerer can end it reflexively.

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Labyrinth Magic

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Blood Of the Miserly Heart

Write by Halycon
Cost: 30 motes

Description:

This spell is rumoured to have been taught to a Daybreak caste by one of the Malfeans themselves. Its power to pervert a person's personality and corrupt their dealings is well-respected among those necromancers who know of it. It has not yet been widely used in creation, but its potential to create widespread strife and chaos insures that such a time will soon arrive.

System:

When casting the spell, the Exalt selects a single target. She speaks the target's name while, from a deep cut in her palm (or that of a victim or ally), she allows blood to fill a money purse. The target must be within the same city as the caster (or if in the wilderness then within the caster's essence in miles), unless the money purse is the target's own, in which case there is no limit to distance. Until the next dawn, if the target is killed the blood shed by her murder will transmute into material wealth. Rubies, red-tinged diamonds and gold of a bloody hue form in the still-warm pools of the target's lifeblood. The quantity produced will be worth an amount of resources equal to the permanent essence of victim, but can never exceed the permanent essence of the caster.

But the vile nature of such ill-gotten gains stain the wealth itself. In the moment of death, the victim's spirit is

rent asunder by the spell and its pieces placed within the jewels and gold. The money causes any who possesses it to desire more, to hoard the pieces of the victim's shattered soul. Anyone in possession of even a single piece of gold or one gem must roll their temperance twice a week at a difficulty of the resources value of the amount they possess. Each time that they fail to meet the difficulty, these successes go to use like so:

Celdon is a shopkeeper who receives payment from a shady character in an odd coinage, composed of red gold, worth 3 dots of resources. Later that week, he rolls his temperance, but achieves only 1 success. The spell of the gold now has a 2 success advantage on him, which is 1 more than his 1 permanent essence. Celdon, formerly content with his shop and his profits, now considers ways of increasing his take and getting more money. His roll later that week nets only one success, and the gold's accumulated three successes over his essence compel him to steal a caravan owner's purse when the opportunity presented itself. His friends remark on his changed personality. Later, he rolls his temperance, and miraculously manages to get 4 successes, one success over the difficulty, which somewhat stems the changes in his personality, reducing the gold's advantage to only 2 successes over his essence, and he returns a little more to the person he formerly was. But in time the gold gets up to 5 successes over his essence, at which point he would slaughter any person he perceives as standing between him and a higher profit.

If any person in possession of the blood money tries to buy something with it, they must make a Willpower roll at a difficulty of the number of successes the money has accumulated over their essence. If they fail this roll, they will purchase the goods in question with other resources, or not at all.

The same roll must be made if they attempt to rid themselves of it in any other fashion, as well.

If the spell of the money accumulates three or more successes over the possessor's essence, that character is immediately aware of the nature of the wealth in their possession, but the knowledge does not aid them in throwing off the effects of the spell.

If a person carrying some of this wealth botches their temperance roll, they get no more rolls for a number of months equal to the level of the botch. Additionally, if the level of the botch is equal or greater than their permanent essence, that character is consumed by lust for wealth, and their previous personality is completely subjugated to their unnatural greed. That character receives no further rolls for as long as they continue to possess the wealth, until they are separated from it. Methods of recovering

their former selves are left to Storyteller discretion, but recovery cannot occur until the character no longer is in contact with the blood money.

The greed-inducing power of the money is not effective against persons with temperance equal or greater than the caster's permanent essence.

-C-

Corruption of Essence

Write by Descending Falcon

Cost: 35 motes

Description:

The Immaculate was resplendent in his red robes. His fiery anima corruscated around his body, illuminating him against the shadows of the night. He had assumed the Form of the Fire Dragon and even managed to harm Despair in Bones, something which the Abyssal was not pleased to note. Taking the initiative, Despair in Bones began a low, haunting chant. He hymned the last note and gestured at the Immaculate. A living shadow lashed out at the Immaculate, entangling him. The Immaculate attempted to fend off the shadow, but it had already bound him into a clinch. Despair in Bones watched, and waited for the inevitable outcome. A moment later the fiery aura around the Immaculate was snuffed out of existence and the shadow dissipated.

Despair in Bones cackled gleefully as he unslung his Soulsteel powerbow and nocked a trio of arrows. He let the trio of arrows fly at the Immaculate in rapid succession. The Immaculate attempted to call on his charms to burn the arrows from the air, but something was wrong. His energies wouldn't flow to his call. The last thing the horrified Immaculate saw was a trio of arrows lodged in his chest.

System:

Corruption of Essence can be targeted at a single individual within the caster's line of sight. Once cast, the victim and the caster engage in a contested roll, the caster with her Manipulation+Occult, and the victim with her Stamina+Occult. The first to accumulate 5 more successes than the other person involved wins the roll. If the victim wins the roll, the spell dissipates harmlessly. If the caster wins the roll, a number of affects happen.

First, the victim's iconic anima display will immediately fade to nothing. Secondly, they will not be able to use their own Essence for a number of turns equal to the caster's Occult score. And finally, for a number of days equal to the caster's Occult score, the victim will only regain Essence through normal means at half the normal rate (2 motes per hour of light activity, 4 per hour of rest).

Stunts or other means will still return Essence at the normal rate.

Create Homunculus

Write by Kym_nark_mar

Cost: 15 motes +1 willpower + special

Description:

In an Abyssal's life her or she will one day come to rely on someone other than themselves to carry out a difficult assignment and trust that it would get done and for some among the ranks of Deathknights trust is a word used to lure an unsuspecting fool to his demise believing you'll honor your word.

There was one among these mistrustful Abyssals who chose a different path and decided to create a servant completely loyal to him that would obey his every command without question. Using the body of a newborn child and his own essence as components, the sorcerer created the first "true" Homunculi.

In recent years, there have been a number of "wild," Homunculi seen throughout some of the known Shadowlands and it is not known if they were abandoned to die by their masters and somehow managed to survive, or were set loose on purpose to wreak 'random' havoc. This phenomenon has yet to be explained as not many know of these creatures' existence. Look for 'Wild' Homunculi stats in the monsters section soon!

System:

Once the body of the child is imbued with the Deathknights power it's form twists and grows to approximately half the height of it's creator (generally 3 – 4') and its appearance is completely disfigured; their appearance attribute is always zero. All of the creature(s) stats are half that of the caster except physical attributes and abilities. As living extensions of their creator's essence they share a symbiotic link to one another and share each other's senses (range 5 mi). Highly cunning and sharp-witted, Homunculi can be trained to perform complex tasks. The Homunculus is completely loyal and lives as long as its creator wills it to be.

As they are extensions of their masters' essence; so must they be fed by that essence to survive. Throughout the creature's life, the caster must commit five essence through a newly formed 3rd nipple that the Homunculus must drink from. The essence is absorbed through the blood of the caster, but does no physical damage to him. This feeding must happen once each week. If not, the mini doppelganger goes into a frenzied state; killing anyone that it can to drink their blood and drain the essence needed to survive.

-D-

Dark Web of Life Gathering

Write by Smaugfrost

Cost: 25 motes

Description:

As the thrill of battle loomed before her, Silvered Light in Darkness went through the rhythmic chanting of her spell. She began to gather the power of her soul into her hands.

As the forces of the dead loomed before her and the Vanguard of her mistress Maiden of the Nine Tears and One Blade arrived from her left and right, she cast an intangible net of Death Essence upon each of the Deathknights. She saw the myriad webbing of necrotic essence trail behind each ensnared warrior as they proceeded out onto the field of battle.

Finally, all ranks and file were formed up and the great bone horns were sounded. The carnage began as the death warriors flooded onto the plains and into the waiting forces of the Realm.

Silvered Light smiled to herself as she pulled the threads of Gathering taunt and began to feel the rush of ecstasy as the Life Essence of those slain by her allies was drawn into her being.

System:

This powerful spell can be used by Deathknights or Deathlords alike in the calm before a great battle.

Cast out over an area, a net of invisible Underworld Essence flow around and ensnares a number of combatants equal to your Essence allied with your forces. It will appear to anyone with Occult 1 or higher as a thin glistening spider web of black essence.

Over the next scene, any blood spilt by her ensnared allies will absorb their full amount of essence as normal, and any remaining free essence will be delivered unto the sorcerer. This will occur at the end of every round for the remainder of the fight.

The sorcerer is free to take other actions during this time, including the casting of other spells.

-E-

-F-

Feeling the Dead remembrance

Write by LoreMaster

Cost: 50 motes

Description:

Bariaus Hill

Year 7 after the defeat of the Dual Monarchs.

First and Forsaken Lion stood on top of the ancient Bariaus Hill, looking with great pride at his armies massed beneath him, waiting to strike at the host of loyalists still opposing themselves to his Realm, clinging to their destroyed Monarchs.

This battle could be a hard one, but the Lion had plans. To the great surprise of his nephrawk generals, the Deathlord knelt and started to pray in a language now forgotten.

Over an hour he remained there, still as a stone except for his moving lips, and not a few wondered whether this was pure madness.

Then, with no apparent effects caused by the prayer, the First and Forsaken Lion stood up, gathered his generals, and gave his orders.

Four hours later, everything was over. The loyalist army was wiped out with ease, even though they had clearly outnumbered the Malfeans' agents, and this was the last opposition that this Deathlord met in the south, as fera grows quick and strong in the shadows of the Underworld. Thus was the First and Forsaken Lion's conquest of the South assured.

And no one ever knew what that prayer was, nor how it granted the Deathlord's victory.

System:

Feeling the Dead Remembrance is a Necromancy spell that allows one to sense every thing that exists in the Underworld as a memory of something that has trepassed, in a sphere of one mile radius per Essence point of the caster.

This includes all relics, and all of the terrain and buildings that ghosts walk upon. In fact, it include pretty much everything in the Underworld except ghosts, objects made from moliated ghosts, and Malfeans.

The casting of this spell does not take very long, but to assess all of the information it provides takes about 10 minutes per mile of the radius of the affected sphere. Taking less time is possible: in this case, the affected sphere is 1 mile radius per 10 minutes spent meditating, with no clue about the region outside of this smaller sphere.

This power does work outside of the Underworld, but relics are much rarer outside of the Underworld, so this spell might be useless in Creation.

Please note that objects worn by wraiths are as visible as other objects, and wraiths' positions can be guessed by the things they are wearing. This is why this spell is so useful for strategy in major battles (detecting ambush and the like).

Powers of concealment will be pierced through unless they affect both sight, smell and hearing. If they do cover all of those three senses, those concealment powers work using the same rules as usual.

Flowing Touch of Oblivion

Write by Joseph

Cost: 20 motes

Description:

As a necromancer begins to command the dark energies of the Void more effectively, it becomes a simple matter to channel those energies in precise ways, and Flowing Touch of Oblivion allows just that. Through an in depth study of Oblivion, necromancers gain the understanding required to draw up minute amounts of that necrotic energy and direct it into specific locations in another being's body, breeding slow, painful rot and decay in their living flesh, which to the target's horror.

System:

The necromancer may cause a small portion of the target's body to slowly rot away by use of this spell, selected from the following: tongue, one or both eyes, one or both ears, any number of fingers or toes, or cause a patch the size of an average hand to rot away anywhere on the surface of the target's skin. After spending the requisite number of motes and makes a Willpower roll, with a difficulty equal to the target's Essence. Basic success causes the afflicted area to rot away over the coming month. Each additional success decreases the time required for the body part(s) to rot away. Two successes cause the process to take a week, three require it to take four days, and four causes the rot to take just one day to occur. Further successes may not push the time required under one day.

Once the target has been afflicted, the rot will occur slowly over the given duration. Medical attention may prevent the loss of these parts, but it is difficult work (difficulty 4 on the medicine roll).

Freezing Winds of Aeshtir

Write by Aldymm

Cost: 30 motes + 1 willpower

Description:

When the Solar Warrior Keneth Irongrasp and the Solar Sorceress Lizelle Blackmoon arrived at the Ebon Throne Room of the newly Abyssal Knight, they saw the innocent-looking child sitting on his human bone-molded seat and he was looking at them with a cold stare and a vacant smile.

Like a corpse waiting for someone to bury him.

Both immediately began doing their katas and expending their reserves of essence to power their newly learned Combos. Flares of golden light poured from them and shiny motes of essence began to curl around them showing their prowess in combat and their new and unique mastery of solar Charms. This time this child will fall under their might and the city will be saved!

It was then, when Abyssal Exalted child stood up slowly and when he smiled both of the Solars knew fear for the first time since their Exaltation.

"Fools, do you really think that my Mistress would leave me unprotected? Do you think that Lover would not teach me how to master powerful Necromantic Sorcery to destroy Chosens of the Unconquered Sun?", he stood up and from him thousands of cold motes flared in a blue brilliance that filled immediately the throne room in mere seconds like ashes from a crematory house.

The ashen motes stood still in the air pulsing with a sick blue pallor and began to stain the golden auras of the Chosens of the Unconquered Sun. Diminishing their iconic auras and bleaching color from them.

The motes from the two Solar Exalted were consumed by the Aura of this child and his Combos became useless in mere seconds. Their sorceries and protections become unstable, as if they were agonizing and dying.

"Here... let me show you what I learned under the tutelage of my Mistress. Let me deliver both of you to our Masters in the Void the with my own spell... the Freezing Winds of Aeshtir"

System:

When expending the motes, the caster fills an area of 10 yds diameter per permanent dot of Essence.

Any non-Abyssal Charms (Solar, Lunar, Fae, Elemental, Spirit, Siderial, Alchemical) and non-Necromantic Sorceries (Terrestrial, Celestial and Solar Circles) are affected.

Artifacts that contain of mimic the aftermentioned

Charms or Sorceries are not affected as long as their level is higher than 3. (that means Artifacts level 4 and 5)

Any Charm or Sorcery of the aftermentioned type that are activated while in the area of effect, gets its effect diminished (costs more motes) by a number of motes equal to the "extra motes" the caster expends when casting the spell. No more than the caster's Essence can be spent this way.

Ex: The Abyssal Exalted Aesthir casted the sorcery with 30 motes and his 3 willpower points, he then added 4 more motes to diminish the effects in the area of any non-Abyssal Charm or Sorceries by 4. That means that any Charm or Sorcery with a still-going duration fades away unless the wielder spends 4 motes per effect still going on / turn while in the area. And any new casted spell or new activated charm costs 4 extra motes to work at all.

As this Sorcery brings motes of freezing coldness in the area, they sap energy in the form of essence motes, but it also saps strength to any living creature in the area that is not protected from freezing temperature with a Charm, Sorcery or Artifact. Living creatures suffer a dice of cold bashing damage per turn.

The sorcery lasts a number of turns equal to twice the caster's permanent willpower rating.

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Shackles of Dominion

Written by Shadow Raptor
Cost: 30 motes

Description:

He had been a slave for some time now. But why did it have to be to that evil bastard?

He had tried to escape once, but all of a sudden, that dreadful pain would come, and he could do nothing but scream and wriggle on the ground like a fish. The sorcerer was also skilled enough in combat, so that it

seemed he could never surprise him. And even if he could, he would probably be unable to kill him instantly. He hated him to the bone, but all he could do, was obey. If pained long enough, everybody breaks eventually. But after all those years, there was only one thing the sorcerer could not take away from him. His hatred, and his revenge once he would be free. Someday.

System:

This spell creates bonds around the victim's soul, that allows the caster to control some of its victim's emotions, and is able to induce pain, or even death to its victim. The caster needs to shackle the victim with metal chains or shackles around wrists, ankles and neck, and then cast this spell, which causes the chains to dematerialize and wrap themselves around the victim's soul. While the victim is shackled like this, the caster can do various things to make the victim obey his commands. He can induce horrible pains, causing a penalty to all actions, varying from -1 to -5, which can be given to the victim as a reflexive action. This pain never stops till the caster wishes it, and charms that cause the victim to ignore physical pain automatically fail to overcome this penalty. Each turn the victim wishes to act while receiving this penalty, he or she must succeed at a Willpower roll with a difficulty equal to the penalty modifier. If he or she fails, she falls helplessly to the ground, screaming in agony. On subsequent rounds, the character can spend a point of willpower to make a roll to regain control. This roll is again at the same difficulty as the current penalty modifier, and when succeeded at, the character has to roll again each turn to avoid becoming helpless again. The caster can also kill the victim by concentrating on the chains and tearing his soul from his body. The victim receives 1 automatic aggravated health level of damage each turn, and the caster rolls Willpower + Essence, and each success causes one additional unsoakable aggravated health level of damage, with a maximum of the number of chains still attached to the victim. Characters who can perceive and damage dematerialized spirits can attack the chains and sever them. When the chain around the victim's neck is broken, the automatic damage no longer applies, and the caster will only inflict damage with successes rolled. In addition, once each scene, the caster can cause any virtue roll or any other roll that involves willpower made by the victim to either automatically succeed or fail at his desire.

Shroud of Limbo

Written by KaiserStorm
Cost: 25 motes

Description:

A truly experienced necromancer can conjure vastly powerful shadows. Through this spell, the necromancer

creates a shadow creature that is a realm in and of itself, to capture his opponents and hold them in nothingness until Creation demands back what the necromancer has stolen. The necromancer is immobile while the shadow hunts, and so this spell usually sees use in traps or as a non-lethal sort of assassin.

To create the shadow, the necromancer enchants a sheet of black silk, which takes on form and moves as the necromancer's mind wills.

System:

Upon completion of the spell, the necromancer falls into a trance-- he is distantly aware of his bodies' surroundings (+2 diff. to all Perception rolls) but does not move or speak. He remains this way as long as the shadow remains an animate being. He senses the shadows surroundings as if he himself were there, though he cannot channel Awareness Charms through the shadow's senses. If he is successfully attacked in any way, he snaps out of the trance and the shadow disappears.

The sheet of silk instead becomes a shadow creature. Spotting it in other shadows (including anytime at night outside of a well-lit area) is a +3 diff. task. It moves the necromancer's Essence in yards per turn. It is immune to all physical damage, but a successful attack by fire, Solar Charms, or exposure to sunlight instantly destroys it.

At night, the shadow can take the shape of anything smaller than a single-story house, and spotting it as not being authentic requires a reflexive diff. 4 Perception+Awareness roll.

The shadow has stealth and dodge pools equal to the necromancer's Essence+Occult. On its action, or as an immediate counterattack to any hand-to-hand attack that does not destroy it, the shadow makes a hold attempt with a Brawl pool equal to the necromancer's Willpower.

If the hold succeeds, the necromancer wakes from his trance. The necromancer rolls Willpower+Essence with a number of automatic successes equal to his Essence. The captive is trapped in a limbo-like shadow realm, surrounded by nothing but black, unable to take any actions except daily escape rolls. If captured in Creation or a shadowland, every sunrise, the captive rolls an extended Willpower+Essence check against the necromancer's successes on the same roll. If captured in the Underworld, the captive rolls only his Essence. When the captive accumulates more successes than the necromancer got on his original roll, he snaps back into reality at his original point of capture.

The essence for this spell remains committed so long as

the necromancer remains in his trance. It costs a number of motes equal to the captive's Essence to imprison a victim-- this essence remains committed until the victim escapes.

Summoning the Winter's Crypt

Write by GoldenH

Cost: 20 motes

Description:

Times often come when even the most powerful warrior must retreat. Thus, it is no surprise that even the most powerful necromancer comes to a time when she must withdraw. Gathering her companions to her, the Abyssal gives a parting remark to the enemy commander, who hears it no matter where they are, and hurls an orb of ice containing a tongue of fire to the ground, shattering it instantly. A maelstrom of ice explodes outwards from the Abyssal, driving all foes away. At the edge of the cloud forms a barrier of ice, stalagmites barring the path of any who seeks to follow those who flee.

System:

For a number of turns equal to the Abyssals' essence, these stalagmites cannot be broken, and drain the heat away from any who touch them, doing the Abyssals' Essence in unsoakable lethal damage. Afterwards, it is just normal ice, and the method of the Abyssals retreat is uncovered.

A few blocks of an unremarkable icy maze awaits them, but should they follow, they will travel into a land of ice-filled death where neither food nor heat will comfort them, chilling all the way to the soul. Light shines above from a cloud-covered sky, and crystals of ice crunch underfoot. No escape can be had, for the entrance is gone as soon as it is out of sight, and invaders trying to climb the walls or fly out have the life sucked out of them by unliving winds (1L/turn) unless they stay within the walls of the labyrinth or are utterly immune to magical cold.

This is no barrier to the companions of the necromancer who summoned this vault, however, to whom these winds play servant. The winds report on the every movement of invaders, leaving them vulnerable to attack. The Abyssalss companions may climb around within the maze, laying ambushes and sneak attacks from above, putting traps in their way, and other nasty surprises. If this wasn't bad enough, none of them can be tracked without magical charms, and add a number of successes to any stealth rolls equal to the necromancer's essence.

But this is not all well and good for those who travel the labyrinth. A Wits + Survival roll at difficulty 2 must be made for every hour of travel within the maze - a failed roll negates the last roll's successes, and a botched roll

resets the number of successes to zero. Many surprises await within the labyrinth, though no human soul knows what they may be. Bottomless pits and horrible obelisks reach far into the sky, but this cold and cruel reflection of the Underworld's Labyrinth into creation holds no answers for the curious mind.

Every hour of travel is worth 100 miles in the real world, meaning that it can be used to travel vast distances - but the only exits are to places important to the Abyssal and her companions. This includes childhood homes, manses, the lairs of nemesi and their secret hideouts. But- these exits can be found by accident as well as purpose. If those who pursue the Abyssals' circle give up and decide to wander instead, have them roll wits + survival nonetheless. Upon long enough wandering, they will find another exit from the labyrinth - should they take it, however, nothing is guaranteed... except that they have to chance to learn something about their foe, or perhaps, even ruin their plans.

For this reason the necromancer will often summon guardians to block the way of any who seek to enter, and even turn back on their foes in order to destroy them before they discover something they should not.

If they should not decide to pursue, however, the winds nevertheless keep the Abyssals apprised of the situation, and when they leave, they know exactly where.

Should the wandering heroes leave before the abyssal, they may reenter as long as the abyssal is still within the labyrinth, but once the Abyssal has left, they cannot reenter, and the difficulty for navigating the labyrinth increases to 5 as it begins to fall apart.. Though, it will not actually be destroyed until everyone has either died or left.

Swarm of Pestilence

Write by JenjiKamidaki
Cost: 15 motes

Description:

The caster summons a cloud of plague- spreading gnats. These small insects crawl under victims armor and continue to bite him until he dies.

System:

The caster rolls wits+occult to summon a cloud of pestilence within his line of site at a maximum of 250yds. He needs only to roll one success to summon a 10ft radius cloud. Additional successes add 2 feet to the radius per success. The cloud deals 5 dice of lethal damage soakable only natural soak or charms. Armor is bypassed unless the armor completely sealed from the outside environment. If the victim takes damage from the

gnats he must roll stamina + resistance difficulty of the number health levels received or be infected with blood poisoning. The cloud is airborne for 3 rounds and any gnats inside the victims armor live for another 5 rounds losing 1 dice per round. The gnats die when there dicepool is reduced to zero although you still have a suit of armor filled with dead bugs.

Swarm of pestilence is dispelled by all area effect countermagics and has no effect against undead creatures. Survivors that take more than 2 health levels may temporally lose 1 from there appearance for several days. Remember, they are gnats, and it would take many bites to add up to two health levels.

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Void Magic

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Amethyst Encasement

Write by Aldymm Kummur
Cost: 25 motes

Description:

History --

In the cold and dark winds of a Shadowland known as Crystal Lotus up to the north close to the Elemental Pole of Air, an Abyssal Exalted named Cold Whisper made his residence and was increasing the size of his Manse with time and dedication.

Of course the Shadowland was fed with several deaths of people that lived close to his domain and of some barbarians that dared to attack him. This attracted the attention of a talon of Dragon Blooded. Many people were dying and the balance of nature was going way too beyond reason and the power that this Abyssal was amassing was really great.

They entered his sanctum, his place and destroyed everything that came before them, they broke corpses, beheaded zombies and skeletons, burned furniture, slayed living mortals because they were "infected", they seemed more irrational than ever.

They stood before Cold Whisper in his Crystal Chamber, a place of cold beauty.

Room enough for a thousand people, filled with deadlly frozen ivy, statues of men, animals and beautiful women carved in obsidian and amethyst rock. Small snow flakes were falling in a continous curtain of shimmering colors. They demanded him to surrender and to end his own life.

He laughed and the snow flakes turned to glittering amethyst flakes in seconds. He just opened his eyes, mumbled something they could not understand and the whole room was filled with a rush of cold chilling wind, the amethyst crystalline flakes overlapped in seconds one on top of other over the Dragon Blooded, thus encasing them on a thick and unbreakable numbing cold layer of amethyst doom. Their shrieks of fear were muted by the wind, and their senses just numbed to the freezing cold.

To this day, they remain conscious inside those encasements, their skin is peeled off daily, their bones are chilled down to the marrow, and their throats sore because of their muffled screams that will never be heard.

System:

This sorcery is really subtle, although it requires two full turns to shape and release it, the Abyssal Exalted can remain motionless and concentrating, she can't talk or use other charm, sorcery or combo while the sorcery is being casted.

Any other sorcerer can attempt to see that the Abyssal is casting by having at least Lore 3, Occult 4, and the same Essence score as the Abyssal.

At the end of the time it is released, the Abyssal rolls Wits + Occult with a number of automatic successes equal to his permanent Essence score.

The spell spreads over an area of 50 yards wide x 50 yards long x 30 yards high. Only the caster is immune to the effects and anyone he decides at the moment of the casting.

Targets inside the area, can't dodge, block or parry unless they have special charms that allow so. (Heavenly Guardian Defense, Adamant Skin Technique, Reflex Sidestep Technique, Flow like Blood)

The spell builds a strength score equal to the number of successes + Essence + 10.

Targets can roll Strength to free themselves. If the strength score is equal to the number of remaining health levels, the target is encased in living amethyst that sucks energy from them (5 motes/turn, and 1 bashing health level per hour), if they are not encased, the loses those health levels (lethal) and essence equal to the damage instantaneously.

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Crimson Mountain Majesty

Write by Madness of the Screaming Chasm

Cost: 25 motes

Description:

With this spell, the Abyssal sorcerer using a collection

of fresh corpses, summons forth a massive mountain of organs. From each body, intestine, liver, stomach and other vitals erupt from its previous owner in a horrific spray of dead blood and entwine into a mass of putrescences and gore. This mass obeys the will of the sorcerer who called it forth, though constant control must be maintained or the mass begins to dissolve. In effect, the Abyssal summons forth a golem made from the vitals of his dead victims.

System:

The Abyssal must first have access to at least fifty bodies. From there, she spends the required essence costs and lets loose the nasty unholy terror. The "golem" is massive, usually about twenty feet in diameter and about thirty feet high. It has a strength and stamina equal to 5 + the Abyssal's essence rating and regenerates 5 Bashing and 2 Lethal around. It is also able to soak lethal using its full stamina. Dexterity is 3, all other attribute scores are zero. The mass has a brawl of 5 and no other ability scores. Typical attacks by the mass are strangulation and suffocation as intestine whip out and snatch their foes, sometimes drawing it back into the mass to be smothered or crushed out right. The only downside is that if the spell is cast in Creation, it requires 1 mote per 2 rounds to maintain it, otherwise the mass will revert to a big pile of nonmoving nasty.

Curse of Years

Write by Shadow Raptor

Cost: 40 motes

Description:

Any victim of this spell is assured of its final doom. Although the solars have reappeared to rid the world of the treacherous dragon-blooded. But since none of them really had the time to study sorcery, there are few who still wield the power of solar circle sorcery, which has been the only known way to counter this spell. It ages the character with an extreme accelerated rate. After minutes, its victims die of old age, and after that the body and even the bones have been totally decayed, and are eventually blown away like dust.

System:

The sorcerer makes magical movements with his hands, while he lets sand fall to the ground with his other hand. This has to be sand that comes from the underworld. When cast, the sorcerer rolls Manipulation + Occult + Essence, in a contested roll against the victim's Essence + Resistance. If the victim loses, he or she immediately starts aging. Every minute, the character is considered to have aged 10 years. This causes most victims to die easily within 10 minutes, and can even cause an severe inconvenience, or even death for most exalted. The victim must be within line of sight of the sorcerer. Nothing

can counter the effects of this spell except for solar circle sorcery. If it is dispelled before the victim deceases, he does not retrieve his lost years. They remain property of the void.

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Darkness of Despair

Write by Baza

Cost: 30 motes

Description:

An Abyssal Selects an area the max. of their Essence in sq. miles. In that place the day turns into the most depressing gray skies that has ever been seen. All that go through the place are stricken with great depression for as long as the gray skies exist, even if they leave the site of the spell.

System:

The Abyssal rolls his/her Intelligence and occult and for each sux the spell will last that many days. All under the effect of the spell has to roll their conviction to perform any action even the most basic ones such as feeding themselves or even going to the bathroom. If they botch they kill themselves in despair. With each death caused by the spell the difficulty to create a shadowland in that spot lowers.

Dark nightmare of Despair

Write by GoldenH

Cost: 90 motes

Description:

This spell is the most horrible manifestation of the Abyssals' ability to rise ghosts and spirits to do his bidding. The abyssal turns from the assembled host and calls out in a long forgotten tongue to the Malfeans for their help in their quest. The spell grasps their attention, and for a moment, their dreams and reality are one.

It must be dark for this spell to work, though the darkness may be magical or not even real - lanterns and moonlight and the anima banner of Solars does no good, and none have immunity to this foe. The Malfeans dreams are the nightmares of all people, and while this spell does not give them flesh, it does make them visible to all who stand against them.

From the far horizon in the direction of a Shadowland, the marching comes, no matter how far or troublesome, the distance is traveled by the ghostly specters a single minute after the Abyssal makes her call, sent from the depths of the void and into reality, or perhaps pressed into service by cruel fate and magic.

System:

Legions arrive, equal in number to those they face, and no one is spared - even the mightiest Solar's worst nightmare has come true. For one that they loved is in the opposing field, passed into death, or seems to be - it is only a dream, but one that promises to be too real, and is.

Every individual must roll their valor at a difficulty of 2; failure means that they will do nothing as their loved one embraces them. Even if they succeed, they subtract the Abyssals' essence in dice from their attempts to defend themselves against their lover's touch. The ghosts have the statistics of a war ghost, with the exception that every one of them is under the effect of Assassin's Fatal Touch, and even if they survive the damage, their body falls, and their soul remains forever in their companion's arms. Exalted may defend against this by rolling their Permanent Essence, needing only a single success, or else they may soak the levels of damage with the lethal soak provided by their natural stamina.

At the end of the scene, all those who have survived remain and have the promise of the Malfeans that they may leave now and live, for a year's time, in peace - pursuing any of them who accept this freedom results in the abyssal being treated as if she had broken an eclipse oath with an exalt of her own essence.

However, if they should not accept this offer, or fight against this fate or their fallen comrades, or challenge the abyssal, then they are fair game to be run down as the abyssal pleases.

All unpaired ghosts turn to dust with the morning, and the new legions return to the underworld to take stock of their new life. Their dreams are real enough, for now, but dreams cannot fight - the Abyssal has only gained the souls of the fallen as soldiers, not the souls of their lovers as well. Their lovers will stay behind, waiting for them peacefully, while the soldiers fight the enemies of the abyssal, bound forever to the necromancer's will.

Decaying the Future

Write by LoreMaster

Cost: 60 motes

Description:

Ledaal Caneva could have had a bright future. Her parents, general Sesus Calix and advisor Ledaal Karmayn, were among the most capable in the City of Greyfalls, the last bastion of peace within the Realm. And their breeding was excellent.

Now there were only tears and anger.

The Curse that afflicted the city fell on them as it fell on everyone. The baby was a rotten, lifeless husk, as were all the babies doctor Dreyka had given birth to in the past week. Those babies were twisted in an almost inhuman way, and nothing had worked to prevent the losses.

Tension arose in the city, as the origin of the curse was yet unknown, and its duration indefinite. Many people were leaving the city for fear of the affliction, the government was paralyzed by the repeated absences of the parents of those dead embryos that fell off mothers' wombs, and worse yet, the children were beginning to get sick.

This would be a tough year, and the moves of the dead against the nearby kingdom of Jador could only make it worse.

System:

The spell called Decaying the future, created by Whispers of Empty Visions, the most renowned Abyssal necromancer of He-Who-Bleeds-From-The-Wrist, is a spell for those who have learned the virtue of patience.

The first step is to carve a sacrificial dagger using the bones of a child for the hilt, and the bone of a foetus for the blade. The child must be ritually killed, and the foetus ritually extracted from the mother's wombs, just before the carving begins. Charms may be used to make the dagger. A minimum of 1 success is needed to craft the dagger successfully.

Next, a godling (not an elemental) must be captured, using whatever means available.

Once the preparatory steps have been taken, the caster must move in the heart of the city he wants to affect, with both dagger and godling.

Once at the heart of the city, preferably at night and hidden from prying eyes, the caster must ritually sacrifice the godling with the dagger. The dagger will automatically kill permanently the godling (no coming back, no protection for being dematerialized). At this moment, a great curse will be upon the people of the whole city and its immediate suburbs (no matter what the city's size is).

The first effect of this curse is that all embryos will be twisted and they will rot at an accelerated rate. Only Solar Circle Sorcery healings can cure this effect.

The second effect is that every child under 12 years old will lose all defence against sickness. The curse itself will not make them sick, but thousand of defenseless children will most probably cause a major epidemic in the city, and while all healing magics will work as usual against

the sicknesses involved, very little can be done on a large scale to prevent an epidemic.

The disabling of the children's immunity system will last for one month per Essence point of the caster, which is usually enough to decimate entire populations of children.

As the godling's energy was used as a channel in the casting of this spell, any reading with powers such as All-Encompassing Sorcerer's Sight will see this as a curse from a powerful Little God, not an Abyssal spell.

Note that the people affected are the people in the city at the moment of the casting: entering or leaving the city afterwards has no effect, although very few people would rely on that with such a curse on the city.

The spell Benediction of Archgenesis will counter any remaining effects of this spell instead of using its normal effect.. this is the one effective way to remove the curse.

Edit: changed this to Void Circle. That's all.

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Foul Addiction

Write by Kym_nark_mar

Cost: 20 motes + special

Description:

The origins of this particularly dreadful incantation were lost to the ages and are now the stuff of legend. Passed from master to disciple, the possessor of this rare spell is usually of the vilest disposition. Seldom utilized to its fullest potential, Foul Addiction represents the other extremes taken by some Deathlords in accomplishing their goals. When cast, this spell causes the sufferer to succumb to the hunger(s) of the Underworld; be it Human Flesh, Brains, Vermin or whatever devious food-stuffs the caster can think of and the only relief to the spell's effect would be to satiate that hunger. Everything else is secondary.

The duration of the spell is in weeks x the caster's permanent essence rating. As a general rule of thumb, the caster selects things that the victim is emotionally attached to (the flesh of his own children or loved ones, an animal familiar's brains, etc.).

System:

One of the immediate consequences of this incantation is the likelihood of the victim contracting one or more diseases, (roll resist/sta vs. successes) depending on the

dark hunger the caster desired the poor soul to consume. Another is the increase in limit break by the caster's essence plus successes (max 9), (roll resist and either highest compassion/conviction score vs. successes) in addition to lowering the Compassion and Conviction virtues by the caster's permanent essence score for the duration of the spell. If a botch is rolled, then add a permanent derangement (generally attributed to the item consumed).

The victim of this spell can spend temporary willpower to nullify the effects, but that would only last for a scene. The spending of willpower can only be done once per day; the appetite is just too strong to be resisted!

The caster can attempt to make this spell permanent he/she must sacrifice a permanent willpower and commit 20 motes for the duration of the victim's essence in months. The victim can try to break the spell once per month, at a maximum number of times in permanent essence or forever have their dark appetite rule them.

*Note: For each failed attempt to resist the victim suffers a -1 to resist the spell on all subsequent attempts; this effect is cumulative.

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Inescapable Clasp of the Void

Write by Joseph

Cost: 100 motes + all available health levels

Description:

Following the path of the Void and the Will of the Malfeans can ultimately lead to only one path: Oblivion. For those who have accepted the Dark Exaltation of the Neverborn, this is the only eventuality, it is only a matter of time. Even in death, however, an Abyssal may serve the cause of their Dark Patrons. By invoking Inescapable Clasp of the Void, one forfeits themselves to Oblivion. In doing so, however, one may draw others into eternal nothing with them, as well as taint the surrounding lands with the very Essence of death irrevocably. There can be no escape from this spell's finality for the user, but it allows for one last show of devotion before being able to rest eternally.

System:

Inescapable Clasp of the Void is obvious from the moment it is begun, and also impossible to stop once it is set in motion. It is cast as a simple action, but its full effects take the full casting period for a Void Circle Necromancy to occur. For the rest of the round it is cast upon and the following two, black, crackling energies

begin to form around the necromancer, as the slightest hint of the Void itself caresses reality, using the Abyssal's death tainted Essence as a conduit. Upon the fourth round, the display suddenly ceases, as the Void itself enters into Creation, forming a gate between the two the size of a mere pin hole within the Abyssal. That pin hole is more than sufficient, however. Within moments, everything within twenty feet of the Abyssal is destroyed irrevocably, leaving nothing behind -- the entire area appears to be a sphere of complete blackness, blurring at the edges. Mortals stand no chance of survival. The Exalted may make a dexterity + dodge roll, difficulty five, to leap out of the area in the mere moments of resistance their Exalted state provides them. Failure on this roll leaves them utterly annihilated as well, destroyed irrevocably by the Void. The casting Abyssal, of course, receives no such roll. The casting Abyssal's Essence returns to its Monstrance of Celestial Portion, saved from the Abyss by the will of the Primordials. This is not the case for any other Exalted who perish in the cataclysm -- their Exalted Essence is destroyed along with them, never again to enter into a future hero.

A further effect of this spell is that the surrounding area becomes a Shadowland. The actual size of the Shadowland created is to be determined by the storyteller based on the geography of the location and its history. The actual wound in Creation caused by this necromancy will fade within a month, but the Shadowland created is a normal, viable Shadowland for all intents and purposes, and will remain as long as any other spots of its kind would.

-J-
-K-
-L-
-M-

-N-

NightMare

Write by Kym_nark_Mar

Cost: 25 motes +1 willpower

Description:

Abyssal Sorcerers have used this spell to create warhorses for some of their most powerful bretheren. In exchange for these potent creatures of pure essence, the riders provide a constant supply of "volunteers" for grisly experimentation.

Focusing essence into the form of a Ghoulish Warhorse, the sight of a Deathknight riding into battle on one of these powerful totems is enough to send even the stoutest men running for the hills.

System:

In order to cast NightMare, the character must have the following components: a small carving of a horse (doesn't matter what material - wood, stone, metal, bone) and one dot's worth of black jade.

Melting the jade and adding the carving in an essence charge cauldron (25 motes) summons forth the essence beast. The steed remains as long as the caster wills it (10 motes & 1 perm will committed). An additional benefit is that the caster can attune the rider to the creature, thus transferring the commitment cost's as well.

Created from essence means the beast has none of the limitations of normal horses, can run indefinitely w/o food or water at incredible speeds, is extremely strong, and can absorb massive amounts of damage. In addition to this, the steed can be fitted w/armor and take no weight/fatigue penalty.

Extremely frightening to look at, all non-Exalts must make a valor check. Those who fail their rolls will try to run. If they are forced to fight then they are at a (+3 dif) on all combat rolls.

Should the steed be killed then the rider suffers an essence backlash and suffers 10 die of lethal damage (soak w/stamina only) and loses all but one of his temporary will.

Should the rider be knocked *unconscious or killed, the steed vanishes instantly. However, this does not apply when in range (1 mile) of a Manse or (approx 1000ft) Demense. Then the creature can feed off the ambient essence of the land and exist until destroyed.

These "wild" NightMares have been seen running in herds by some Shadowland denizens. Extremely aggressive, a small group of these creatures have been known to take down the large roaming beasts that stray too close to a Shadowland border.

*Note: Sleeping does not cause the steed to vanish.

**Stats for the NightMare & 'Wild' NightMare to come.

-O-

Oblivion Caress

Write by Hakkar

Cost: 60 motes

Description:

One of new and most feared spells that the Abyssals have in their vast lore of powers that dwell into necromancy and destruction is a feared one called

Oblivion Caress.

This spell was given to the Deathlords by the Dead Gods sleeping under the earth so that their most powerful minions had a decisive advantage over the other Exalted creatures. And the Deathlords taught it to their Dark Knights, the Abyssals.

This spell focuses the dead energy of the area and focuses it into a pure beam of energy that is a form of concentrated black entropy.

For the time of the casting, the forces of the Netherworld and all the things that lie on Malfeas are conjured in a single area for a brief but cold effect. The targeted creature is leaked of all its vitality and it gets severe gashes in its frame as the energy of oblivion itself licks with its foul and never forgiving tendrils of destruction.

This power is not used often as the Abyssal exalted suffers from channeling the powerful winds of Oblivion through his frame. And he can only use this power once a year under the strict vigilance of his Death Lord.

System:

On the Second turn of casting this spell, the wind loses its warmth and it is substituted by a razor sharp coldness that numbs everyone in the immediate vicinity of the spellcaster. Everyone in five feet radius per permanent Essence of the caster gets a penalty to all his dice pools equal to the caster's Occult rating and his movement is halved. This numbness and reduction of movement remain as long as the creature is in the area, and 3 turns later if he leaves the area.

On the final turn of casting this spell, the floor cracks open and 7 huge tentacles erupt from the ground, leaving pools of icky darkness where they entered our world. This tentacles automatically hold tight the target without possibility that a Charm or Hearthstone effect frees him.

It instantly fills the target with pure entropy and oblivion energy. Thus dissipating its very existence from the weave of Essence in the world.

The only way to survive this attack is if the target has a strong will and a powerful connection to this world and the flow of Essence.

The caster and the target get into a opposed roll check. The caster rolls Manipulation + Occult + specialties with a number of automatic successes equal to his Essence score. The target rolls his Willpower + Conviction with a number of automatic successes equal to his Essence rating.

If the target wins, he simply loses one mote for each point of permanent Essence of the caster and one temporary willpower point as his frame was threatened with utter destruction. If he has no remaining willpower one automatic unsoakable lethal health level is lost instead.

If the caster wins, the target loses one permanent health level and one point of permanent willpower per success he got over the target, and all his Essence reserve is stripped away and lost in the flow of the same in Creation.

Onyx Barrier of Lost Souls

Write by SmaugFrost

Cost: 60 motes

Description:

"It has the strength of a million souls and the power of the dead" - Skinny Puppy

The casting was chill and black, black as the heart of the Abyssal, and chill as the once human soul now withered by the Malfeans gaze.

Strangler-of-Mysteries looked down from the hill upon Bright Spire, the port town that had been his haven here in the Archipelago these many months. He had daily experienced the joyful disposition of its people, the friendly openness of its markets. Strangler felt a faraway feeling of impending sorrow and loss.

"No...this tapestry must be undone. This day they will be taught, each and every one to the last child, the secrets of the grave. This gift I bestow upon them as reward for their kindness to me. It is only fair and just compensation."

He gathered up the flowing black expanse of ribbons that were the Essence of the Abyss, and wrapped them about his fingers as a child would a cat's cradle. He felt the gathering of lost souls like a chill winter flurry raining down upon the town.

He flung out the ribbons and they swept up the ghostly dead in their wake, until they fell as an impenetrable wall of darkness upon the outskirts of the town, a dome rising up to enshroud even the tallest gold encrusted buildings for which Brightspire was named.

"The town of Brightspire is truly blessed this day." Strangler whispered as tears of joy swept down his alabaster cheeks. When the sounds of the first muffled screams from town reached the hillside, he was already gone from Creation.

System:

This necromantic spell produces a barrier of pure Abyssal energy fused from the souls of all the local spirits of the dead.

It is unique as a spell in that the power of the spell increases based on the dead populace in the area of casting, so a large city may very well produce an extremely impenetrable barrier lasting years, while small towns may produce a wall that will last for only a few weeks at most.

The size of the barrier is always determined by the area of the city to be affected. It forms around the periphery of the town, incorporating every building into its area of effect.

Everyone caught in its effect is trapped, unable to leave and the long term effects come from the lack of incoming food and supplies which may eventually kill off all the victims of the spell.

Also, working on the psyche of the townsfolk is the constant screaming of the barriers fused souls and the sickly greenish light emanating from the dome which serves as the only constant light source.

Victims roll willpower versus the Essence of the Caster on a daily basis or they lose one point of mental attribute determined randomly. When a stat reaches zero, the victim dies from utter madness and despair.

Victims also roll their Stamina every three days to combat starvation, unless they have stocked provisions, but even these may run out eventually. Difficulty is equal to the number of previous rolls the victim has already made + 1. Each failed roll results in the loss of one health level until they drop over dead from lack of sustenance.

Caster rolls Occult + Essence as an extended series of rolls when casting this spell. The number of successes garnered on the roll must equal the town's population divided by 1000. The duration lasts until the last living person in the community has perished, so large self-sufficient communities may suffer a long drawn out death.

Example: 10,000 in Bright Spire=10 successes

1,000,000 in Chiaroscuro=1000 successes

Every roll in the extended casting takes 1 day and requires a difficulty of one with automatic successes equal to the Permanent essence of the caster.

Only an adequately powerful Solar circle spell should be

able to disrupt this, or of course the appropriate level of necromantic counter magic.

-P-
-Q-
-R-

Raising the God Beast Carcass

Write by Joseph

Cost: 75, 100 or 125 motes

Description:

Taught by the Malfeans themselves to but one of their Deathlord servants, Raising the Eternal Carcass allows one to take advantage of the rotting remains left behind by those amongst the Behemoths who have died. It is by means of this mighty necromancy that the Deathlord Mask of Winters makes use of Juggernaut, and although none of the other Deathlords possess knowledge of this necromancy, it is certain they covet it, just as they covet any unique advantage one of their bretheren may hold. While this necromancy's effects are far reaching and powerful indeed, the risks involved in enacting it are just as great. Although this necromancy allows its user to take control of the corpse of a Behemoth and move it about, should he channel too much necromantic energy through the beast's corpse, it may very well become able to move about under its own will, rather than that of the necromancer -- a truly terrifying prospect in the case of corpses such as that of Mask of Winter's Juggernaut.

System:

This spell requires the corpse of a Behemoth to be used. Raising the Eternal Carcass may be cast at three distinct levels of power, each of them with its own effects and risks. For 75 motes of Essence, a necromancer may bestow faint animation upon the Behemoth's corpse. At this level he may not actually muster up enough effort to move the corpse under his own volition, but he may easily aid in the efforts of others attempting to move the corpse, such as nemissaries. At this level, even with the aid of nemissaries, it is difficult to move the enormous corpse of a Behemoth at much more than a slow drag along the ground. There is no risk associated with this level of Raising the Eternal Carcass

For 100 motes, a necromancer may take significant control of the corpse himself. At this level he may move the corpse alone as if he was using the 75 mote level effect with the aid of nemissaries. He still may not do much more than move the corpse along at a slow drag alone, but with the aid of nemissaries he may gain a significant range of motion, being able to move the being around in its upright position, albeit at a shambling half of what its living movement rate was. However, this enhanced control comes with equally enhanced risk.

Every hour Raising the Eternal Carcass is maintained at this level, the Storyteller should roll the Behemoth's Willpower + Conviction against a difficulty equal to the caster's Essence. Should the Behemoth succeed, its still aware consciousness wrests control away from the caster, and it may move around under its own power in the same fashion that the caster would have been able to move it without aid. The only way to stop this once it has begun is Obsidian Countermagic, and even that only has a fifty percent chance of working. This countering attempt may only be made once per twenty four hour period.

For 125 motes, a necromancer gains full control of the corpse. He may cause it to move upright at half its living movement rate without any aid whatsoever from nemissaries. This level comes with an even greater risk, however. The same roll is made each hour to test for the possibility of the Behemoth wresting control away from the necromancer, but should it succeed, Obsidian Countermagic stands only a ten percent chance of successfully dispelling the effect. Further, it may move about in the same fashion the necromancer was able to move it about, meaning at this level it may walk around upright under its own power should it gain control.

For obvious reasons, using this necromancy at a level higher than the first is taking a significant risk of losing control, explaining why Juggernaut has never been seen to do anything shy crawl along on its belly, aided in its motions by the skilled nemissaries of the Mask of Winters.

Reaping the bloody Harvest

Write by Jammin Ben

Cost: 80 Motes

Description:

Shortly after the fall of Thorn, to The Mask of Winters, the realm lead by Chejop Kejak himself decided to make its move. He was responsible for putting together the largest Wyld Hunt ever in all of creation. Literally thousands of Dragon Blooded from all of the houses went out on this expedition, with Chejop Kejak at the front.

Chejop Kejak knew that this moment would decide the fate of Thorn, he had to protect the realm from this incursion and keep it from advancing any further. It was fate that he planned his attack at the same time that Lover Clad in Reignment of Tears planned her attack as well.

Both sides clashed against the forces of Mask of Winters simultaneously. One in the land of the living, the other in the underworld. This battle raged on for many months with all three sides suffering casualties. Even with all of Mask's defences his troops were pushed back to his

capital building.

Fearing that he would lose his hold on the realm he cried to his Malfean amster to give him power, and power he recieved. He was gifted with the knowledge of this spell. He was told to go to a place of provinance so that he could see clearly in all directions, and to let loose the malestrum that would follow. He cast his spell from the top of his citadel.

He didn't know what would happen when he cast it, all he knew that it was incredibly powerful. He let loose the spell. All around him he saw the necromatic energy flow accross the battle field He watched in triumph as his enimies fell, and in horror as he watched his faithful servants fall. Everything died within a mile of his position, and he knew it. Insane with the power he was gifted he Assaulted those who were left standing. It was the combined effort of Chejop Kejak and Tears that pushed him back. Finally after a day of constant combat, everything fell quite, the last remaining combatants drained of essence, and heavily injured agreed to stop this war, there was no sense in continuing, for they were equals in combat, and no-one had the upperhand. It was then decided that the realm would not assault the city of Thorn, and that Mask would not attempt further insurrections. But as they all left the scene they each swore oaths to avenge the looses of thier troops.

Mask has been secretely, and openly building his armies, Tears has been doing the same, frantically trying to keep her lands to herself, and Chejop Kejak used his mightly powers to place the blame on someone besides himself for the terrible looses.

System:

Once this spell is cast the Deathlord(or lucky abysal) floats above the battle field swathed in Necrotic energies. Every being with in a mile of the caster with an essence of 2 or less dies instantly.

Beings with an essence of 3-5 get a willpower save. The difficulty is 3.

* note i've changed this because a lot of people i've talked to think the casters essence for diff is too high.

* note 2 You could also have the diff = Caster's ess - character's ess IE mask's ess of 8 vs starting character ess of 3 would be a diff of 5

Beings with an Essence of 6+ are immune to the spell.

Rite of the Skull Servent

Write by Anonymous

Cost: 20 motes

Description:

The necromancers of the Abyssals use this spell to transform their underlings into horrific slaves. The spell must be cast on a willing recipient, although the victim can be willing to accept the spell without knowing its full consequences. Many ambitious humans in the shadowlands have lost their humanity as a result of this spell.

This spell requires a ritual that begins when the sun falls below the horizon and ends as the sun rises. Once the spell begins the target is paralysed and cannot stop the ritual. Over the course of the ritual the target's hair falls out and the skin of his face becomes desiccated.

Eventually the skin of his scalp and face becomes so withered that it is see-through, turning him into a grinning death's head. Interrupting this ritual usually results in the death of the recipient.

After the transformation the victim becomes a heartless servant of the caster. He will sacrifice his life, his loved ones, even his soul for the caster. The Deathlords and their necromancers use this ritual to create loyal servants and advisors. Many settlements in the shadowlands are ruled by Skull Servants. The Abyssals like to change one of the original inhabitants of a town into a Skull Servant ruler, to remind the mortals that they live only at their master's whim.

System:

The caster rolls Intelligence + Occult, only one success is needed to accomplish the transformation. A failure means that the target dies horribly, screaming in agony as its life-force is slowly stripped away. A botch creates a hideous abomination that will do everything in its power to destroy the caster.

The target's Appearance is reduced to 0 and no right-minded mortal will associate with such an abomination. However the spell is not without benefits; the newly formed Skull Servant is stronger and hardier than it was as a human. The Strength and Stamina scores of the target are both increased by 1. It also gains 2 extra points in the Resistance and Endurance abilities. These enhancements can increase the Skull Servant's attributes and abilities above human maximums. The target's emotion is also stripped away by the ritual; reduce the target's Compassion to 1 and the points lost are distributed amongst the target's other Virtues as the caster of the spell desires. For example, if the target had Compassion of 4 before the ritual, the caster has 3 points to distribute amongst the other Virtues.

-S-

Sanguine Condemnation

Write by Rynson

Cost: 25 motes + 3 Willpower

Description:

The Abyssal Exalted summons forth souls from the Hells below, and channels them through his frame, giving them a course of action to destroy and glee in their destruction. This powerful sorcery opens a temporal portal to the thousand Hells Below in the shape of a giant shadowy black skull that screams to freeze all creatures in the area, and opens its maw to act as a gate from where several shadows are summoned forth to devour essence and vitality of every single creature in the area, leaving empty carcasses devoid of life and of form.

System:

The sorcerer rolls Manipulation + Occult to tear open a gate to Malfeas and allow hundreds of incorporeal souls to pass for a brief but unforgettable time to ravage and destroy everything. Life and essence.

The spell develops in an area of 10 yards radius + 5 yards per point of permanent Essence.

Everyone caught in the area must spend a point of Willpower and roll Valor to move and try to evade the sorcery (if they can of course dodge an area attack) Everyone caught in the area, suffers the loss of points of Essence equal to the number of successes in the roll plus Essence. This is the Essence that the souls take for themselves to feast.

Additionally all non-magical materials are utterly destroyed by the fierce draining, living creatures get damaged by the claws and fangs of the summoned shadows with a base damage of 5 plus the Essence and the number of successes in the roll in lethal type of damage.

After this attack, the site of destruction is left with several dead bodies, and their souls are taken with the screaming and wailing souls back to the maw of the skull after which it closes and disappears in a cloud of dark dust.

Soul Harvest

Write by Anonymous

Cost: 15 motes

Description:

Soul Harvest envelops the sorcerer's hand with a pale, cold glow. He may then plunge his hand into the chest or head of a mortal and pull his screaming spirit right out of the body, instantly killing him. The spirit may be consumed for Essence or enslaved. Soul harvest has no effect on Exalted. Their spirits are too tightly bound to their bodies by their Essence.

System:

The sorcerer must succeed with a Strength + Occult roll to pull a mortal's spirit out of its body. The mortal may resist with his Willpower. Armor offers no protection against the spell, but magical armor can negate it at the

Storyteller's discretion. Survivors of the spell must roll Courage at +1 difficulty or be overwhelmed with terror. Consuming a spirit gives 30 motes to the sorcerer. Enslaving the spirit turns it into a Hungry Ghost, blindly obeying the sorcerer out of fear. He may at any time grab a Hungry Ghost created by this spell with a Strength + Occult roll resisted by its Willpower and consume it, without having to cast the spell first.

Sphere of Oblivion

Write by Shadow Raptor

Cost: 80 motes

Description:

The waiting soldiers looked in awe as the building in front of them started to tremble, and collapsed, leaving nothing but a big pile of stone, surrounded by a growing cloud of dust. Out of this cloud emerged a shape. It was black as the darkest night, a big black ball hovering several yards above the ground. One had to concentrate not to look at it's blackness, since it seemed to draw your view into it, even while trying to look beyond it. The ball had the diameter of a few yards, and seemed to swirl somewhat. Then it started to move towards the soldiers. Where it hovered the ground turned black as ash, and plants withered and died in an instant. Arrows were fired, but were sucked in by the darkness. The ball came to a low wall, and went right through the top, leaving half a circle in the top side of the stone barrier. It moved through trees, and stone, as if it wasn't even there. The ball swirled through the regiment of soldiers with ease, some fled, others were nailed to the ground like scared rabbits, and died quickly.

System:

This spell creates a large black ball, that represents the void itself. It has a diameter of 3 yards, and hovers a few feet above the ground if not controlled. Anything that comes in contact with the sphere is utterly destroyed, with no chance of it ever being restored. Any normal plant life that comes within 3 yards of the sphere immediately withers and dies. The sphere cannot be destroyed, but can be controlled by anyone who wants to make it move. The sphere can move 10 yards in any direction each turn. If more than 1 exalted tries to move the sphere, they have to make a contested Willpower + Essence Roll, and the person with the most successes can move the sphere that round. The caster of the sphere can choose to dispel it with a normal concentrated action, the sphere will then disperse at the end of that round. If the caster is slain, the sphere automatically disperses at the end of the scene. Any non-exalted who views the ball must make a willpower roll with a difficulty of 3, or be completely entranced by the swirling darkness of the sphere. Only forcefully making the person look away from the sphere can break this

entrancement. Until dispelled, the sphere is permanent, but requires the commitment of 20 motes from the caster.

-T-

Tears of the Blackest Earth

Write by Solarium

Cost: 45 Motes

Description:

Corruptors of all that is good and whole in Creation, the Abyssals have mastered ways to undermine the natural order of things and bring it down. By creating Deathlands and areas where their foul masters can touch Creation, the Abyssals spread the power of death to harvest the crop it brings. This spell, which is extremely dangerous and very powerful, allows the Abyssal to spread the taint of death on the lands of Creation. Or it can be used to afflict a powerful and incurable wasting disease upon someone touched by the Abyssal.

System:

The Abyssal using this spell calls on the dark powers of death and corruption and channels them into the fabric of his personal essence. The taint on his body grows especially powerful, and begins to seep out of the pores of his skin in inky black streams. Where they fall upon the ground, they spread this powerful taint to the living plants and animals in the area. Forever corrupting them and changing the very land into a Shadowland.

When cast, the Abyssal immediately takes a health level of Aggravated damage that cannot be soaked, as the taint sears his body and causes his blood to become poison. The Abyssal then makes a Willpower check each round at Difficulty 3 in order to channel the taint out of his blood and into the land at his feet. The first round that this spell is maintained corrupts an area that spreads out in a radius equal to the Abyssal's permanent Essence x 10 in yards. Subsequent rounds will increase this area by a factor of 10 (to permanent Essence x 100 in yards and so on) each round, but will also increase the amount of damage suffered each round by one level of unsoakable Aggravated damage (to 2 health levels, then 3 health levels and so on). After releasing the spell, or the Abyssal's failure to maintain it, the Abyssal will suffer the loss of a point of Willpower and Stamina that can only be regained over time.

Additionally, the spell can be cast in order to poison a single solitary target with a wasting disease that will slowly drain the target's strength over time until they waste into nothing. Instead of causing his poisoned blood to drop to the ground, he holds it inside until it is ready to be released upon the target. To release the spell, simply make an attack roll against the intended target (the

caster may not add in any bonuses from weapons and effectively fights as if unarmed), which may then be parried or dodged by the target as normal. A single success is all that is needed to inflict the wasting sickness on the target. Failure indicates that the spell was wasted and has no effect. If successful, the target immediately makes a Stamina + Resistance roll versus the Abyssal's permanent Essence. If failed, the target loses a point of Stamina and a point of Resistance permanently. This effect will occur at the next and each subsequent nightfall. Should the target ever reach zero Stamina, then they will die. Note: until the Abyssal releases the poison from his bloodstream, he suffers damage as noted in the preceding paragraph.

There is no known way to reverse the affects of the Tears of Blackest Earth -- whether used against Creation itself or a single living thing. Powerful Solar sorcery could reverse, or at least stop, the blight caused by this spell. But none is known to exist by anyone still living...

Touch of the Void

Write by Aldymm

Cost: 50 motes +1 health level

Description:

The caster of this powerful Void Sorcery must be feared as it conjures the Mouth of the Void itself. The spell is rumored to only be available for the DeathLords and no one else is allowed to use.

The caster speaks in the Forbidden Tongue that the Malfeans use, and by doing so, the caster opens himself to the Void and decides to act as a living bridge between the Void and the desired location.

From the eyes, mouth and pores of the sorcerer, tendrils of misty blackness burst the skin and then ooze mingled with the sorcerer's blood in the floor to then coalesce into a dark pool at the feet of the caster.

This pool then rises as a curtain of shadowy images composed of inky darkness and delineated with a mist of blood that cover everything in a half sphere of tainted energy.

The sphere holds the cold touch of Oblivion and any living creature inside the sphere is struck by the uncaring bleak light of Darkness. The temperature inside the area falls so dramatically that everything and everyone is coated in a thin frost layer of ashy snowflakes.

And after few seconds, everyone in the area starts to hear the voices of the sleeping Malfean lords. Most humans are driven insane by hearing this cacophonous

chorus of vile heresies, and their souls are lashed with lightning, and those that are frail get their souls ripped from their still living bodies.

The Void sustains itself with the energy, blood, screams, pain and the resolve that this spell drains from the victims.

The caster gets a little portion of this bloody orgy. His soul deeply enjoys the destruction and the blessing the Void bestows him.

Everyone is slayed with Oblivion's Caress and then turned into loyal hungry ghost slaves to the nefarious sorcerer.

System:

The caster rolls Manipulation + Occult diff. 3 to tame and channel the chaotic dark energies of the Void through his mortal frame.

The act of taping the Void itself deals an automatic unsoakable unavoidable aggravated health level to the caster. (the health level can be restored through magic only)

While casting, the sight of darkness of the Oblivion itself pouring from and tearing at the caster's frame, forces everyone in the area to make a Valor roll diff. caster's Lore or run out of the area at top speed by any available means dropping everything they are carrying at the moment. A successful roll reduces all of the target's dice pools by 2. Only those with Valor 4+ and that roll successfully get a -1 dice penalty.

Upon completion, the darkness forms a dome of 20 feet radius per Essence of utter darkness. (use rules for blindness and deafness) No magical light short of Solar Circle Magic can pierce this darkness, and senses are numbed by cold giving a -2 penalty to all dice pools.

Then the true power is manifested.

Blue lightning of despair strikes everything and everyone in the area (except the caster) The caster rolls his Willpower + Essence. Each success is a lethal health level that can only be soaked with normal Stamina + Essence (no boosted stamina with charms or artifacts is allowed)

Each success deals a lethal health level due to the lightning, it also removes 2 motes of essence due to the connection to the Void and also takes one willpower point due to the Malfean voices that speak in that brief second. (so three successes deal 3 lethal health levels, remove 6 motes and take 3 temporary willpower points)

Oblivion consumes most of the motes and all the temporary willpower points. But the sorcerer gains one mote of dark essence for every 5 that he removed from the targets in the area. He can also trade 10 motes for one temporary willpower point.

The damaging effect is instantaneous. But the numbness lasts for a whole minute for every point of temporary willpower that was lost.

Any creature killed with this sorcery, raises immediately as a loyal hungry ghost that is included in the sorcerer's panoply. He can't go into Lethe unless he is released by the sorcerer that killed him.

-U-

-V-

-W-

-X-

-Y-

-Z-

APPENDIX I – Updates

7th day of the Descending Water, Realm Year 771

Alphabetized The Spells.

9th day of the Descending Water, Realm Year 771

Added Spells

Summoning the Winter's Crypt	- L
Curse of the Royal Blood	-S
Dark Nightmare of Despair	- V
Veil of the Iron Curtain	- SL