

# *-The Art of Sorcery-*

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## *Changelog*

[Changelog can be found here](#)

**Last Update:** (02.06.19) Farewell! (DISCONTINUED)

## *Terrestrial Circle Spells*

### *Assassin's Fatal Touch*

**Cost:** Ritual, 2wp

**Keywords:** None

**Duration:** One day

The sorcerer conducts a ritual to render her touch deadly to a living victim. She must acquire a lock of hair, scrap of clothing or similar symbolic link to her victim, destroying it in a ritual which allows her to end his life with a touch. The ritual takes fifteen minutes and empowers the sorcerer's touch for a full day, after which the power fades and her touch becomes harmless. The sorcerer must find her victim and gently touch him in order for the spell to take effect. In combat, this is a difficulty 5 gambit that must be performed unarmed. The sorcerer rolls (Intelligence + Occult) against her victim's (Wits + Integrity) the moment they touch, an instantaneous and unconscious battle of wills. If the sorcerer succeeds, the sorcerer's victim immediately suffers five automatic levels of lethal damage plus the sorcerer's (Occult + Essence) dice in damage; if the victim succeeds, he only suffers the sorcerer's (Occult + Essence) dice in damage. This damage ignores Hardness. If the victim is Incapacitated, he collapses to the ground, life leaving his body with a final breath. However, the sorcerer may choose to spare her victim's life and prevent an Incapacitated character from expiring, instead leaving him on the brink of death.

A sorcerer who knows Assassin's Fatal Touch as her control spell may delay the onset of her fatal curse after delivering it. Rolling occurs as normal the moment the sorcerer touches her victim, however the damage may be delayed to a time of the sorcerer's choosing within the day. She may delay it for an hour or until sunset; whatever the time she selects, it must occur within the day that the spell was cast. The sorcerer's touch is extremely unpleasant, filling those subject to it with feelings of dread and mortality.

*Distortion* (Goal Number: 7): A sorcerer who successfully distorts this spell removes much of its fatal potency, subtracting the distorting sorcerer's (Intelligence) from the damage that the spell inflicts. The victim feels his life leaving his body, but also that something has stymied the full potential of the curse.

### *A Mysterious Death*

At Storyteller's discretion, trivial opponents who are afflicted by this spell simply die without having to check for damage. While this ruling is one which Storytellers may generally make, it is worth remembering that you should be rolling the dice only if you think the possibility of failure or complication would be interesting.

Conventional examination is unable to determine the cause of death. A sufficiently proficient examiner may suspect that mystical forces were involved, however. Those with Charms such as All-Encompassing Sorcerer's Sight or similar magic may determine that death was inflicted by sorcery.

### *Burning Eyes of the Offender*

**Cost:** 7sm, 1wp

**Keywords:** Perilous

**Duration:** Three rounds

The sorcerer envelops her gaze in Essence to create an enthralling and fearsome visage before her enemies. All who gaze upon the sorcerer at up to medium range weep uncontrollably, their eyes stung by her blazing halo. Those who attempt to look upon the sorcerer suffer from terrible enervating doubt and weakness, suffering a penalty to all attacks equal to the (greater of sorcerer's Essence or two), those who attempt to attack her while looking upon her lose 1 Initiative every time they do so; this effect may drive them into Initiative Crash. Those who avert their gaze are treated as blinded (see *Exalted*, pp. 168) by the radiance of the spell. The sorcerer may dispel *Burning Eyes of the Offender* as a reflexive action, it also ends instantly if the sorcerer suffers Initiative Crash.

**Special activation rules:** *Burning Eyes of the Offender* can only be cast once per scene, unless reset by placing an opponent in Initiative Crash while subject to the spell's effects.

The sorcerer who knows *Burning Eyes of the Offender* as a control spell may extend the spell's duration to one scene by spending 1 additional Willpower, though it still possesses the Perilous keyword. Additionally, the sorcerer may reflexively will her eyes to glow brightly, allowing her and her companions to use her gaze as a light source. The sorcerer's eyes always glow with a burning light, their intensity growing whenever the sorcerer is moved to strong emotions.

*Distortion* (Goal number: 5): Distorting *Burning Eyes of the Offender* allows the enemy sorcerer to ignore the effects of the spell.

## *Coin of Distant Vision*

**Cost:** 5sm, 1wp

**Keywords:** None

**Duration:** Until ended

The sorcerer spits into her palm and conjures a black ceramic coin inscribed with sigils. She can place the coin wherever she likes, thereafter, if she concentrates and takes no other action, she may project her consciousness to the coin. She sees, hears and smells everything as if she stood at the coin's location. If the coin is in a pocket, pouch or container with at least one opening, she can sense the environment both inside and outside that container. She senses only the inside of a container that is completely enclosed, such as a strongbox. Because she cannot project her sense of touch, she knows instantly if her body is shaken or injured. The sorcerer instinctively knows the distance of her senses from her body and the direction to the coin. She can find the coin just by traveling toward it, concentrating periodically to discover if it has moved. The sorcerer may only conjure a single coin at a time. If she has no further use for it, she may reflexively dispel her existing coin, which crumbles into dust, allowing her to form a new one.

A sorcerer who knows Coin of Distant Vision as her control spell may project her senses to the coin's location, occupying the space as if she was there. As she occupies the coin's vicinity, her senses are identical to her senses in her body, and she may utilize sense-enhancing Charms.

*Distortion* (Goal Number: 5): Distorting a coin causes the sorcerer's senses to become foggy and unclear when projecting through coin, inflicting a -3 penalty on rolls to perceive through the coin.

## *Storytelling Scrying*

Spells such as Coin of Distant Vision and Voices of Distant Regard are what may broadly be referred to as scrying magic, allowing the sorcerer to remotely view or listen to people when she is not present. Other sorcerers and mystical beings such as spirits and the Exalted may have means of blocking scrying magic, such as by performing sorcerous workings to ward against scrying, carrying an artifact which interferes with remote viewing or listening, or possessing spirit charms that conceal them from perception.

Most means of blocking scrying magic automatically succeed, though at Storyteller's discretion, a sorcerer may be allowed to roll to resist magic that blocks their scrying. Active scrying effects such as the Coin of Distant Vision can sense when they are being interfered with by warding magic, while passive scrying effects such as Voices of Distant Regard cannot.

## *Commanding the Beasts*

**Cost:** 15sm, 1wp

**Keywords:** Psyche

**Duration:** One scene

Glittering streamers of Essence emerge from the sorcerer's hand to wrap around the animals she seeks to command, carrying energies of peace, obedience and understanding. This spell affects only a normal animal of average or low intelligence. The sorcerer rolls her (Intelligence + Presence) against the Resolve of (Essence) targeted animals. This spell does not affect magical creatures, Wyld-twisted beasts, sentient beings or familiars. If the sorcerer succeeds, the animals are mesmerized. For the rest of the scene, the affected animals obeys the sorcerer's commands, the magic rendering them capable of understanding her orders as if they were a familiar. Spellbound animals have a Defining Tie of loyalty to the sorcerer and never spend Willpower to resist the sorcerer's commands. If the sorcerer instills intimacies in the animal during the duration of the spell, the animal retains them, and may remain tame and obedient to the sorcerer even after the spell ends. However, once the spell wears off, the animal will no longer possess an enhanced understanding of her commands.

A sorcerer who knows Commanding the Beasts as her control spell mesmerizes the animals around her. Animals are treated as having a Minor Tie of curious respect for her, and may seek her out or come to her aid without prompting.

*Distortion* (Goal number: 10): Distorting Commanding the Beasts partially breaks magical control of the sorcerer – the animal retains only a Minor Tie of loyalty to the sorcerer, but they are no longer compelled to obey her commands and can be convinced to act against her or to flee.

## *Disguise of the New Face*

**Cost:** Ritual, 2wp

**Keywords:** None

**Duration:** Until ended

This spell weaves an illusion that makes the target look like someone else. It transforms not just the target's appearance, but his voice, mannerisms and even anima. The sorcerer ties threads of Essence around the target in an occult knot-pattern that hides the self. The process takes ten minutes to complete. If the target remains standing and immobile the disguise may be applied, but it becomes impossible if he does not, though the sorcerer may weave the spell upon herself as long as she stands in place. The sorcerer makes a disguise roll using (Intelligence + Occult). She may change her target's race, gender, age, voice and accent, she can alter his size, she can even change his scent. The disguise attempt ignores all penalties to modify the appearance of the target. While the disguise may permit the target to appear inhuman, it is only an illusion,

and some illusions that are significantly removed from the target's own size may not be possible at Storyteller's discretion. The disguise created by this spell may be pierced as normal, however those attempting to do so suffer (sorcerer's Essence) as a penalty to the roll. The spell lasts until the disguise is pierced, the target chooses to remove it (which requires a miscellaneous action) or when the sorcerer dispels it, requiring line of sight and a reflexive action.

A sorcerer who possesses Disguise of the New Face as a control spell has mastered the art of mystical disguise. The illusion created by the spell is perfect and may not be pierced by mundane senses, though superhuman senses such as those possessed by animals, senses heightened to supernatural levels by Charms such as Keen Sight Technique or those that pierce illusions may attempt to see through the disguise. The sorcerer gains an intuitive understanding of proper mannerisms as well, though if they act grossly out of character, even mortals may roll to pierce the disguise. The sorcerer's features seem unremarkable, as if she looked like a thousand other people at once.

*Distortion* (Goal Number: 10): Distorting a Disguise of the New Face cause disguise to fail in strange ways. This halves the difficulty of the disguise, rounded down. If the disguise is pierced after the spell is distorted, it is broken and falls away.

### *Dirge of Shadows*

**Cost:** Ritual, 1wp

**Keywords:** None

**Duration:** Until sunrise

Through this ritual, the sorcerer may use her power to call another character's shadow from him and use it against him. The sorcerer must utilize a scrap of clothing, lock of hair or similar symbolic link to the character in order to gain power over his shadow. The ritual is begun at midnight and lasts until the moon has set during which time the sorcerer boils a liquid medium like a pot of pitch or ink-black water and spreads it into a binding symbol. She then must walk the edge of the symbol counterclockwise, chanting the name of her target in a dirge for his shadow that must be repeated fifty five times. The sorcerer makes an (Intelligence + Occult) roll against the victim's Resolve in order to overcome his will and steal his shadow. On a success, his shadow is taken. Regardless of what is done with the shadow, the symbolic link fades and crumbles to dust when the sun rises.

When the shadow of the victim is torn from his body and travels over land and sea to reach the sorcerer. The shadow moves at unfathomable speed and arrives before the sorcerer when the final chant is complete. She may then access the shadow until the sun rises. The sorcerer may destroy the trapped shadow with the light of the rising sun, burning away its substance to curse her victim. The destruction of the shadow inflicts excruciating pain on the victim, who is immobilized in agony for one minute while the shadow fades away. For the rest of the week, while the shadow reforms, the victim suffers a -3 wound penalty from pain and infirmity. The

pain fades after one week, though the shadow takes a full month to grow back to its full size and darkness. Alternatively, the sorcerer may use the shadow as a messenger, clearly dictating a message that the shadow will then return with to its host. When the shadow reattaches itself to the victim, only he will hear the sorcerer's message clearly. This message may be a social influence action, which resolves as if the sorcerer were present with the victim.

A sorcerer who knows Dirge of Shadows as her control spell can speak the secret language of shadows, asking them questions which they must answer truthfully. The sorcerer may interrogate the shadow about the activities of its host over the last lunar month. It knows what a shadow knows, by the shape it takes and what light casts it. The shadow may describe its host wielding a sword near a bonfire a week ago, or how it coiled in the embrace of another last night, between two golden lanterns. The shadow may answer a number of questions equal to (sorcerer's Essence). If the sorcerer makes use of this function, she may still send the shadow back to the victim with a message at the end of her interrogation. Shadows flee from the sorcerer's presence and lean away from her regardless of where the light which casts them originates.

*Distortion* (Goal Number: 10): Distorting Dirge of Shadows lowers the wound penalty to -1. A shadow destroyed will still take time to grow back, but the pain is lessened.

### *Flight of Separation*

**Cost:** 10sm, 2wp

**Keywords:** Perilous

**Duration:** Until ended

The sorcerer may invoke a symbol which is sacred to all birds, transforming herself into a flock of birds which explode into the air with a rush of Essence. Successfully casting this spell creates a reflexive disengage action for the sorcerer which is automatically successful unless contested by magic, in which case she uses her (Wits + Occult) dice pool and gains double 9s on the roll. The sorcerer gains these benefits on all combat movement actions for the duration of the spell. The birds fly together and can travel ten miles at most, once they reach this distance (or some nearer destination), the birds complete the sacred symbol, and coalesce to become the sorcerer once more. While transformed into a flock of birds, the sorcerer retains all of her normal characteristics, but she gains an Evasion of 5 while transformed. In this form, she cannot take any actions other than movement actions, however. She may not attack, use Charms, communicate or apply her Parry. Any health levels of damage are reflected by the deaths of several birds until the caster reforms, whereupon the damage manifests as wounds and the slain birds dissolve into pools of the caster's blood. If the sorcerer is placed into Initiative Crash, this spell's effects come to an end and the sorcerer reforms at her current location, even if she is in midair. Each sorcerer always becomes a particular species of bird. The sorcerer may reflexively reform her body at will.

**Special activation rules:** Flight of Separation can only be cast once per scene, unless reset when the sorcerer successfully evades a **decisive** attack while transformed.

A sorcerer who knows Flight of Separation as her control spell may easily move through the world as a flock of her favored species. She may cast an alternate version of the spell with a cost of 5sm, 1wp which allows her to move one range band in any direction as her movement action by transforming into a flock of birds which reform at her destination. She may pass through and over obstacles as a flock of birds could. This does not count against Flight of Separation's once per scene limit. Wherever the sorcerer goes, her signature species appear as an omen of her arrival: crows circle overhead, doves may perch upon a nearby parapet; her flock heralds her business.

*Distortion* (Goal Number: 7): Distorting a Flight of Separation weighs sorcerer down, slowing him considerably. She cannot travel further than five miles from wherever she transformed and her Evasion score reverts to normal.

### *Flying Guillotine*

**Cost:** 15sm, 1wp

**Keywords:** Decisive-only

**Duration:** Instant

This spell gathers Essence into a three-foot-wide circle of silver chain with razor edges that hovers in the air before the sorcerer, spinning ominously. The sorcerer can attack anyone she can see at up to medium range, rolling (Perception + Occult) as the attack roll. The Flying Guillotine avoids obstacles (negating all cover bonuses, with exception of full cover) and can even turn corners to chase a foe. The silver weapon wraps about whatever body part it strikes and secures itself into a loop of chain with barbs along the inside. The chain spins with great speed as it tightens, inflicting horrific damage. The sorcerer's will drives the barbed chain, with base lethal damage equal to (her Initiative + current Temporary Willpower), inflicting lethal damage, it resets Sorcerer to base Initiative on a successful attack. The chain always aims for a limb but ideally the neck of the target. If the Flying Guillotine deals +3 levels of damage to its target, he must choose to either accept a crippling penalty or automatically suffers an additional three dice of lethal damage. This represents guillotine's attempt to amputate a portion of the victim. If it reduces the victim below Incapacitated, it instantly decapitates the target or severs a limb. The chain itself seals shut the severed neck on the head, making it a morbid but clean trophy. If the damage does not kill the target, the chain wraps around a shoulder, chest or limb, cuts deeply, and then vanishes in a flash of silver light. The chain likewise disappears if the target dodges, parries or otherwise counters the attack.

A sorcerer who knows Flying Guillotine as her control spell possesses bruises or scars along her limbs and neck, as if they had been gripped by razor chains. She may reflexively call razor-edged silver chain into her hand. This chain is considered a Fighting Chain weapon (see



Exalted, p. 582) with the Lethal tag instead of Bashing. This chain disappears when the sorcerer lets it go or is disarmed.

### *Fugue of Truth*

**Cost:** Ritual, 1wp

**Keywords:** None

**Duration:** One day

The sorcerer casts this spell after meditating in silence for one hour. She attunes herself to truth and the flows of Essence, rather than the tricks that sound and light play on the senses. The meditation enables the sorcerer to see through illusions, to avoid enchantment and reveals hidden intentions. Using (Perception + Occult) the sorcerer may see through deceptions. She may roll to see through magical illusions or mystical means of concealment for people and objects, including those which cannot be pierced by mundane senses, using either the difficulty provided by the effect or the Essence of its creator. She may immediately roll to pierce deceptions such as disguises when she perceives them. She may also see the truth of someone's intentions, able to make a Read Intentions action to sense her target's social goal. She may find a truth hidden in the environment, discerning the location of a lost or hidden object without having to look for it. She walks into a room and such hidden truths are knowable to her. All of these actions are made with greater ease thanks to the fugue state, their difficulty lowered by one.

The Fugue of Truth exalts mastery of the self over enchantments and curses. This allows the sorcerer to resist magical attempts to control her with the Psyche keyword by making a (Perception + Occult) roll with a difficulty determined by the Storyteller. On success, the sorcerer may ignore the effect; she casts it aside as just another falsehood.

While the trance lasts, however, the sorcerer's reactions are sluggish, imposing a -3 penalty on all physical actions, and her stupefied and distracted demeanor imposes the same penalty on social influence rolls. Fugue of Truth ends prematurely if the sorcerer is injured, loses consciousness, or chooses to reflexively release it. It also ends if the sorcerer falls asleep.

If the sorcerer possesses Fugue of Truth as her control spell, she grows intimately comfortable with this state of truthfulness. The spell's duration becomes Indefinite, and she can maintain the trance through her sleep. She may maintain the effect in combat, and suffers no penalties to physical actions, however the spell gains the Perilous Keyword. She may have a distant look in her eyes, and a lax facial expression.

*Distortion* (Goal number: 10): Distorting Fugue of Truth causes the sorcerer to suffer more severe penalties, becoming very sluggish and hardly able to stand, suffering a -5 penalty to all physical actions and barely able to string a sentence together, making verbal social influence impossible. If the sorcerer reflexively ends the spell, she no longer suffers these debilities.



## *Internal Flame*

**Cost:** 15sm, 1wp

**Keywords:** Perilous

**Duration:** Instant

Internal Flame allows the sorcerer chooses a single target within medium range and hurls streamers of burning red and gray Essence to curse them with the power of fire. The sorcerer makes an unblockable (Perception + Occult) **decisive** attack to enact the curse which is a difficulty 3 gambit that gives the target's bone marrow the qualities of molten iron. This inflicts two dice of lethal damage on the initial turn, which lasts for the sorcerer's (Essence) additional turns. If successfully cursed, the victim suffers a wound penalty of -2 due to the intense agony for the rest of the scene, which stacks with regular wound penalties. This spell is especially dangerous to mortals and animals, continuing to inflict the penalties from pain until treatment is received. Without supernatural healing, mortals remain wounded, and if they go untreated, many die in the weeks that follow. Exalts, spirits and other supernatural creatures heal normally from this attack.

A sorcerer who knows Internal Flame as her control spell may curse her target to greater suffering. After initially inflicting the curse upon an enemy, the sorcerer may, once per day at up to medium range, perform an unrolled shape sorcery action to reactivate the curse. Reactivating the curse causes the target to suffer its effects again as if Internal Flame had just been successfully cast on him. She may continue to reactivate the curse once a day in this fashion until it is treated by a healer. The sorcerer's body temperature is much higher than normal and gets even hotter when she is impassioned, potential causing nearby flammable objects to smoulder, or for her to expel smoke from her mouth or nostrils.

*Distortion* (Goal Number: 10): A sorcerer who perceives the effect of the spell can attempt to prevent it from wounding the target further. Successful distortion ends the curse, if it is currently damaging the victim. The pain that the spell causes is also soothed, lowering the penalty to a -1, however this does not heal injuries sustained by the victim.

### *Treating the Internal Flame*

The cause of the spell's effects is not immediately obvious to a healer attempting to treat it, requiring an initial diagnosis which may be very difficult if the healer is not versed in sorcerous curses. Treatment requires specific tools such as acupuncture needles to restore balance to the Essence of the body.

## *Mirror of Bending Light*

**Cost:** 10sm, 2wp

**Keywords:** None

**Duration:** One scene

The sorcerer summons a warding barrier around her, bending the light itself to mirror her surroundings and gain a measure of temporary invisibility, concealing her and up to four other allies standing next to her from sight. Upon casting the spell, the sorcerer must roll (Wits + Occult) to conceal herself within the illusion for the scene. Attempts to pierce the illusion using vision must overcome a difficulty equal to the higher of 7 or rolled successes to see through it, while attempts to perceive the sorcerer primarily using other senses may be applied against the lesser of the two. This spell does not make the sorcerer invisible to the eye, but instead conceals her within illusions of her current surroundings. When hidden within a hallway, it simply appears empty, while in a crowd, the enemy has an impression of people, unable to distinguish the sorcerer among them; in a forest, they see nothing but trees and the surrounding greenery. If anyone within the illusion is attacked, attacks an enemy or steps beyond its concealing effect, the spell's effects come to an end.

A sorcerer who knows Mirror of Bending Light as her control spell may bend the light to create a false impression. She may, in addition to concealing herself, project a false illusion of what is present at her location, such as a group of armed soldiers, or a deadly pit, or a wild animal. The sorcerer often appears in nearby mirrors, even when it would be impossible to see her through them relative to where she is standing.

*Distortion* (Goal Number: 7): A sorcerer who distorts the illusion lowers the difficulty to pierce it by three, as the illusion begins to fail, portions of it cracking like glass to reveal those concealed within.

### *Paralyzing Contradiction*

**Cost:** 15sm, 2wp

**Keywords:** Psyche

**Duration:** Instant

The sorcerer draws a complicated figure in the air out of fiery white Essence, a symbol of an ineffable koan, forcing the minds of sentient beings to do nothing else but ponder an impossible riddle. Speaking the koan, the sorcerer releases white Essence. This power forms over the sorcerer's head a sigil that represents the mystery of the koan. The spell affects all creatures within medium range of the sorcerer who see the sigil or hear the caster's words, and are capable of intelligent thought. The sorcerer rolls (Intelligence + Occult) against the Resolve of all targets in order to affect them. Solving this koan requires an extended (Intelligence + Lore) roll with interval of one minute, a difficulty equal to the sorcerer's (Wits) and the goal number equal to the sorcerer's Lore. Each person must find the answer within himself: Anyone else's solution sounds absurd. If anyone attempts to harm someone captivated by the koan, the magic is disrupted and its effects come to an end. Paralyzing Contradiction otherwise ends when the

sorcerer dies or is rendered unconscious, when all targets solve the koan or when the scene ends.

**Special activation rules:** Paralyzing Contradiction can only be cast once per scene.

A sorcerer who knows Paralyzing Contradiction as her control spell has fine control over the mystery which grips those around her. She is able to selectively decide who is afflicted by the Paralyzing Contradiction. The sorcerer's mind constructs incredibly complex koans, adding her (Intelligence) to the goal number to solve it. Those who linger on her can hear a thousand whispers of secrets and riddles that haunt their dreams the following night.

*Distortion* (Goal Number: 7): Distorting the spell grants everyone afflicted by the koan a sudden insight into its meaning. They gain the distorting sorcerer's (Lore) in non-charm successes on their next roll to break out.

### *Peacock Shadow Eyes*

**Cost:** 15sm, 1wp

**Keywords:** Psyche

**Duration:** Five minutes

The sorcerer's eyes glow with a terrible, iridescent flame for the duration of the spell; her gaze can capture a victim at up to short range, compelling him to stunned silence. The sorcerer must roll (Charisma + Occult) against the victim's Resolve to successfully overcome him. If successful, the victim becomes highly suggestible. While under the effects of the spell's mesmerism, the victim may not apply intimacies to boost his Resolve, but may have it lowered by exploiting intimacies. The victim becomes inclined to believe the things that the sorcerer says, even when they contradict memories they possess, allowing the sorcerer to ignore penalties for unbelievable claims on all instill actions (Exalted, p. 215). This mesmerism is temporary, as the spell's immediate effects only last for about five minutes, after which the victim will remember only that he and the sorcerer spoke but not the details of the conversation. Any Intimacies established while under the effects of the mesmerism remain, even though the victim may not recall where they came from. This spell can only affect one victim at a time and requires that the sorcerer engage in conversation with him; it cannot be used during combat.

A sorcerer who knows Peacock Shadow Eyes as her control spell does not merely suborn the will of her victim, she works her way into his heart. This creates a Major Tie of Trust in the victim toward the sorcerer for the duration of the spell. The victim is amenable to persuasion based on this Intimacy, and the sorcerer may use it to support instill actions to shape his beliefs. The sorcerer's gaze is incredibly intense, like looking at a bright fire, people may avert their eyes to avoid her attention.

*Distortion* (Goal Number: 10): A sorcerer who realizes that a target's mind has been altered by this spell can attempt to unravel the web of lies. Success allows the target to remember the conversation. This does not remove any secondary Intimacies that may have been created as a result, however, but may make it easier to influence the victim against those beliefs.

### *Respect and the Red Rule*

Some of the spells included in the *The Art of Sorcery* offer powerful but conditional domination over their target. Psyche keyworded spells such as Peacock Shadow Eyes or Threefold Bindings of the Heart should be discussed with your Storyteller and your Circle in advance of their inclusion to address the level of comfort that players have with accessing these effects or being subject to them. Remember, communication and mutual respect between players and Storytellers is essential for ensuring that play proceeds smoothly. Be mindful of the Red Rule!

### *Personal Tempest*

**Cost:** 10sm, 1wp

**Keywords:** Perilous

**Duration:** One scene

The sorcerer performs an elaborate gesture, making herself the nexus of a confluence of strong winds. Her clothing whips about in winds that only people standing very close to her can feel. These winds last one scene, until dismissed, until the caster suffer Initiative Crash or is incapacitated. While within the Personal Tempest, all ranged attacks treat the sorcerer as if she were behind heavy cover. Winds buffet the enemies of the sorcerer, turning away blows, sending arrows flying off course. Even opponents in close combat are impaired, granting the sorcerer +1 Defense against melee attacks as well.

The Sorcerer who knows Personal Tempest as her control spell can protect greater numbers of people. She can extend the benefits to any allies in close range of her. The winds stir in keeping with the sorcerer's emotions, her personal space becoming windswept when she is angered.

*Distortion* (Goal number: 10): Distorting Personal Tempest decreases its effects to light cover and negates its bonus against melee attacks.

### *Raising the Earth's Bones*

**Cost:** Ritual, 2wp

**Keywords:** None

**Duration:** Instant

The sorcerer may reshape the landscape to raise earthworks and stone walls to defend herself or entrap her enemies. This is a five minute ritual which requires the sorcerer to pace and lay

ritual lines along the area she wishes to work. With all living things larger than a rabbit cleared away from the space where the sorcerer will work, she may construct a structure of up to 200 square yards in size or 200 yards of earthworks and up to three stories of height or depth. The spell may create simple, unadorned fortifications such as walls, trenches, pits or even a small fort. Once the sorcerer has visualized the structure in her mind, earth and stone flow like wax to bring the structure into being. All of this happens within the space of a moment, as the structure solidifies into what the sorcerer envisioned in her mind. The walls and structure of the building are typically as durable as walls made from stone or brick, but they are only as tough as the materials they are made from, and may be weaker or collapse by the end of the scene if the area does not provide adequate building material for the spell to work with. Otherwise, the structure fashioned by this spell is permanent, much like a mundane wall.

A sorcerer who possesses Raising the Earth's Bones as a control spell is capable of casting the spell in the heat of battle to create simple constructs, such as walls, mounds of earth or pits which cannot exceed the spell's default size limitations. This version of the spell has a cost of 15sm, 2wp. Those caught within the area of the spell's effect must roll (Dexterity + Athletics) at a Difficulty of 3 to prevent themselves from being knocked prone by the sudden alteration to the landscape. Wherever the sorcerer goes, she leaves heavy footfalls that deeply impact the earth. When sprinting, dust and stones explode in her wake.

*Distortion* (Goal Number: 10): Distorting the spell weakens the strength of the walls, lowering the difficulty of the Feat of Demolition to damage or destroy them outright by three. The integrity of the walls are compromised by distortion, and will collapse by the end of the scene or the end of the day depending on the material it was fashioned from.

### *Sorcerer's Irresistible Puppetry*

**Cost:** Ritual, 2wp

**Keywords:** Psyche

**Duration:** Indefinite

This ritual prepares a mortal for later possession by the sorcerer. This ritual is an hour long, the sorcerer must have her victim unconscious and immobilized, or have a willing subject who cooperates with the ritual. The sorcerer binds her victim with sigil-inscribed paper and surrounds him with incense. In order to complete the ritual, the sorcerer must overwhelm her victim's will, rolling her (Intelligence + Occult) against the higher of her victim's Resolve or Willpower. On a success, she suborns his body. A jewel appears on her victim's forehead, a focus which allows the sorcerer to possess her target when she wills it.

To commandeer her victim, the sorcerer must concentrate with the jewel clasped to her forehead. She rolls her (Intelligence + Occult) against his Resolve to take control of his body. If she succeeds, she may control her victim for an entire day without his knowledge. If she fails, he is unaware of the attempt, but suffers from a sudden, strong headache, and she may not

attempt to take control again for another day. While she is concentrated on possessing her victim, the sorcerer's body is immobile and she is unaware of her surroundings, though she may reflexively disengage her concentration at any time to return to her own body, she then cannot possess him again until the next day. While the sorcerer is in control of her victim's body, she uses his physical Attributes and health track in place of her own for the duration of her possession. She may not utilize any supernatural capabilities that the victim possesses. She may not use her own Charms or spells while possessing her victim. If the sorcerer's victim dies while she is possessing him, she suffers a shock and loses three points of Willpower. While normally the sorcerer suffers no harm when her victim is struck, attacks capable of striking the immaterial damage the sorcerer as they do her victim, though she only suffers bashing damage.

While possessed, the sorcerer's victim has no control and no conscious knowledge of what is being done to him. He may notice discrepancies afterwards and characters who interact with the possessed may notice changes in his demeanor. If the sorcerer attempts to make the victim act against a Defining Intimacy he possesses, he may roll his Willpower against a difficulty equal to the sorcerer's Resolve to resist it unconsciously. If successful, the sorcerer loses control and is banished from his mind for the rest of the day, then he knows nothing of what occurred. This may only occur once per scene. This spell may be ended by the sorcerer's death or may be willingly released if the sorcerer returns the jewel to the victim, who must consume it.

A sorcerer who knows Sorcerer's Irresistible Puppetry as her control spell can synchronize perfectly with her victim, she may cast spells and utilize her shaping rituals while possessing her victim, though she may still not use his supernatural capabilities or her own Charms.

*Distortion* (Goal Number: 12): Distorting this spell severely weakens the control of the possessing sorcerer, who must spend a Willpower every time she attempts to seize control of her victim. If he is forced to act against a Major or Defining Intimacy, he may roll to banish the sorcerer's influence as per normal. Regardless of success or failure, he becomes aware that his will has been usurped.

### *Theft of Memory*

**Cost:** 15sm, 1wp

**Keywords:** Psyche

**Duration:** Instant

When casting this spell, the sorcerer plucks a memory from the mind of a victim and crystallizes it into a small gem. The sorcerer must know which memory she intends to take when she casts this spell, and must then gently touch her victim to steal the memory, drawing it out by rolling her (Intelligence + Occult) against the victim's Resolve. On a success, the sorcerer takes the memory, which vanishes from her victim's mind in a flash of green light. The light curls around the sorcerer's hand, coalescing in the form of an emerald in her palm. A memory cannot be taken in combat, although one can be taken from a victim that is restrained. The victim relives

the memory in an instant before it is taken, crystallized in the heart of the conjured emerald. Looking closely at the gem reveals impressions of the memory being replayed constantly within its facets. Anyone who possesses this emerald may clasp it to her forehead and concentrate to relive the memory as if she were the one who experienced it. Theft of Memory may only take the memory of a specific incident, it may not steal capabilities or abstract knowledge. Intimacies tied to specific memories do not fade upon memory loss; even if the victim doesn't remember why he feels the way he does, the emotions remain. The victim can only regain the memory by acquiring the conjured emerald and swallowing it.

A sorcerer who takes Theft of Memory as her control spell can replace the memory she stole with a false one of her design, she can alter events however she sees fit and the victim will believe that this is how they truly occurred. Attempts to convince the victim that the memory is false is treated as if overturning successful social influence. Strange emeralds occasionally grow on the skin of the sorcerer; Looking closely at the emeralds reveals faint images of memories from her life.

*Distortion* (Goal Number: 10): Distorting Theft of Memory will render the memory captured in the crystal foggy and flawed, requiring a (Wits + Investigation) roll at a difficulty of 4 to discern the event whenever anyone attempts to view it.

### *The Ravenous Fire*

**Cost:** 15sm, 1wp

**Keywords:** None

**Duration:** One minute

The sorcerer conjures an imperishable fire that consumes almost any mundane material as if it were dry timber. She need only point at what she wishes to incinerate within close range and a jet of blue-white flame shoots from her fingertip instantly ignite the substance. Deadwood is instantly consumed, while granite burns as if candle wax. Metals crumble to ash and slag under the flame's heat. The fire can consume an object the size of a person, such as a column or an individual piece of equipment. The flames only consume the object which the sorcerer pointed towards, and cannot be stopped by mundane means. The fire burns out after a minute, but if the object will continue to burn as a normal flame if it hasn't been completely consumed by the unnatural blue fire. This fire cannot effect artifacts or enchanted items and cannot burn living substances. Creatures that touch the flames feel an intense but harmless cold instead of heat.

A sorcerer that possesses The Ravenous Fire as her control spell can ignite a forest fire with the destruction of a simple object. When the ravenous flame completely consumes its target, it erupts into a large, natural fire at close range with damage 4L and a difficulty of 5 to avoid with (Dexterity + Dodge). This flame will ignite anything at close range with supernatural ease, and acts as an easy accelerant for initiating a large scale fire. Flame in the sorcerer's presence turns



blue when she angers, becoming incredibly hot. Candles quickly melt while firepits cast unearthly light.

*Distortion* (Goal Number: 7): Distortion turns the ravenous fire into a normal flame, which can be put out by mundane means. This will not fix any damage it may have already done to the object it was used on, however.

## *Celestial Circle Spells*

### *Army of the Wild*

**Cost:** 30sm, 2wp

**Keywords:** Psyche

**Duration:** Until next sunset

Exerting dominion over the natural world, the sorcerer may call a legion of animals to fight alongside her. She sends forth her a wave of green Essence and piping music that flows out into the wilderness, around obstacles and even into caves to touch the summoned beasts. All animals within five miles must come to the sorcerer's aid. This spell affects all normal animals of average to low intelligence, including well-trained creatures who are normally loyal to their masters (even those of the enemy). The sorcerer rolls (Intelligence + Occult) to summon the battle group of creatures using the traits of the most common animal comprising the battlegroup. It possesses one point of Size for every two successes on the roll to the maximum of Size 5. The army possesses Average Drill and can be commanded by the sorcerer through a mystical link as long as she is present alongside them. This spell does not affect magical creatures, Wyld-twisted beasts, sentient beings or familiars. This spell also does not call invertebrates, fish, amphibians or mobile plants.

The sorcerer who knows Army of the Wild as her control spell finds that the animals she summons are well-coordinated and terrifying on the battlefield, striking with an efficiency that can send even an accomplished army reeling. The battlegroup summoned gains Elite Drill.

*Distortion* (Goal Number: 15): Distorting the animals weakens their coordination and damages their loyalty to the caster. Distortion lowers their Drill to Poor. It also increases the difficulty of their next rout check by +1. The animals are more likely to flee in a blind panic once many of them become injured.

### *What Heeds the Call*

When a sorcerer uses Army of the Wild to summon animals to fight for her, the quick character selected as the basis for the battlegroup should be representative of a mixture of factors. The animal selected should be among the most common, the most capable of fighting and the most in line with the intent of the sorcerer in activating the spell.

Generally, quick characters such as the Great Cat or the Gorilla or the Bear are preferred, though in some places with less wildlife or more diverse wildlife, instead use quick characters such as the Dog or the Claw Strider. Remember that these are abstractions of a diverse portfolio of animals fighting on behalf of the sorcerer, and describe that battle group's actions appropriately.

### *Blood of Boiling Oil*

**Cost:** 30sm, 2wp

**Keywords:** Perilous

**Duration:** Three rounds

The sorcerer enchants her touch to curse her enemy to a terrible, painful death. The sorcerer summons a sphere of Essence that burns red hot before disappearing, leaving her hands covered in glowing scarlet sigils. This twisting effect causes the next living creature the sorcerer touches to have its blood transmuted to boiling oil. When attempted in combat, this is a difficulty 5 gambit done with the sorcerer's chosen hand-to-hand combat Ability. Trivial opponents are immediately killed when touched. Other opponents suffer the sorcerer's (Essence) in automatic levels of lethal damage every round for the duration of the spell as his blood boils him alive. This curse is almost universally fatal, but certain medical techniques immediately end the spell, such as Wound-Banishing Strike (Exalted, p. 342-343). Other methods of quick treatment may exist, allowing a doctor with the proper tools to make a difficulty 7 (Intelligence + Medicine) check to cure it as a miscellaneous action that cannot be placed in a flurry, though the target's wound penalty is applied to the roll. This spell has no effect on undead creatures or living beings that have no blood. The sorcerer's hands are enchanted for five minutes after the spell is cast, after which the runes fade and her touch is no longer deadly. If she touches anyone, friend or foe, all are equally subject to the effects of the spell.

A sorcerer that possesses Blood of Boiling Oil as her control spell may bring an explosive end to an enemy incapacitated by this spell. The moment the target dies, the sorcerer may reflexively cause his body to explode, spreading his boiling blood all over everyone and everything within short range of him. This is an environmental hazard with a difficulty of 4 to avoid using (Dexterity + Dodge), failure covers the victims in boiling blood which inflicts two dice of lethal damage every turn until it is cleaned off or neutralized in another fashion. The sorcerer bleeds from the eyes, ears and nose when angered, the blood is hot enough to scald others when touched.

*Distortion* (Goal Number: 10): Distorting the Blood of Boiling Oil brings its effects to a quick end, regardless of how many rounds it may have left to affect the victim, it ends on the following turn. Distorting the spell does not undo the damage it has done, or lessen the pain that it causes the victim, however.

## *Cloud Trapeze*

**Cost:** 25sm, 1wp

**Keywords:** None

**Duration:** Until ended

The sorcerer envelopes herself and her allies in an enormous cloud that lifts into the sky. The sorcerer mentally directs the trapeze using her (Wits + Occult) in place of standard movement rolls. The trapeze can carry up to (Essence x 5) additional characters, or one hundred pounds of cargo in place of a single passenger. The trapeze travels in the direction demanded of it as fast as a small breeze would push a normal cloud, approximately thirty miles per hour. Made of white vapor, the trapeze is solid beneath the weight that it carries. Although it appears to be a simple white cloud from the outside, those within the trapeze only see the cloud-like substance of its floor, its sides are transparent, allowing those inside to gaze out and below the trapeze. The trapeze protects its contents from extreme weather and conceals them from sight, but it is not a barrier and affords little protection from attack. Those attempting to attack people inside the cloud trapeze with ranged attacks do so at a -3 penalty. The sorcerer may converse freely or engage in other simple activities while driving the trapeze, but she must concentrate on the spell, she cannot cast other spells or engage in combat herself.

If the sorcerer possesses Cloud Trapeze as a control spell, she may summon a truly massive trapeze, capable of carrying many more people and equipment than might otherwise be possible. She doubles her Essence score for the purposes of determining how much weight the Cloud Trapeze may bear. She may summon a pair of small clouds to accompany her, bearing small objects or creatures on them wherever she goes, these clouds may be utilized in stunts.

*Distortion* (Goal Number: 12): Distorting this spell compromises the trapeze's cloud cover, making it transparent to those outside of it, removing the penalty to attack passengers. Additionally, the trapeze begins to sink, and cannot fly higher than long range from the ground. If it is already higher than that, it begins dropping at a rate of two range bands per round, in addition to any other movement the sorcerer takes.

## *Geyser of Corrosion*

**Cost:** 25sm, 1wp

**Keywords:** Perilous

**Duration:** Instant

The sorcerer may call forth a jet of scalding hot liquid that bursts from the ground and dissolves everything it touches; this spell is feared for its destructive power. The sorcerer gathers Essence into a swirling ball of amber light in her hand and throws it to a point at up to medium range from her. Wherever it strikes, it explodes in a shower of viscous amber acid that envelops everything within short range, those attempting to avoid the acid spray must roll (Dexterity + Dodge)

against a difficulty of 5. Failure sees the victim coated in the geyser's acid, which adheres to his form and eats away at flesh and equipment alike. The amber acid consumes everything coated in its substance, living beings suffer three dice of lethal damage per turn as long as they are coated in acid, which can only be washed away if the victim fully immerses himself in water or a similar substance to cleanse it from his form. Mundane items such as weapons or armor are most often destroyed by the acid, requiring repair projects (Exalted, p. 242) in order to make them usable again. The acid destroys mundane equipment left unattended. A battlegroup drenched in the acid immediately makes a rout check at +2 difficulty, and may lose access to certain weapons or other equipment at Storyteller's discretion.

The acid eats away at the environment that soaks in it. The ground covered in the corrosive acid becomes a pool of viscous sludge that scours the earth, turning the area into difficult terrain for those attempting to navigate it. Those who try to travel through the muck during the scene must be careful or risk exposure to the acid at a reduced difficulty of 2. The acid dissolves wooden structures, it corrodes rock and metals leaving surfaces burned and pitted and those smaller animals and plants are annihilated by its passage. The acid neutralizes by the scene's end, but the consequences of the geyser do not: fields are rendered barren and homes utterly destroyed by the corruption.

A sorcerer that possesses Geyser of Corruption as her control spell creates a continuous font of the terrible acid. Where the sorcerer strikes, the amber acid erupts from a font, continuing to rain down on everything at short range for the rest of the scene. The sorcerer leaves corrosive footprints in her wake, rotting the earth and vegetation wherever she walks.

*Distortion* (Goal Number: 12): Distorting this spell neutralizes the worst of the acid's effectiveness, lowering its damage by two. The destructive potential of the acid is reduced; the acid damages structures and equipment but does not completely destroy them as it would otherwise.

### *Corrosive Destruction*

The acid of Geyser of Corrosion is extremely dangerous and can easily destroy wooden structures and melt through stone walls. If this destructive capacity is dramatically relevant, a Storyteller may roll for its destructive effects on structures using the rules provided for Rain of Doom (see Exalted, p. 483). The geyser may not collapse structures as completely as the Rain of Doom, but may cause serious damage that leads to a collapse. In such situations, use the same rules to adjudicate destruction, but adjust descriptions to fit.

## *Hideous Confusion of Tongues*

**Cost:** 30sm, 1wp

**Keywords:** None

**Duration:** (Essence) hours

The sorcerer curses those around her with an infectious glossolalia that confuses her foes and makes communication impossible. She emits a wave of turquoise Essence that expands outward like a ripple in a pond out to medium range, infecting all those caught within it. The sorcerer must roll (Intelligence + Occult) against the Resolve of all victims to successfully infect them with the curse. Each victim successfully cursed becomes unable to speak intelligibly for several hours. Instead, what comes from their mouths is gibberish made from known words that have no meaning when strung together. Hideous Confusion of Tongues makes verbal social influence impossible, and prevents the usage of powers contingent upon verbal communication. Nonverbal communication (Exalted, p. 221) may still be attempted as normal. Any of those infected who speak to others may pass on this curse to those listening. Transmission is resolved by comparing the successes rolled by the sorcerer with the Resolve of the uninfected. A battle group that is cursed by the spell immediately makes a rout check at +1 difficulty. Even if they should avoid dissolution, the cacophony caused by the spell makes it incredibly difficult to coordinate among those infected, inflicting sorcerer's (Essence) penalty on command rolls. The spell's effects may be ended early with the death of the sorcerer.

The sorcerer that takes Hideous Confusion of Tongues as her control spell may exempt her allies from the curse's effects, allowing them to communicate and listen to those who have been cursed without fear of suffering the same fate. The sorcerer's enemies find themselves tongue-tied in her presence, uttering nonsense when their gaze lingers on her too long.

*Distortion* (Goal number: 10): Distorting Hideous Confusion of Tongues may cure an individual of its effects and prevent them from being infected again. Distortion may be attempted once for each victim.

### *Insidious Tendrils of Hate*

**Cost:** Ritual, 2wp

**Keywords:** Psyche

**Duration:** (Essence) days

Insidious Tendrils of Hate is a subtle spell that can turn the best of friends into bitter enemies or start a war between allies in a matter of days. The sorcerer may cast this spell on a number of beings equal to her (Manipulation + Essence) but she must possess a symbolic link to each victim in order to successfully curse them. The ritual takes five minutes to cast and requires the sorcerer to ignite a fire. From the flames, a dark hand of smoke then emerges to consume the items connected to the sorcerer's victims. At that moment, the sorcerer must roll (Intelligence + Occult) against the Resolve of each victim subject to the spell. Success allows the tendrils to encircle the victims' hearts, cursing them. A victim of this curse finds his thoughts twisted by an insidious fear of everyone around him. He gains Paranoia as a Defining Derangement (see Exalted, p. 169) which affects him every scene. He believes everything told to him is a lie, and that all who surround him are his enemies. Statements made by others are taken in the worst

possible way to support this delusion. Even if he is able to resist the Derangement for a scene, failure to resist in following scenes may undo efforts to overcome the curse, as the paranoia makes previously accepted remarks seem suspect. This spell is ended either with the sorcerer's death or after (Essence) days have passed.

A sorcerer who knows Insidious Tendrils of Hate as her control spell may relieve the effects of the curse for herself, so that when she speaks to the victims, they do not suffer the curse's effects. This does not override existing Intimacies that the victims may possess towards the sorcerer, however feeling unable to trust anyone else may drive the victims to seek her out.

*Distortion* (Goal Number: 15): Distorting this spell relieves some of the intensity of the curse for a specific victim: his Paranoia becomes a Major Derangement, and he is granted another opportunity to resist its effects for the scene. Distortion may be attempted once for each victim.

### *Threefold Binding of the Heart*

**Cost:** 30sm, 2wp

**Keywords:** Psyche

**Duration:** Indefinite

This spell lays an absolute and stringent binding on the heart of a victim at up to short range, rendering him utterly devoted to the sorcerer's interests. The sorcerer weaves an essence binding around the victim's heart which emerge from her as ropes of orange and yellow light that coil around the victim and wrap around his spine, ending in three knots that slither through the flesh towards the heart, merging with his Essence. It is impossible to defend against this curse barring magic that can perfectly dodge or parry uncountable damage such as Heavenly Guardian Defense, but the sorcerer must roll (Charisma + Occult) against the higher of the victim's Resolve or Willpower to successfully bind his heart. The sorcerer may only bind one victim at any given time.

Upon being successfully bound, the sorcerer's victim gains a Defining Tie of loyalty towards the sorcerer that cannot be weakened by mundane means and sets his Resolve to 0 against any influence rolls the sorcerer makes. The sorcerer must determine the shape that this relationship takes at the time of binding. Some bind their victim to look to them as a mentor, while others bind them in romantic attraction or a soldier's camaraderie. Regardless, the victim will have a slavish mentality but will listen intelligently to the sorcerer's wishes and act in what he believes to be the sorcerer's best interests. To others, it is terribly clear that the victim's will has been suborned in some fashion.

This binding lasts indefinitely unless tampered with, but has a few weaknesses that make it possible to break the binding. If the sorcerer attempts to persuade the victim to act in a way that endangers or violates another Defining Intimacy they possess, the victim may begin to try to break free of the influence roll (Wits + Integrity) against a difficulty of 5 with a goal number equal

to (sorcerer's Essence x 5) and a terminus of 5. If he succeeds on the roll, he may spend Willpower to reject the influence in a Decision Point. In this situation, the victim is apologetic but unable to comply with the sorcerer's wishes. When the victim reaches the target number, he breaks free. A roll to break free can also be triggered by a confrontation with a person who is the subject of a Defining Tie. Additionally, on the date of the victim's birth, he gets one opportunity to easily break free of his bindings by rolling (Wits + Integrity) against a difficulty equal to (sorcerer's Essence). Success ends the effect as the victim shakes off the influence and realizes what the sorcerer has done. Even on a failure, once that date has past, the victim may once again attempt to break free of the sorcerer's control, as the terminus on rolls to resist is reset.

The victim cannot be subject to the spell again for at least a full year after successfully breaking free. The binding may end prematurely with the sorcerer's death, or may be willingly released by the sorcerer. She must reach into her victim's chest to pull the bindings loose, ending the spell.

If the sorcerer takes Threefold Binding of the Heart as her control spell she is able to conceal the bindings around her victim's heart as a mundane relationship. It is not obvious the sorcerer has suborned her victim's will, observers may still discover this by succeeding on a read intentions action to uncover the Intimacy created by the spell. Such sorcerers often have a magnetism to them that causes fixation in their friends, and even the most innocuous of relationships has a tinge of unhealthy focus on the sorcerer.

*Distortion* (Goal Number: 20): Distorting the binding makes it easier to resist the sorcerer's will when it requires the victim to go against the things he holds most important. Successful distortion lowers the difficulty of the (Wits + Integrity) check to break free to 3. This only applies to the rolls to break free when forced to act against a Defining Intimacy. Distortion also allows the target to immediately make one such roll, and resets the number of rolls until they reach the terminus.

### *Binding & Limit Break*

This spell can easily cause the Exalted to enter Limit Break due to the pressures that the sorcerer can put upon them. If they fall into Limit Break, the Defining Tie of loyalty to the sorcerer is treated as any other Defining Intimacy the Exalted might have. A Solar caught in Berserk Anger will treat the sorcerer as they would any other positive tie, and avoid harming her unless she impedes them. A Solar suffering from All-Consuming Grief will still ignore the sorcerer until it wears off.

### *Torrential Cascade*

**Cost:** 30sm, 2wp

**Keywords:** None

**Duration:** Instant



The sorcerer casts forth a burning blue flame into a nearby body of water, calling up a terrible wave that floods an area, crushing her enemies and devastating the landscape. The sorcerer may raise the cascade from a water source such as a lake or a large river at up to medium range, it appears as a roiling wall of white-capped waves three range bands wide and two range bands high the turn that the spell is cast. The next turn, the cascade surges forward, flowing in the direction the sorcerer wills it for sorcerer's (Essence) turns. The cascade flows with immense speed and force, moving two range bands each turn.

People or animals caught in the cascade are trapped in its debris-filled churn. Each turn, characters are reflexively moved with the cascade and exposed to an environmental hazard with a resistance difficulty of 5 (use Stamina + Resistance) and Damage 5L, which may be increased by debris or circumstances at Storyteller's discretion. Characters that fail the roll are trapped in the cascade and cannot act that round, while battlegroups immediately check for rout. Even if a character succeeds on the roll, the cascade is treated as difficult terrain for the purposes of escaping it, and those trapped within the churn are subject to the rules for asphyxiation (Exalted, p. 232) while trapped.

The cascade does devastating damage to the environment, it destroys small buildings outright and heavily damages larger structures, while uprooting trees and decimating fields. If it becomes dramatically relevant to see if a larger structure such as a gate or a wall will remain intact or become swept away by the cascade, the Storyteller can make a roll of five dice each round. One success is sufficient to carry away or destroy wooden structures or stone structures that are insufficiently supported with firm foundations, three successes may do the same to stone structures or structures such as walls and gates, while five successes are required to do the same to reinforced structures or particularly well-built infrastructure.

When the spell comes to an end, the water recedes back to its origin, as if it had never surged forth. The region that has been devastated remains partially flooded, once-dry earth becomes knee-deep mud, a marsh might grow in the aftermath. Most environments which are affected by the spell take weeks to recover.

A sorcerer who knows Torrential Cascade as her control spell can direct the cascade after it has been unleashed, guiding it where she wills. In addition to allowing it to change direction, this may also allow it to act in unnatural ways, flowing up hills or over walls. When the sorcerer experiences strong emotions, nearby bodies of water become furiously disturbed; lakes become turbulent and rivers run rapid.

*Distortion* (Goal number: 15): Distorting Torrential Cascade stops cascade in place, but the wave remains, roiling until the end of the spell. The giant wall of water almost seems to lurch forward, and viciously entraps anyone still caught within its waters.

## *Voices of Distant Regard*

**Cost:** Ritual, 2wp

**Keywords:** None

**Duration:** Until the Sorcerer sleeps

Performing a ritual in silence for an hour, the sorcerer shuts out all other voices to concentrate on distant voices: hushed conspiracy, desperate prayers and fearful curses, until the sorcerer can hear them all. She must roll (Perception + Occult) with a difficulty of five. On success, the sorcerer may hear any conversation where participants are discussing her until she next sleeps. Her name need never be mentioned as the intent of the speaker calls the sorcerer's attention. She also becomes vaguely aware of the distance and direction of these conversations. The sorcerer can hear all the participating voices as if she were in the same room with the speakers, and she may recognize the voices of acquaintances. Listening to multiple conversations at once can be difficult and require (Perception + Awareness) checks to be made to correctly parse them with difficulty determined by the amount of conversation she wishes to listen to. She can concentrate and take no other action to shut out all but one conversation to listen to. Attempting to hold a conversation while listening to others through the spell may inflict penalties from distraction.

A sorcerer that takes Voices of Distant Regard as her control spell can listen in on conversations with great intensity and discern motivations behind the words spoken as if she were present herself. She may make read intentions actions against participants in conversations about her as if she were present, the targets of such actions suffer the -2 penalty to Guile for being unaware that they are being observed. It is never truly quiet around the sorcerer; she is accompanied by a susurrus of conversations at the edge of hearing, a nonsensical echoes of words spoken about her.

*Distortion* (Goal Number: 10): Distorting this spell raises the volume of the voices speaking in the sorcerer's head to a cacophonous din, making it impossible to focus on one of them without rolling (Perception + Awareness) to hear them all. The voices are distracting and afflict the sorcerer until the spell's effect comes to an end; this is a -2 distraction penalty that applies when she is being discussed.

## *Wheel of the Turning Heavens*

**Cost:** 35sm, 2wp

**Keywords:** Psyche

**Duration:** (Essence) hours

The sorcerer may entrance a large group of people so that they become placid and unaware of their surroundings in the night. The sorcerer reaches towards the night sky to channel a burst of light that transforms into a field of false stars in the sky that glow bright, entrancing all intelligent

beings that look upon these stars within a half mile of the sorcerer. Trivial opponents and battle groups are immediately entranced, while non-trivial opponents may roll to avert their gaze at the last second using (Wits + Integrity) against a difficulty of 5. Even if this effect is successfully resisted, any action which requires the victims to direct their gaze up from the ground risks being entranced again, necessitating an additional roll. Those who become entranced forget what they are doing, unable to do anything save stare at the sky. When the spell's effects come to an end, they have no recollection of what happened around them afterwards. This spell's effect ends prematurely if the sorcerer is slain or if any of the victims enchanted by the spell are harmed while entranced.

A sorcerer that knows Wheel of Turning Heavens as her control spell can cast an alternative variant of the spell during the day, called the Archway of Resplendent Paradise, which summons a wondrous rainbow that entrances those who look upon it, but otherwise functions identically to the Wheel of the Turning Heavens. The sorcerer possesses an aura of tranquility which overwhelms those in her presence; some forget why they sought her out, while others find themselves drowsy as if they'd consumed a soporific.

*Distortion* (Goal number: 10): Distorting the Wheel of Turning Heavens gives those caught within its sway the opportunity to break free. Victims must spend 1 Willpower and then gain another chance to resist the entrancement. Those that break free this way are immune to the spell for the rest of its duration.

## *Solar Circle Spells*

### *Chariot of the Blazing Sun*

**Cost:** 30sm, 2wp

**Keywords:** None

**Duration:** Until sunset

The sorcerer may call upon a legendary method of transportation, summoning a chariot and horses made from living flame, which will carry her and up to five other people to wherever she may wish to go. She may only summon the Chariot of the Blazing Sun between sunrise and sunset. The sorcerer closes her eyes and chants toward the sun as a flame flares in the heavens, out of that flame rides the golden chariot with its five fiery steeds. The Chariot of the Blazing Sun is treated as a flying mount (Exalted, p. 202). While driving the chariot, (Wits + Occult) replaces the usual rolls for all the sorcerer's combat movement actions, and she gains double 9s on all movement actions using the chariot. Controlling the chariot requires all of the sorcerer's attention, she cannot perform other strenuous actions while directing it. The chariot flies at a rate of 360 miles per hour and can be directed to anywhere in Creation the sorcerer can name. It may even travel beyond Creation into the Wyld, to the Elemental Poles or to Celestial City of Yu-Shan. The chariot acts as heavy cover against ranged attacks, it also

protects the sorcerer and her passengers from any extreme weather, supernatural energies and the twisting effects of the Wyld. Spells from the Terrestrial or Celestial Circle are harmlessly absorbed by the aegis of the chariot, protecting all passengers.

A sorcerer who possesses Chariot of the Blazing Sun as her control spell can embody the sun even in the black of night. The sorcerer may summon the Chariot of the Blazing Sun during the night, the flames burn with the intensity of the sun, and as the chariot travels through the sky, it looks like a small sun to those beneath it. The chariot is treated as if it were the sun for the purpose of magical effects. This version of the spell lasts until sunrise. The sorcerers features become marked with the essence of the Sun, she looks warm and tanned by the sunlight, with an invigorating warmth and eyes that radiate solar flame.

In addition, characters with an Essence pool gain access to the following powers while this spell is active:

- **Burning Refutation (10m, 1wp; Reflexive; Instant):** The sorcerer expands the mystical fire surrounding the chariot into a field of incinerating flame. This creates an environmental hazard out to short range around the chariot with a difficulty of 5 and a damage of 5L. Those who suffer damage from the field are caught alight, suffering sorcerer's (Essence) lethal damage dice each turn until the flames are put out. Creatures of darkness suffer aggravated damage instead of lethal damage.
- **Faster Than Light (1m, 1wp; Supplemental; Instant):** The chariot glimmers with the light of the sun as it accelerates in a flash of white light, allowing the chariot to move three range bands in a single movement action in combat or doubling 7s on one interval of a test of speed.

*Distortion* (Goal Number: 15): Distorting the chariot causes it to enter a dangerous freefall that threatens the lives of all those on board. All characters carried by the chariot must succeed at a difficulty 5 (Dexterity + Athletics) roll to not be thrown from the chariot during its descent, while the sorcerer piloting it must succeed at a difficulty 6 (Wits + Occult) action to save the chariot from freefall right before it crashes. Success allows the sorcerer to save the chariot from its crash at short range from the ground, though the chariot will attempt to land at the end of the scene, bringing the spell's effects to an end. Failure causes it to crash in a meteoric explosion, inflicting uncountable damage on all those within the chariot, it leaves a crater behind where it crashed.

### *Curse of Unyielding Mist*

**Cost:** 40sm, 3wp

**Keywords:** None

**Duration:** Until ended

The sorcerer who invokes this vile malediction inflicts upon an area a fog that will not lift. The mist blocks out most light and casts the region into a perpetual twilight, a gloom of unparalleled strength. The sorcerer must stand at the border of the region she wishes to curse, an area the size of a small city or a major district of a metropolis such as the Imperial City. As she casts the spell, small tendrils of fog begin to form in sparks of purple lightning trace, snaking out along the ground towards the region subject to the sorcerer's curse. She must declare a condition by which the curse would be lifted. This must be a dramatic event or achievement, the slaying of a beast, an admission of guilt, the murder of one man or the suicide of another. The condition thus named, the curse is sealed, and the mist begins to descend upon the land.

From the outside, the unyielding mist appears to be a single thick gray cloud a hundred feet high, similar to a normal mist but more substantial. Inside, it is quite different from normal fog. Light is dimmed during the day, but the fog is slightly luminescent at night, and a diffused light fills the air at all times. Night and day merge into one dour pall, making it difficult to tell time. The mist also has an unusual, acrid scent to it that is reminiscent of brimstone. Inside the mists, visibility is hampered. A man can hardly see a few feet away from him, and beyond that, he is nearly blinded. Spotting anything at short range or beyond requires a (Perception + Awareness) test with the difficulty increased by 2. Similarly, tracking enemies through the mists are all but impossible, inflicting the same increase in difficulty on both mundane and supernaturally enhanced tracking through the mists.

Moods are altered by the mist. The perpetual pall of fog, day in and day out, begins to depress and dishearten all of those within it. Soon after the mist takes hold, social interactions with and between residents of the afflicted region become strained. Social influence actions suffer a -2 emotional penalty. In addition, plant growth is inhibited. Without sunlight, the flora of the cursed area slowly withers and dies. Crops are ruined, and even ancient forests cannot withstand the power of the mist for more than a few years.

Perhaps most strangely, the mist also allows fungus to proliferate. As indigenous plants die, many bizarre species of fungi spread rapidly. Blacking film similar to rust covers the facades of buildings, while dark places become home to nameless slimes. Over the course of months the fungi reach inside houses and domiciles, spreading overnight to the floors and walls of any except the most frequented of chambers, eventually sleeping people have to clean germinated spores off of themselves when they wake in the morning. All fungi that grow in the mists taste foul and are inedible.

This spell may only be cast once per story. Slaying the caster of the curse is not enough to forcibly end its reign, as the curse may not be distorted or brought to an end by magical means, save those possessed by beings or artifacts of singular power. The unyielding mist remains for an eternity, or until the sorcerer's condition is met.

A sorcerer who knows Curse of Unyielding Mist as her control spell may curse an individual with the effects of the Mists, the curse follows him wherever he goes, and settles any place he might

call home. The victim must be within medium range of the sorcerer when she casts the spell, it is impossible to defend against this curse barring magic that can perfectly dodge or parry uncountable damage such as Heavenly Guardian Defense, but the sorcerer must roll (Intelligence + Occult) against the victim's Resolve to successfully curse him. Thereafter, wherever he sleeps, the curse will fall upon the region, its effects proceeding as normal for as long as he remains there. If he dies, the curse settles at the place of his death as per usual. The sorcerer is unnaturally pale, and her touch infests almost everything with spores of unusual fungi that grow overnight.

### *Enemy of Nature*

**Cost:** 40sm, 3wp

**Keywords:** None

**Duration:** Instant

The sorcerer curses a person, region or group to be the mortal enemy of all animals and plant life. A region or a group targeted by this spell can be no larger than a single city, army or fleet. She must be within long range of the target and rolls (Intelligence + Occult) against the Resolve of the individual or the average of the people in the group of region. The sorcerer pronounces the doom of those she curses, and if successful, all nearby forms of life turn hostile against the targets for the next month.

Smaller animals and plants will harass or disable the targets of the spell. Depending upon the animal and plant life in a region, the victims suffer between a -1 and a -3 penalty to all actions thanks to the harassment. Roots and vines animate to trip and choke the target while foliage gets in the way and dangerous plants appear in their path. Rats, insects and other small animals attack them, forcing the targets to fend them off. These attacks are enough to kill trivial opponents at Storyteller's discretion. Larger animals become violent: trained horses, yeddim or other mounts will attempt to kill their riders and handlers, then seek out others to attack. Wild animals emerge from the wilderness in search of cursed prey. Such animals tend to attack in battle groups with Poor Drill, frenzied by the curse's nature. These animals attack with a single minded purpose, ignoring anyone or anything that has not been cursed. Familiars and animals twisted by the wyld are immune to the spell's effects.

Against cities or regions, the animals don't just attack the residents, they also perform uncanny acts of sabotage. A ship's rats chew through the rigging as readily as they chew through the throats of sleeping crew, while creatures of the deep attack the deck. Other animals consume food stores or befoul the water supply to ruin a region with disease and famine. Nomad camps or lesser settlements will be all but overrun by violent animals and sabotage, while even the most fortified cities will see immense loss of life as all living things turn against the residents. The spell's effects may last the normal month, or the sorcerer may expend an additional Willpower when casting to make the curse last until the target is destroyed. When people abandon the region or city in sufficient quantities, this may qualify, while an army must disperse

itself and not reform to escape the curse. For individuals, the curse ends when they lie dead. The curse may be revoked by the sorcerer if she shouts a simple invocation, but killing the sorcerer does not bring an end to the spell.

A sorcerer that possesses Enemy of Nature has her control spell may observe the actions of the animals remotely, scrying through their vision or other senses, this allows her to see what the the wolf pack sees on its frenzied hunt. She can listen through the ears of vermin as the scurry beneath the boards of homes. This may allow the sorcerer and her allies to capitalize on the actions of the animals as she observes their work. The sorcerer's mood is reflected in the animal kingdom for miles around her: When she is happy, birds sing, and different species drink from their watering hole in harmony. When the sorcerer is angry however, animals become aggressive and uncooperative, or attempt to flee her location.

*Distortion* (Goal Number: 25): If the curse targets an individual, distortion only prevents the least aggression of the creatures, small animals and plants will not harass the target, allowing him to ignore the penalties they cause. Larger hostile animals will still seek the victim out. If the spell has been cast on a region or an army, then distortion must target individuals and offers individuals immunity to the curse. Those who are distorted are treated as if they did not live in or belong to cursed population. An individual sorcerer may save no more than (Essence) targets from the curse in this fashion.

### ***Total Annihilation***

**Cost:** 50sm, 3wp

**Keywords:** Aggravated, Perilous

**Duration:** Instant

The sorcerer holds out her hand, summoning an emerald mist of Essence that swirls about her, gathering into the form of an opalescent green orb about the size of an apple in her palm. She may fling this miniature green sun at any target within long range of her, sending the orb to strike the range band that the sorcerer's target inhabits. Where the emerald sphere strikes, it explodes into a column of bright light that fills out to short range around itself and extreme range above its target, annihilating everything caught within it. The field of destruction begins to grow outward, a wave of destructive energy that expands one range band every turn until it reaches extreme range.

The field of destruction created by Total Annihilation inflicts 25 dice of aggravated damage every round to those caught within it. Against battlegroups and trivial opponents, the field of destruction inflicts recurring, uncountable damage. These victims are immediately vaporized if caught in its wake, leaving behind a faint silhouette of ash when the destruction finally comes to an end.



The field of destruction is blindingly radiant. The terrible light of the spell is blinding. Those who look at the field of destruction and are standing at up to medium distance away from it may be blinded for the rest of the scene if they don't succeed at a (Dexterity + Dodge) roll to avert their gaze at a difficulty of 4. Those standing at short or close range from the field of destruction become permanently blinded by the light if they fail this roll, barring healing abilities which can cure blindness. The cacophony and light inflicts a -5 circumstantial penalty on those attempting to do anything other than flee the field of destruction at short range of or within it.

Total Annihilation can only be cast once per story. Total Annihilation devastates the landscape, dealing recurring uncountable damage to terrain and mundane structures or objects caught in the blast, utterly annihilating them and leaving behind churned earth and ruin, poisoned by hellish energy. The spell wreaks havoc on the geomantic energy of the area, and fundamentally warps the Essence of the region. Demesnes may alter or die, and storms may ruin crops or cause mass floodings thanks to the environmental chaos.

A sorcerer who knows Total Annihilation as her control spell is completely immune to all of the negative effects caused by the field of destruction or its fallout. She may walk into the field without harm, stare down its glow unphased and live in the wasteland it leaves behind without fear of illness. This immunity does not extend to her allies, however. The sorcerer has a nuclear green sun glowing in her chest, filling her eyes and mouth with a terrible, green illumination. In a certain light, her bones can be glimpsed through the skin, limned by the unnatural glow radiating from within her. The fury that hides underneath her skin is unnerving to all, she suffers a -3 to all social influence actions against those who have not lived under a green sun.

*Distortion* (Goal Number: 30): Distorting this spell prevents the field of destruction from expanding any further. The field of destruction remains for the number of turns it would have taken to reach the extreme range band.

### *Green Sun Wasteland*

Total Annihilation deeply scars a region where it is cast, tainting the landscape for decades afterwards. At Storyteller's discretion, the region where the spell is cast becomes a desolate wasteland, unable to sustain life untouched by sorcerous power. Plants and animals that grow in the wasteland are often sickly and weak or twisted into aggressive creatures. At the heart of the wasteland, the atmosphere becomes malefic, and people who linger put themselves at risk of suffering a terrible illness: the Green Sun Wasting. The Green Sun Wasting kills almost all things which contract it, the corpses left behind are so tainted that even scavengers avoid consuming them. This supernatural disease has a virulence of 6, a morbidity of 5 and an interval of one day. In addition to the usual effects of disease (Exalted, p. 234), it has the following magical effects based on its intensity:

**Minor:** The victim seems to have severe sunburn that is itchy but bearable. Over the course of several hours, this worsens until painful hot sores appear on his skin, inflicting a -1 penalty from distraction.

**Major:** The victim's hair comes out in clumps; his hot sores worsen into cancerous boils and pulsating sarcomas. He gains the Hideous Merit, and suffers -3 penalties on social influence rolls against those unaccustomed to his diseased appearance. Even if he should be miraculously cured, he does not lose the Hideous merit.

**Defining:** The victim's organs liquefy into a bloody slurry as his organs rot away inside. He suffers incredible agony, taking a -4 penalty that stacks with other wound penalties; he becomes completely incapable of physically strenuous activity, barely able to sit up due to the pain.

### *Winds of Confusion*

**Cost:** 35sm, 3wp

**Keywords:** None

**Duration:** One hour

The sorcerer summons a howling gale that strips the memories and purpose from all those who are touched by it. The onyx winds rage out to one mile around where the sorcerer summoned them in every direction, tearing at anyone that doesn't seek shelter from the winds. The Winds of Confusion are an environmental hazard that occurs once every round and is resisted by the victim's (Wits + Integrity) against a difficulty equal to the sorcerer's (Intelligence). Those that fail to resist immediately lose 1 Willpower. As long as the victim is caught within the winds, he suffers a -2 penalty to all actions, his mind worn away by the wild currents. Each round continues to drain 1 Willpower on every failure to resist, until the victim runs out of Willpower. At that point, his intelligence is stripped from him: He behaves like a zombie, with no conscious thought or volition of his own. Many wander around aimlessly or stand in place staring blankly at nothing. The sorcerer is the only person safe from this black wind, which parts for her if she travels through the gale. Once the spell's effect comes to an end, those caught within the winds begin to regain their minds, though their memories of the period they were mindless are gone and impossible to recover.

A sorcerer who knows Winds of Confusion as her control spell strips the minds from her victims completely, so that only she may return them to wholeness. Those who lose all will within the winds do not regain their minds once released from it, unless the sorcerer returns intelligence to them with her touch. Those whose minds are not returned to them become husks, unable to take care of themselves, they soon die of deprivation. The sorcerer exudes an aura of forgetfulness, causing herself and those around her to have difficulties remembering information. The sorcerer suffers a -2 penalty on rolls to recall information, which may extend to those around her at Storyteller's discretion.

*Distortion* (Goal Number: 20): The distorting sorcerer creates a pocket of protection from the winds effects, preventing the winds from touching him and (Essence) others standing with him at close range. This pocket of protection moves with the distorting sorcerer, allowing him to safely navigate the gale.