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CIRCLES OF POWER

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LAST SPELL ADDED : MIND BOLT

TERRESTRIAL CIRCLE

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 which 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.

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.

Make servant

write by Earthbinder

Circle: Terrestrial

Cost: varies

Description:

this spell allows the sorceror 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.

Mind Bolt

write by FoxFire

Circle: Terrestrial

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 thier perm essence score. For every success the caster get's over the target gives a -1 penalty to all the target's die rolls for the remainder of the secan. Note, do to the magical nature spirits are not immune to this effect nor are the fea, but construcs, golems, and most mindless undead are unaffected.

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 Sta 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).

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)

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.

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 began 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.

CELESTIAL CIRCLE

Bloody Blizzard of Buraucratic 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.

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.

Dragon Slave

write by Smaugfrost

Cost: 50 motes

Description:

In the Ancient Past of the First Age, a powerful sorceror 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 agian 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 sorceror'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.

SOLAR CIRCLE

Anima Embodiment

write by Khaizard

Cost: 40+

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 disincorporates, 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.

Beast of Legend

write by Duck Plasterer

Circle: Solar

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.

Breath of Exaltation

write by RossK

Cost: 100 motes and 5 WP, 20 motes and 2 willpower committed until the child is born

Description:

This spell is one of the lost-and-long-forgotten ones that the Empire was aware of, or more importantly its Sidereal Advisors were aware of, and went to great pains to hide or destroy. In its most basic form it ensures that the recipient will Exalt to the Solar at some point between their 12th and 18th Birthday. at least two Deathlords covet it because they are able to corrupt the spell to make it Exalt the recipient to the Abyss.

System:

The spell requires a 24 hour ritual that must be cast on the eve of the 4th month of Pregnancy (start of the second trimester). the essence and WP is recovered when the child is born.

the recipient child will Exalt to the Solar at somepoint between his/her 12th and 18th birthday. the caster has no control over which caste, or any other special link to the recipient, although there is a rumour of a more powerful version (!) that allows the caster and the neonate Exalted to communicate mentally once the recipient receives the Second Breath

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 prominences 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.

Flesh of My Flesh

write by Duck Plasterer

Circle: Solar

Cost: 25 motes and 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, goutts 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, armour 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 artefacts.

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.

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 diffrent 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.

LUNAR CIRCLE

Primal Urge

write by Kym_nark_mar

Cost: 40 motes, 1 will plus 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 effects (Resistance & Stamina counters the caster's successes)

SIDEREAL CIRCLE

Danse of 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).

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.

Minor Prophecy

write by shamrock42

Cost: 100 motes and 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.

Wrath of the Maidens

write by Anonymous

Cost: 40

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 demonhordes, 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.

ABYSSAL CIRCLE

Darklings rite

write by Earthbinder

Cost: 10 motes 2 per extra die added to the summoning roll

Description:

Just as an Solar sorcerer can summon demons to aid them the Abyssal can summon mighty spirits of dead or defeated demons. this rite must be performed between midday and sunset in a place where no sunlight can enter. the abyssal draws a ward (usually their caste mark) in blood, sand and chalk. during this drawing three different sacrifices must be made, an intelligent being, a worthy artifact and a piece of ancient knowledge. when completed the summoning begins

System:

The abyssal makes the sacrifices and rolls Occult intelligence (1 per quality of sacrifice [ST call]) the number of success is the power of the spirit it has a number of charms equal to its power, essence equal to power times 10, willpower equal to its power and a rating in its virtues not exceeding power times 2. the spirit is bound to serve the abyssal as long as the ward remains undisturbed. (other variations of this spell exist Dark masters rite binds the spirit to the abyssal for a number of years equal to the number of sacrifices, Bind the aggressive darkness summons a materialised spirit but costs double the essence.

Soul Harvest

write by Anonymous

Circle: Abyssal

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.