

# Chapter Seven: Martial Arts and Sorcery

It's the martial arts and sorcery chapter. That's the order we'll be handling things in: martial arts, and then sorcery. Let's get straight into it.

## Martial Arts

We'll start with the basic rules and assumptions the **Exalted Demake** uses for what Martial Arts are and how they work, and then get to the styles themselves:

- Martial Arts runs off a simplified Third Edition-esque model, without differentiation between what used to be “Terrestrial” and “Celestial” styles.
- Martial Arts styles always run off the Martial Arts Ability. It's what you use to make your attack rolls whenever you've got a Martial Arts Charm in play. It's what you use to make your attack rolls whenever you are, within the fiction, kung-fu fighting.
- Martial Arts styles are universal. **Any Exalt can use them**, though Alchemicals need a special Charm to do so.
- Martial Arts styles are somewhat linear. You must buy all the one-dot Charms, then all the two-dot Charms, then finally the three-dot Charm.
- Martial Arts styles have “style weapons.” These are the weapons that you can use the Martial Arts Ability to wield while using the Martial Arts style. If you're using a weapon that is not listed among a Martial Art's style weapons, you cannot use Charms from that style while doing so. A “[particular Martial Arts style] attack,” such as a Snake style attack, is any attack using the style weapons of that Martial Arts style. **If two Martial Arts styles share weapons, then an attack may be considered a style attack for both styles simultaneously.** This usually means unarmed attacks using a particular Attribute.
- Martial Arts Charms **can be freely combined with native Charms**. A Solar Tiger stylist can use Spine-Shattering Bite and Excellent Strike at the same time on the same attack with no problem.
- Martial Arts Charms **can be freely combined with other Martial Arts Charms** if you can get the armor restrictions and style weapons to line up.
- To sum up those last three points and make them completely explicit: a Dexterity-based unarmed attack can very easily be a Snake style attack, a Tiger style attack, a Fire Dragon style attack, and a Wood Dragon style attack all at the same time, and may simultaneously benefit from effects from all of those styles at once *plus native Charms* assuming the martial artist can get her Charms to line up and spend enough Motes.
- Martial Arts styles have armor restrictions. Many Martial Arts styles cannot be used while wearing certain kinds of armor, or any armor at all.
- Martial Arts styles also have other prerequisites before a character can begin purchasing their Charms.
- There are two special subsets of Martial Arts styles: the Immaculate styles and the Forbidden Arts. Their rules are a little bit different and will be detailed later. By default, most characters are not able to buy them.

- Some Martial Arts Charms mention “Celestial Exalted.” In rules terms, this means all Exalted who are *not* Dragon-Blooded, Liminals, or certain Exigents.
- If a character has taken Martial Arts as a Caste or Favored Ability, she may purchase Martial Arts Charms at a Caste/Favored discount.
- When purchasing Charms at character creation, dots of native Charms may be swapped out for Martial Arts Charms on a one-for-one basis.
- Every Martial Arts style has a “Form”-type Charm. A character can only have one such Charm active at a time. Activating a new Form while an old Form is still active cancels the old Form.

## Crane Style

Crane is a powerful defensive style dating back to the late First Age, intended to allow diplomats to defend themselves from unreasonable aggression while talking down opponents it would be politically infeasible to beat to a pulp. The Spiral Academy and a number of expensive schools in the Coral Archipelago still teach Crane in this context, but throughout much of Creation in the modern day it is considered primarily a self-defense art for the upper class. It is particularly popular among women in the North, while mastery of its forms is considered a mark of social refinement in a number of Eastern nations neighboring Vaneha.

**Form Weapons:** Crane practitioners generally fight with a metal-reinforced war fan (Dexterity, damage 4, bruised or lacerated, nimble, counts as a shield for fighting style purposes) in one hand for defense and a hook sword (Dexterity, damage 5, lacerated) for disarming in the other. Unarmed attacks are Dexterity-based and generally consist of short kicks, elbow strikes, slaps, and sweeping blows with the forearm or edge of the hand.

**Armor:** Crane style must be practiced unarmored.

**Prerequisites:** The traditional Crane curriculum requires Awareness •, Socialize •.

## Crossed Wings Denial (•)

*Resonance: Martial Arts*

The martial artist enacts a powerful defense, gathering the aggression of her foes to turn against them.

**System:** Reflexively spend 1 Mote. Until the end of the scene or until she is Staggered, whichever comes first, the martial artist may reflexively protect another character in the same zone, so long as neither leaves the other’s side. Additionally, she increases her Block by +2 when using it to protect someone else and +1 when using it to protect herself.

## Beak Spears Frog (••)

*Resonance: Martial Arts*

The martial artist uses an efficient, sweeping strike to deprive a foe of the means of aggression.

**System:** When making a successful Crane style attack that would have inflicted damage, the martial artist may forfeit all damage and declare the target disarmed (see p. XX). If the martial artist gave up at least two levels of damage, she may hurl the disarmed weapon into an adjacent zone.

An attack converted into a disarm with Beak Spears Frog or which is made with the declared intent to do so is not considered to have been an attack for the purposes of Crane Form.

## Crane Form (••)

*Resonance: Martial Arts*

The martial artist uses broad, sweeping motions to defend herself and stymie her foes.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Crane Form for the rest of the scene. While under the effects of this Charm, she is considered to be employing the sword and board fighting style in addition to whatever other fighting style she is currently using (see p. XX). Additionally, she may choose to set her unarmored soak value, before other modifiers, to 7 rather than the usual 5. While this Charm is active, if she knows Beak Spears Frog she may reflexively disarm (see p. XX) any opponent who attempts to attack her at close range but fails. Finally, if she has not launched an attack during the current or previous round, Crossed Wings Denial adds a further +1 to all uses of Block.

If the martial artist Blocks an attack and reduces it to 0 damage thereby, she may spend 1 Mote to enter Crane Form reflexively. Non-Celestial Exalted must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 damage from oversteering their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Mournful Crane's Cry (••)

*Resonance: Martial Arts*

The martial artist sorrowfully resigns herself to the necessity of violence, striking down those who mean her ill.

**System:** Reflexively spend 1 Mote. For the rest of the scene or until Staggered, whichever comes first, the Exalt may Dodge or Block one attack directed against her each round without spending Willpower. If this causes the attack to miss or inflict no damage, and the attacker is in range, then the martial artist reflexively strikes her aggressor with a Crane style attack that is considered to have hit with 0 successes, generating no threshold damage. These attacks can only inflict bruised or dazed Wounds. These are not considered attacks for the purpose of Crane Form.

## Wisdom of the Celestial Crane (•••)

*Resonance: Martial Arts*

The martial artist strictly limits her capacity for violence, the better to make foes into allies.

**System:** While Crane Form is active, anyone the martial artist incapacitates is not knocked unconscious, but instead rendered paralyzed but still fully aware, enabling her to speak with him. He is in all other respects considered both incapacitated and Staggered while in this state, which lasts for the rest of the scene. Additionally, counterattacks generated by Mournful Crane's Cry strike their target with (Essence rating) threshold successes.

## Heaven's Ladder

This unusual style's origins are obscure, but it is known to date back to at least the latter days of the Dragon-Blooded Shogunate. The Fire-Watchers were a group of highly-trained sentinels positioned in Karashelen (which is now Lord's Crossing), and then later Myion. They were the

city's fire-fighting service; they were also formidable combatants who scouted ahead on those days when the shogun made procession through the city to inspect his people and holdings. By government decree, all fires were banked or extinguished on such days to avoid a repeat of a centuries-old attempt to assassinate a former Shogun by setting fire to the district he was inspecting. The Fire-Watchers climbed high ladders to look out for tell-tale signs of smoke, which were punishable by death; because it was also forbidden to bear weapons in the shogun's presence without express invitation, they also used their ladders as weapons.

The institution apparently made an impression on the Scarlet Empress when she was a young Dragon-Blooded officer, for she had the survivors of the Fire-Watchers installed in the Imperial City and there revived their order as the Exceptionally Watchful Wardens of Unchecked Flame, the official firefighting organization of the Realm's capital. A few of her satraps have emulated the practice, spreading this martial arts style out to a handful of Threshold satrapies.

**Form Weapons:** Heaven's Ladder uses short, powerful Strength-based unarmed strikes, as well as attacks with extensible ladders (Strength, 4 damage, bruised, nimble).

**Armor:** Heaven's Ladder may be practiced unarmored or in light armor.

**Prerequisites:** Heaven's Ladder stresses keen-eyed watchfulness and excellent balance. Before practicing this Martial Arts style, a character must have Athletics ••, Awareness ••.

## Rapid Ascent Technique (•)

*Resonance: Martial Arts*

The martial artist may scramble up her ladder to position herself advantageously or to avoid danger.

**System:** So long as she has not been struck before her turn, the martial artist may use a swift action to scramble up her ladder, increasing her Defense by +1 while she remains there. The martial artist can also launch unarmed Heaven's Ladder attacks at others within the zone who are not also on the ladder, inflicting a -1 penalty to her targets' Defense against such attacks. Other swift actions may be taken while on the ladder, but doing so is always complex movement; still, it is possible to hop around into different zones, get behind cover, or even ascend to vertical zones and then pull the ladder up behind the martial artist in this fashion. She can dismount the ladder reflexively at any time.

It is possible for a non-Heaven's Ladder style enemy to also climb up onto the ladder with the martial artist by using a swift action, although doing so is a form of complex movement. If they do not possess Rapid Ascent Technique, they enjoy none of the benefits the martial artist does while on her ladder.

## Heaven's Ladder Form (••)

*Resonance: Martial Arts*

The martial artist assumes a rigid stance, feet firm, wrists loose, and draws power from her steps and the sway of her hips.

**System:** The martial artist spends 1 Mote and uses a simple action to assume Heaven's Ladder Form. While in this form, she may mount her ladder reflexively once per round without using a swift action, and movements while on the ladder are not complex movement. While on her ladder, she increases her soak by +1. She may also reflexively extend her ladder when she strikes

with it, attacking enemies up to one zone away. If she Staggers a combatant who has climbed onto her ladder to fight her, they fall off the ladder and are knocked prone (see p. XX).

If the martial artist is already on her ladder, she may spend 1 Mote to enter Heaven's Ladder Form reflexively. Non-Celestial Exalted must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 damage from overstressing their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Rung Capture Gambit (••)

*Resonance: Martial Arts*

The martial artist snares her enemy in the rungs of her ladder, using it to control his movements, break his stance, or disarm him.

**System:** After successfully striking a target with her ladder, the martial artist may reflexively pay 1 Mote to entangle him in its rungs. If she entangles his head, she may either prevent him from using a swift action on his next two turns, or, if she extended the ladder with Heaven's Ladder Form, reflexively draw him into the same zone she currently occupies. If she entangles a leg, she may reflexively end any Martial Arts Form-type Charm (or equivalent antagonist power) he has active, and also Stagger him without the need to inflict an accompanying Wound. If she entangled an arm, then she may declare him disarmed (see p. XX), causing his weapon to fall to the ground in the same zone he occupies.

## Smoke-Quelling Strike (••)

*Resonance: Martial Arts*

The martial artist hurls herself from high atop her ladder, landing a devastating blow to those beneath her.

**System:** When mounted on her ladder, the martial artist may use both her simple and swift action to dismount into the zone the ladder occupies or a zone adjacent to that, where she delivers a powerful unarmed attack. This attack gains the bonuses associated with unarmed attacks made while mounted on her ladder from Rapid Ascent Technique, and also converts a number of dice of damage equal to her Athletics score into automatic successes. If her target is prone or Staggered, the damage roll also ignores the rule of 1s. Using this Charm prevents the character from reflexively re-mounting the ladder until the beginning of the next round if she has Heaven's Ladder Form active. Smoke-Quelling Strike can't be used in two consecutive rounds.

## Tornado Clearance Technique (•••)

*Resonance: Martial Arts*

The martial artist mounts her ladder upon her shoulders and whirls about, knocking down all who dare challenge her.

**System:** Spend 1 Mote and make a ladder-based Heaven's Ladder attack roll as a simple action. The martial artist makes a roll against the highest Defense rating in the zone she's in, and applies its result to every enemy present in it. If this attack strikes a group, add the fighter's Martial Arts rating to her base damage against them. Additionally, the martial artist's Block is increased by +2 until the end of the round.

## Mantis Style

Mantis style embodies the philosophy of offense-as-defense. It is a serious battlefield art, employing joint locks and deadly nerve strikes to bring down its opponents. Mantis style is seen mostly in the River Province and the West. Eastern Mantis, the larger branch of the school, emphasizes joint-locks and disabling strikes that allow the practitioner to talk the enemy into surrender, thereby saving his life. Western Mantis prefers to open and close aggressions with an instantly-fatal blow at the first opening, and is a favored style of Coral Archipelago assassins.

**Form Weapons:** Mantis stylists deploy crushing punches to the temple, neck, or behind the ear, while kicks are often aimed at the inside of the thigh, knee, or sometimes the liver; its signature unarmed technique requires the hands to be formed into a pair of claws. Eastern Mantis unarmed attacks are made with Strength, Western with Dexterity. This style is also compatible with the use of jitte (Dexterity, 4 damage, lacerated, nimble, counts as a shield for the purpose of fighting styles) and nunchaku (Dexterity, 4 damage, bruised or dazed, nimble), with the latter being grasped in each fist and driven down on their ends to deliver the Mantis Death-Strike.

**Armor:** Mantis style must be practiced unarmored.

**Prerequisites:** Mantis requires a fit body, limbs well-seasoned to being used for powerful blocks, and a knowledge of the body's weak points. Thus, a Mantis stylist must possess Athletics •, Medicine •, and Resistance ••.

### Iron Arm Block (•)

*Resonance: Martial Arts*

The martial artist interposes a rigid block to stymie her opponents' efforts.

**System:** When invoking a Block while wielding Mantis style weapons, the martial artist may spend 1 Mote instead of 1 Willpower.

### Joint-Locking Technique (••)

*Resonance: Martial Arts*

The martial artist seizes her opponent's limb and agonizingly wrenches it.

**System:** This Charm can only be activated against an opponent who has already attacked the martial artist during the current round. Reflexively spend 1 Mote when directing a mantis strike at that foe. If it strikes the target, they cannot move out of the current zone so long as the martial artist also doesn't leave, and they suffer a climbing -1 Wound penalty at the end of every round in which they did not move. If the martial artist is Staggered, this Charm's effects are forcibly terminated, erasing her victim's elevated Wound penalties and freeing him to move again. She can also voluntarily end the Charm reflexively.

### Mantis Form (••)

*Resonance: Martial Arts*

Wrists bent, fingers stiff, the martial artist assumes a posture of deadly stillness, exploding into violent motion with no warning.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Mantis Form. She gains the benefits of the sword and board fighting style in addition to any other fighting style she may be employing. The first time Iron Arm Block is activated each round, its cost becomes 0

Motes. When the martial artist Wounds an opponent she has locked up in Joint-Locking Technique, she needs pay 0 Willpower to make the Wound severe if she chooses disabled arm, disabled leg, or maimed as the severe Wound to inflict. She also gains the ability to spend Willpower to cut ahead and use re-rolls while Staggered.

If an attack launched against martial artist fails to damage her, she may spend 1 Mote to enter Mantis Form reflexively. Non-Celestial Exalted must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 damage from overstressing their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Stillness Births Violence (••)

*Resonance: Martial Arts*

The martial artist erupts from serene readiness to a blur of violence with no warning, leaving behind only howling opponents clutching their broken limbs.

**System:** If the martial artist successfully strikes someone who attacked her before her turn during the current round with a Mantis style blow, she gains an additional Swift action may reflexively use it immediately. When doing so, she acts as though she has not been struck before her turn and has not used a simple action yet. Additionally, when she uses a Mantis attack to Stagger an opponent and inflict a disabled arm, disabled leg, or maimed Wound, she may choose to gain +2 Block.

## Mantis Death-Strike (•••)

*Resonance: Martial Arts*

The martial artist strikes a deadly killing blow at an opponent's vital Essence clusters. Given only moments to live, he must choose between attempting a speedy victory or abject surrender.

**System:** Spend 2 Motes and make a Mantis style attack as a simple action. Reduce the target's Stagger Threshold by -2 against this attack. If it Staggers the target, his Essence is fatally disjointed. By the time the target has taken (1 + the target's Essence rating) turns, he must do one of three things:

- Incapacitate the martial artist, thereby severing the residual hostile Essence-link within himself.
- Use a simple action to concentrate inward and roll at least two successes on a difficulty 9 (Stamina + Resistance) roll.
- As a simple action, drop his guard and release all muscle-tension in his body to allow his Essence to dispel the fatal buildup. This sets his Defense to 3, penalizes his soak by -1 until his next turn, and causes him to become Staggered (but not to accrue a Wound). This option is not possible if he is under the effects of Joint-Locking Technique.

If none of these things occur, then after (1 + target's Essence rating turns) he suffers an aggravated mauled Wound.

## Righteous Devil Style

Righteous Devil is a rare and obscure style dating back to the late First Age. If its origins were ever recorded, those writings were lost hundreds of years ago in the fires of the Usurpation.

Today there are no Righteous Devil schools. Its practitioners stay on the move, masters taking on one or two disciples at a time for direct tutelage.

Righteous Devil encompasses not just a combat art but an ethos. Its practitioners are much concerned with righteousness and correct action, but over centuries of diffusion the style's practitioners have developed very many different ideas of what those things mean. Some act as wandering heroes protecting the innocent from bandits and tyrants. Others are law-upholding marshals for various Threshold despots.

This style's practitioners are primarily found in the South, where firedust is harvested and refined. It's not a common style anywhere, but is vanishingly rare in the North and West, and is nigh-unknown on the Blessed Isle, where its particular brand of independent justice is ill-tolerated.

**Form Weapons:** Righteous Devil exclusively utilizes flame-projection weapons. This primarily encompasses firewands and their artifact equivalents, dragon sigh wands, including attacks made using the barrel and stock (Dexterity, 4 damage, bruised). The style also uses smaller, hand-handed flame projection weapons in the form of flame pieces (Dexterity, 5 damage, burned, one zone range) and their artifact equivalents: heat cannons (Dexterity, 7 damage, burned, one zone range).

**Armor:** Righteous Devil style may be practiced unarmored or in light armor.

**Prerequisites:** Righteous Devil demands that its practitioners be keen judges of character as well as accurate marksmen. Intimidation is also an important skill. As a result, before practicing this style, a character must have Archery ••, Empathy •, and Presence •.

## Blossom of Inevitable Demise (•)

*Resonance: Martial Arts*

The martial artist may pivot and aim with uncanny speed despite the bulk of her weapons, pivoting at the hips and maneuvering her elbows to always draw a tight bead on her foes. After avoiding their desperate attempts to strike her down, she treats them to smoke and flame.

**System:** When directing a Righteous Devil style attack against any opponent who already attacked her during the current round, the martial artist increases her base damage by +3.

## Azure Abacus Meditation (••)

*Resonance: Martial Arts*

The martial artist spends a moment in meditative contemplation, considering those things which necessitate her foe's demise. Raising her weapon, she fires — not at the spot where her foe is, but where he will momentarily be.

**System:** The martial artist spends 1 Mote and uses a simple action to make an undodgeable Righteous Devil attack. If defeating her target would fulfill one of the martial artist's Intimacies, the attack increases its base damage by +2.

## Cloud of Ebon Devils (••)

*Resonance: Martial Arts*

Firedust swirls in the martial artist's wake as she advances across the battlefield, soon blossoming into all-consuming flames.

**System:** When the martial artist moves into a new zone with a Righteous Devil weapon in her hands, she leaves behind a swirling cloud of fire dust in the zone she just left. Should she then use a simple action to target the zone with a blast of flames, or to attack someone in that zone, the fire dust ignites and everyone within that zone is subjected to a one-time bonfire hazard (see p. XX). Groups cannot Block or Dodge this damage.

## Righteous Devil Form (••)

*Resonance: Martial Arts*

The martial artist assumes a tall, ready stance, shadow stretching out long before her.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Righteous Devil Form for the rest of the scene. She enjoys a +1 bonus to her Defense. Her Righteous Devil style weapons become nimble weapons. Finally, she gains an additional +1 Defense bonus against any opponent with Willpower 6 or less.

If any opponent drops his weapon, attempts to flee, or otherwise surrenders to her without putting up a fight, the martial artist may spend 1 Mote to enter Righteous Devil Form reflexively. Non-Celestial Exalted must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 damage from overstretching their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Caress of 1,000 Hells (•••)

*Resonance: Martial Arts*

The martial artist wreathes her foe in burning flames. As they close about to consume him, his eyes meet her own in a timeless, frozen moment, where she offers him a simple choice: repent or burn.

**System:** Spend 1 Mote and make a Righteous Devil style as a simple action. If the attack damages the target, he is set on fire. In that moment, the martial artist may issue him an ultimatum: He must change his ways, embracing a form of righteousness that she dictates for him. If he accepts her dictate, the flames fade away with no further effect, and he forms an Intimacy toward the goal or philosophy she has imposed upon him that cannot be destroyed or abandoned until at least three stories have begun and ended.

If he rejects the martial artist's ultimatum, he burns. He is subjected to an environmental hazard (difficulty 8, damage 5 aggravated, burned, penalty -1, one round) that lasts for the next (martial artist's Essence rating) rounds. These flames cannot be prematurely extinguished by any means. He chose this fate.

## Single Point Shining into the Void Style

Single Point Shining into the Void is a blade-focused martial arts style built around mastery of a single technique: the art of drawing the blade and killing with one stroke, all in the same motion. The ancient scrolls of the style speak of its philosophy thus: "The blade in its sheath is the blade in silence, revealing nothing. This is the both the kindest and deadliest posture a swordsman may adopt, for he may keep his secrets while sending the undeserving away with only bruises as lessons. When finally the blade speaks, it should speak as thunder: a single word that shakes the world."

This battle art originates in the early First Age, developed by a Solar Exalted dubbed the Sword Priest. It fell into disrepute in the wake of the Usurpation and was largely lost, re-emerging three hundred years ago with the re-discovery of ancient manuals in the Eastern nation of Vaneha. There Single Point enjoyed a resurgence of popularity, spreading along the rivers of the Scavenger Lands to form schools throughout the River Province, the coastal North, and eventually making its way back to the Blessed Isle where it first originated. Few now know of its pre-Vanehan history, even its practitioners.

**Form Weapons:** Single Point Shining into the Void exclusively uses single-edged slashing swords (Dexterity, 5 damage, lacerated) and their artifact equivalent, the reaper daiklave. Many of the style's techniques call for attacks made with the hilt of the sword or with the scabbard while it is still sheathed; such attacks, when they Wound, merely leave the opponent bruised. Sheathing the blade normally requires the use of a re-arm action.

**Armor:** Single Point Shining can be used unarmored or in light armor.

**Prerequisites:** Single Point is exclusively a sword style, and demands both a keen eye to observe the minutiae of an opponent's behavior and a very thorough understanding of the sword's interaction with other close-range weapons. Before practicing this Martial Arts style, a character must have Awareness •, Melee ••.

## Gathering Light Concentration (•)

*Resonance: Martial Arts*

The blade sleeps in its scabbard as the martial artist studies her opponent, discovering the flaws in his technique and the meeting of moment and angle that will split him in twain.

**System:** At the end of each round of combat in which the martial artist's Shining Point weapon remained readied but in its scabbard (i.e. not just sheathed on her back while she fights with some other weapon), and she did not attack with any weapon other than her sheathed blade, she gains one Void Point. Any unspent Void Points are lost when the battle ends. Any successful Single Point Shining into the Void attack she makes with her weapon still sheathed knocks her opponent off-guard and off-balance, causing his next simple action to suffer a -2 penalty. If such an attack would inflict at least three levels of damage, she may forfeit all damage to disarm her target (see p. XX).

## Single Point Shining into the Void Form (••)

*Resonance: Martial Arts*

The martial artist grips her scabbard tightly, assuming a watchful and ready stance.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Single Point Shining into the Void Form. For the rest of the scene, so long as her only readied weapon is her Single Point blade, she enjoys the benefits of both the freehanding and sword and board combat styles (see p. XX). Additionally, she may return her weapon to its sheath reflexively at any time. Finally, while this Form is active, Staggering or incapacitating an opponent with a sheathed strike also awards one Void Point.

If the martial artist opts to take her turn after all other combatants in a round, she may spend 1 Mote to enter Single Point Shining into the Void Form reflexively. Non-Celestial Exalted must

succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 unsoakable damage from overstressing their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Six-Point Scabbard Binding (••)

*Resonance: Martial Arts*

Weaving the hilt of her blade in an intricate and mystically resonant pattern, the martial artist forces hostile magic to manifest before her as a floating, burning mote of compacted Essence, and then with a draw-and-cut, strikes it in twain.

**System:** Whenever the character is the subject of any supernatural power that seeks to transform, infect, taint, transport, or control her body or spirit, or to alter her destiny or her place in the world (such as by magically altering her Backgrounds), if her sword is readied and sheathed and she has at least one Void Point available, she may reflexively roll (Perception + Martial Arts) against difficulty 8. Success coalesces the effect before her, allowing her to sacrifice all of her Void Points to destroy it with a draw-and-cut attack. Her sword is left unsheathed in the wake of using this Charm.

## Void-Slicing Wind (••)

*Resonance: Martial Arts*

Having determined the perfect killing angle, the martial artist draws and cuts, delivering a blow capable of felling gods.

**System:** Spend 1 Mote and make a Single Point Shining into the Void attack. The martial artist's blade must be sheathed to use this Charm, which unsheathes it and strikes all in one motion. This attack may strike dematerialized opponents, if the martial artist is capable of perceiving them. Its base damage is increased by +2 per Void Point she has available, and all Void Points are lost in the course of striking this blow. If the damage inflicted by this attack exceeds her target's Stagger Threshold by two or more, she may cause the inflicted Wound to be mauled if she desires. Her sword is left unsheathed in the wake of using this Charm.

## Blinding Nova Flare (•••)

*Resonance: Martial Arts*

The martial artist perfects her drawing-and-cutting technique, making it transcendently deadly and inescapable.

**System:** If Void-Slicing Wind consumes at least three Void Points, it may target enemies up to one zone farther away than she otherwise could, striking them down with a cutting pressure wave (so if the Solar Charm Sandstorm Wind Attack were already active, that Charm could strike an opponent up to two zones). If it consumes at least five Void Points, it becomes unblockable. If Void-Slicing Wind consumes at least seven Void Points, the attack's damage becomes aggravated.

Additionally, Gathering Light Concentration generates one additional Void Point at the end of any round in which the martial artist was the subject of an attack which failed to strike her.

Finally, once per scene, the martial artist gains the ability to reflexively spend 2 Motes at the end of a round after all combatants have used their turn to make an extra Single Point style attack

against a Staggered foe. This attack is enhanced by Void-Slicing Wind. If it incapacitates its target, the martial artist's Void Points are not lost.

## Snake Style

This ancient style stretches back thousands of years and has flourished into countless regional variants, including but not limited to Cobra style (a killing art found in the deep South and Southwest, from the Cinder Coast to Dajaz), Singing Asp style (a tournament style founded in Great Forks and practiced throughout the far East), Winding Adder style (a self-defense style much-seen along the coastal North), and Sea Serpent style (a style practiced in the Neck and several other portions of the West, believed to promote health and longevity). Likely its most popular variant is Rock Snake style, a battlefield art practiced throughout much of the coastal South, the Dreaming Sea region, and portions of the Blessed Isle. The various Snake styles are based on observation of nature, with practitioners imitating the darting strikes of a serpent. It is broadly favored by slim combatants who do not have a great deal of muscle mass to rely on, thanks to its focus on pressure point strikes and nimble dodging; in the West, it is considered a women's style, and not commonly taught to men.

**Form Weapons:** Snake uses Dexterity-based unarmed attacks, usually in the form of two-fingered 'fang' strikes to various pressure points. It also utilizes hook swords (Dexterity, 5 damage, lacerated) and section staves (Dexterity, 6 damage, bruised, two-handed, nimble).

**Armor:** Snake style can be used unarmored or in light armor.

**Prerequisites:** Snake stylists must be nimble, possessed of a sense of rhythm, and aware of the body's major nerve clusters. Before practicing this Martial Arts style, a character must have Athletics •, Medicine •, Performance •.

### Striking Cobra Technique (•)

*Resonance: Martial Arts*

The serpent claims victory not from striking hardest, but from striking first.

**System:** When the martial artist directs a Snake style attack against an enemy who has not yet taken his turn this round, she may reflexively pay 1 Mote to increase its base damage by her Dexterity rating.

### Armor-Penetrating Fang Strike (••)

*Resonance: Martial Arts*

The martial artist's blow rips through even the sturdiest armor to destroy vulnerable pressure points beneath.

**System:** The martial artist reflexively spends 1 Mote. For the rest of the round, all of her Snake style attacks inflict aggravated damage.

### Snake Form (••)

*Resonance: Martial Arts*

The martial artist assumes a swaying, hypnotic battle form, confounding her opponents.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Snake Form. For the rest of the scene she increases her soak value by +1. Additionally, once per round, she may invoke her Dodge at a cost of 0 Willpower if attacked after she has already taken her turn.

If the martial artist attacks an opponent who has not yet taken his turn, she may spend 1 Mote to enter Snake Form reflexively. Non-Celestial Exalted must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 damage from oversteering their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Snake Strikes the Heel (••)

*Resonance: Martial Arts*

Woe to those who attempt to grasp a serpent ready to strike, for they will feel only fangs and death.

**System:** Once per scene, when the martial artist has not yet taken her turn during a round, she may respond to an attack directed against her by cutting ahead of the attacker at no cost and directing a Snake style strike at him. This uses up the martial artist's simple and swift actions for the round, but if the attack inflicts damage, then the attacker loses a number of dice from his attack equal to the damage inflicted, and if it Staggers him, he loses his turn altogether.

If she completely avoids an attack by Dodging it, the martial artist may reset this Charm such that it can be used again. Snake Strikes the Heel cannot be used while Staggered.

## Essence Venom Strike (•••)

*Resonance: Martial Arts*

The martial artist injects a dose of crippling, poisonous Essence into her target, slowly and painfully killing him.

**System:** Spend 1 Mote and make a Snake style attack as a simple action. If it strikes, whether or not it inflicts damage, the target is afflicted with serpent venom (see p. XX); additionally, if the target is not immune to poison, then for the next (Essence rating) rounds, the target is forced to act last in the round, after all other characters have taken their turns, and if he is Staggered by that point, he must spend 1 Willpower to take a turn at all.

## Stumbling Fist Style

This is not truly a single style, but a wide array of diverse styles united by a common idea: utilizing deceptive movements that cover up the martial artist's true intent as she defends, attacks, advances, and retreats, generally by mimicking a drunkard's stumbling motions.

Various branches of the style can be found in all five directions. It is especially popular in the West and East. While Stumbling Fist branches can be found on the Blessed Isle and the style enjoys dedicated practice even within the upper echelons of the Scarlet Dynasty, Dynasts generally consider it disreputable. Of course, Water Aspects are rarely dissuaded by something being disreputable.

Major styles within this family of martial arts include Falling Leaf, whose practitioners are famed for their exhibition matches during Eastern festivals; Drunken Mule, a style popular with caravan guards, Medoan janissaries, and mercenaries in the North; Orgiastic Fugitive, a heavily

proscribed and greatly romanticized variant originating in the Dreaming Sea region; and Dancing Flute, a style widely practiced along the Cinder Coast and, in the far West, associated with pirates.

**Form Weapons:** Stumbling Fist uses Dexterity-based unarmed attacks in the form of sucker punches, elbow strikes, knee lifts, short kicks, full-body-force headbutts, and straight-arm blows. Additionally, choose one of the following as a form weapon for the particular branch of the style the character practices: metal flute, metal-rimmed jug or reinforced gourd, iron cane, hookah or opium pipe, or improvised weapons (all have the traits of improvised weapons, save that all must be wielded with Dexterity).

**Armor:** Stumbling Fist styles are universally practiced unarmored.

**Prerequisites:** Stumbling Fist practitioners need a loose rhythm, a deceptive mind, and a resilient body to effectively hold the poses demanded by the style (and, in some branches, to fight effectively while intoxicated). Before practicing this Martial Arts style, a character must have Manipulation ••, Athletics •, Performance •, and Resistance •.

## Drunken Sway (•)

*Resonance: Martial Arts*

The martial artist staggers and stumbles as though unaware she is even in a fight, her unpredictable movements throwing off her opponents.

**System:** Use a swift action to stumble around unpredictably. Until the martial artist's next turn, increase her Defense by +1 and her Dodge by +1.

## Monk Finds His Sandal (••)

*Resonance: Martial Arts*

The martial artist reels away from her enemies, who overexpose themselves and then suffer a counterattack as the martial artist suddenly straightens up, delivering a headbutt to the chin, elbow to the gut, jug to the face, or kick directly in the solar plexus.

**System:** The first time each in each round that the character avoids an attack directed at her by an opponent in the same zone while Drunken Sway is active, she may immediately make a reflexive Stumbling Fist style attack at her unsuccessful attacker. She may also make such an attack against anyone in the same zone who Staggers her with a successful attack, even if she has already made a counterattack with this Charm during the same round.

## Stumbling Fist Form (••)

*Resonance: Martial Arts*

The martial artist assumes a loose, reeling stance, unleashing dramatic force from her hips with each attack while confounding her opponents' expectations.

**System:** The martial artist spends 1 Mote and a simple action to assume the Stumbling Fist Form. For the rest of the scene, all of her Stumbling Fist attacks increase their base damage by +2. She may choose to set her unarmored soak value, before other modifiers, to 7 rather than the usual 5. Finally, the martial artist may pay 1 Mote rather than using a swift action to activate Drunken Sway while the Form is active.

If someone attacks the martial artist and fails to strike her, or if she is intoxicated, she may spend 1 Mote to enter Stumbling Fist Form reflexively. Non-Celestial Exalted must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 unsoakable damage from overstressing their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Tip the Jug (••)

*Resonance: Martial Arts*

The martial artist strikes her opponent in the forehead with a stiff elbow, knee, or weapon from an unexpected angle.

**System:** Reflexively spend 1 Mote. For the rest of the scene or until she is next Staggered, anyone damaged by one of the martial artist's Stumbling Fist attacks suffers a –3 penalty on his next simple action as he is stunned by the impact, or –5 if the attack Staggers him. Staggering or incapacitating an opponent with a Stumbling Fist attack also gives the martial artist the option to gain +2 Dodge.

## Burning Plume (•••)

*Resonance: Martial Arts*

The martial artist swigs a mouthful of alcohol, then ignites it with her Essence as she blows it out in a burning stream.

**System:** Spend 1 Mote and roll a Dexterity + Martial Arts attack as a simple action against an opponent up to one zone away. If it succeeds, it is considered a Stumbling Fist style attack, it has a base damage of 6 (or 8, if Stumbling Fist Form is active), and if it Wounds the target he is burned and set on fire. He is subjected to a bonfire environmental hazard at the end of every round until he either uses a simple action to automatically extinguish the flames, or uses a swift action to employ complex movement and make a successful reflexive (Wits + Athletics) roll against difficulty 8 to smother the flames.

## Tiger Style

Another of the ancient animal styles, there are two major variants of Tiger style to be found in Creation. The “Striking Tiger” strongly emphasizes strength and armed combat, and is a battlefield art that is very common throughout the East and Southeast, particularly around the shores of the Dreaming Sea. The “Stalking Tiger” is rooted in the jungles of the Southwest, from An-Teng down to the Bay of Kings, and stresses footwork and bare-handed fighting as a means of self-defense. Both are broadly popular on the Blessed Isle and have schools spread throughout Creation.

**Form Weapons:** Striking Tiger uses Strength-based unarmed attacks, usually in the form of palm strikes and rigid finger-rakes. It also uses tiger claws and other claw-like weapons. Stalking Tiger shares these weapons, but wields them with Dexterity. Tiger strikes can always inflict lacerated Wounds thanks to its gruesome iron-hard finger rakes and muscle-separating wrenching attacks, if the attacker desires.

**Armor:** Tiger style must be practiced unarmored.

**Prerequisites:** Tiger demands powerful leg and back muscles to drive its attacks and movements, and an ability to blend into shadows. Before practicing this Martial Arts style, a character must have Athletics ••, Stealth •.

## Crimson Leaping Cat Technique (•)

*Resonance: Martial Arts*

The martial artist advances in a ferocious rush, converting her momentum into a fearsome strike.

**System:** When the martial artist moves into a new zone and launches a Tiger strike at a target there in the same turn, her attack gains +2 base damage and her damage roll ignores the rule of 1s.

## Leap from Cloaking Shadows (••)

*Resonance: Martial Arts*

The martial artist erupts from the shadows, striking down her enemies with a shattering blow that claims a great advantage.

**System:** When making an unexpected Tiger style attack, or when directing a Tiger style attack at an enemy who moved a zone away from her on his previous turn, or who is prone, the martial artist doubles up to (higher of Athletics or Stealth rating) successes on the roll when converting them to threshold damage dice. If the target is also crippled by Spine-Shattering Bite or is Staggered, the attack inflicts aggravated damage.

## Spine-Shattering Bite (••)

*Resonance: Martial Arts*

The martial artist targets her enemy's bones, crippling him with a vicious strike.

**System:** When the martial artist Staggers a target with a tiger style attack, she may reflexively spend 1 Mote and declare that the enemy is knocked prone, as well as crippled for the rest of the scene: If he uses any swift action other than hold steady, it counts as complex movement and becomes a simple action.

## Tiger Form (••)

*Resonance: Martial Arts*

The martial artist tenses all of her muscles, gaining a stalking grace and ferocious power that translates directly from her legs to her fists.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Tiger Form. For the rest of the scene, she suffers no penalties for fighting while prone, and may move while prone as though she were standing up. Tiger attacks directed against a prone or Staggered opponent inflict a -2 Defense penalty. When the martial artist Staggers or incapacitates an opponent, she may use the shock of his spiraling body falling to the ground as a pretext to reflexively vanish into stealth, with a difficulty determined by the availability of nearby hiding places.

When the martial artist knocks someone prone or strikes them with an unexpected attack, she may spend 1 Mote to enter Tiger Form reflexively. Non-Celestial Exalted must succeed at a

reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 damage from overstressing their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Angry Predator Frenzy (•••)

*Resonance: Martial Arts*

The martial artist enters a state of murderous flow when she assumes Tiger Form, relentlessly pursuing her foes while shrugging off their attacks.

**System:** Reflexively spend 1 Mote when entering Tiger Form to add the following benefits while it is active:

- The martial artist can always move if she was struck before her turn, but if she is only able to do so thanks to this rule, she can only move toward the nearest opponent.
- The martial artist may choose to set her unarmored soak value, before other modifiers, to 7 rather than the usual 5.
- The martial artist's Tiger style attacks inflict a -2 penalty to her target's Stagger Threshold.

## Immaculate Martial Arts Styles

The five elemental dragon styles were developed by the Sidereal Exalted in the wake of the Usurpation, specifically for practice by the Terrestrial Exalted. While anyone can technically learn these styles, they are intended to press the outer limits of Dragon-Blooded potential and, as such, require years of specialized instruction to initiate into them. The Realm's Cloister of Wisdom provides this training, as do specialized chaplains within the Seventh Legion. Prasad has no formal native school which initiates students into the practice of these styles, but a very few monks perform such tutelage on an informal and personal basis; most Prasadi who wish to study the Immaculate Dragon styles travel to the Cloister of Wisdom and spend years in study there to do so.

Before beginning formal instruction in one of the dragon styles, a Dragon-Blooded character must first learn a Charm of spiritual awakening. A number of such Charms have been developed over the millennia. Three are detailed below. None of these Charms have an elemental aspect, and so are not subject to the discounts of aspect affinity (see p. XX). Completing the initiation necessary for practice of the Immaculate styles also causes the character to be considered Celestial Exalted for the purpose of Martial Arts Charms that make such distinctions.

Learning a spiritual awakening Charm is the capstone of years of specialized training including adherence to particular dietary regimens, Essence-cultivating breathing practices, exacting muscle exercises, overcoming tailored challenges and ordeals, and so on. The training must be customized depending both upon the postulant's elemental aspect and that of the style she intends to practice.

As a result, this method of initiation presently only functions for Dragon-Blooded. While it is probably possible for Liminal Exalted and weaker Exigents to overcome their intrinsic limits in Martial Arts practice in a fashion similar to Dragon-Blooded, all existing regimens to unlock this path to power were formulated especially for the Terrestrial Exalted and will not work for anyone else.

## Iris Bulb Understanding of Secular and Profane Brokerage (•••)

*Resonance: Martial Arts*

This is the oldest surviving Charm of spiritual awakening by which a Dragon-Blooded might expand her spectrum-awareness of the nature of Essence. It was developed to facilitate off-the-record interactions with gods, ghosts, and demons during the First Age, and while sometimes used for under-the-table diplomacy, it was, sadly, more often deployed in soul brokerage with agents of the Yozis or black market dealings with criminal divinities.

In the Realm, its use has been replaced by the generally superior Spirit Walking Charm. Now, it is most likely to be found in First Age manuals of spiritual instruction, or to be taught by Gold Faction mentors who have no access to Spirit Walking.

**System:** Use a simple action and spend 1 Mote. A number of foot-wide black irises bloom around the Exalt's feet and burst into unraveling streams of black-purple Essence. For the rest of the scene, she may behold and physically interact with dematerialized beings, though she cannot see them clearly; she instead sees them as cut-outs in the world, through which she beholds an infinite field of blossoming irises. Spirits see her in the same way. A spirit who attempts to officially recount or record any words or actions exchanged with an Exalt using this Charm must succeed at a difficulty 9 Essence roll to do so; failure renders them incapable of doing so for a year and a day.

## Spirit Walking (•••)

*Resonance: Martial Arts*

The martial artist calibrates her internal energy into alignment with the greater flows of Creation, bringing her into harmony with the spirits that she might police their interactions with the mortals under her charge.

This Charm is taught at the Cloister of Wisdom, and forms the underpinning of the Realm's practice of Immaculate Martial Arts styles. It is considered a vital tool for treating with the little gods and, when necessary, putting them in their place. Exchange students from Prasad also generally learn this Charm.

**System:** The Exalt either reflexively spends 1 Mote, or else uses a simple action to align her chakras and make a (Perception + Martial Arts) roll against difficulty 7. If she succeeds or spends the Mote, she gains the ability to see and interact with dematerialized beings for the rest of the scene.

## Tiger-and-Bear Unity (•••)

*Resonance: Martial Arts*

The martial artist physically connects herself to the great weave of Creation, channeling its power up from the ground through her legs and in from the air to fill her lungs, then unleashes it as a destructive blow.

Tiger-and-Bear Unity is a battlefield Charm dating back to the Shogunate, intended for front-line battle practice of the dragon styles and other powerful martial arts. It is still used in Lookshy to this day. Unlike the other initiation Charms, it in no way aids in dealing with dematerialized beings.

**System:** Reflexively spend 1 Mote when making an unarmed Martial Arts attack to add (Essence rating) to its base damage. If the attack is used within the grounds of a Manse or Demesne and it successfully strikes its target, the target is also Staggered regardless of whether the attack inflicts any damage, though they are not also Wounded unless they suffer damage equal to or greater than their Stagger Threshold.

## Air Dragon Style

Air Dragon is an acrobatic style, emphasizing swift motion, stealth, and lightning-fast offensives. It is a killing art, designed for battle, particularly for hit-and-run fighting. Air Dragons use their motions and harnessed breathing patterns to sculpt the wind into a guiding path for their attacks.

All Air Dragon Charms are considered air-pected, and are subject to the aspect affinity discount for Air Aspects (see p. XX).

**Form Weapons:** Air Dragon uses Dexterity-based unarmed attacks, focusing on closed-fist strikes and sweeping kicks. It also uses an array of weapons including section staves (Dexterity, 6 damage, bruised, two-handed, nimble), fighting chains (Dexterity, 4 damage, bruised, nimble), rope darts (Dexterity, 4 damage, lacerated, nimble), and chakrams.

**Armor:** Air Dragon style is practiced unarmored or wearing light armor.

**Prerequisites:** Air Dragon style emphasizes flexibility, agility, and gymnastic movement. Before practicing this Martial Arts style, a character must have Dexterity •••, Athletics •••, Stealth •, and Thrown •.

## Shrouding the Body and Mind (•)

*Resonance: Martial Arts*

The martial artist wraps herself in a concealing and quickening gale, flickering in and out of visibility.

**System:** Reflexively spend 1 Mote. Until the end of the scene or until Staggered, whichever comes first, the martial artist may cut ahead without spending Willpower. Anyone who attacks her after she has already taken her turn treats her as invisible (see p. XX).

## Air Dragon Form (••)

*Resonance: Martial Arts*

The martial artist assumes a nimble, graceful stance, stirring the winds with her least movement.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Air Dragon Form. For the rest of the scene, she calculates her Defense and Dodge values as though unarmored even if wearing light armor or light artifact armor. Air Dragon attacks made with chakrams may target foes up to two zones away. Finally, all of her unexpected attacks ignore the rule of 1s when rolling damage.

If the martial artist launches an unexpected attack, she may spend 1 Mote to enter Air Dragon Form reflexively. Even with advanced Martial Arts initiation, Dragon-Blooded must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 damage from overstressing their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Cloud Treading Method (••)

*Resonance: Martial Arts*

The martial artist steps her Essence in her lungs before cycling it through the rest of her body, making herself light as air and swift as a gale.

**System:** Reflexively spend 1 Mote. Until the end of the scene or until Staggered, whichever comes first, the Exalt enjoys flawless balance, along with a –2 difficulty reduction to all rolls to jump gaps, pursue, or escape. She can move even if struck before her turn any number of times, and in each round may *either* move two zones when she uses a move action *or* increase the base damage of all Air Dragon attacks by +3.

## Lightning Strike Prana (••)

*Resonance: Martial Arts*

With a powerful exhalation, the martial artist causes Essence to leap from her body in the form of powerful, striking lightning.

**System:** Reflexively spend 1 Mote when making an Air Dragon attack. The attack's base damage is increased by +3, it inflicts a –1 penalty to the target's Stagger Threshold, and the target is stunned by coursing electricity and must discard two successes from his next simple action. If this attack Staggers the target, he cannot use a simple action on his next turn at all.

## Hurricane Combat Method (•••)

*Resonance: Martial Arts*

The martial artist focuses the power of the gale into her limbs, moving like an unleashed hurricane.

**System:** Reflexively spend 2 Motes. At the end of the round, after all characters have taken their turns, make an extra Air Dragon attack. This Charm lasts until the end of the scene or until the character is Staggered, whichever comes first, and may only be used while Air Dragon Form is active.

If a Dragon-Blooded masters this Charm, she gains an aspect affinity (see p. XX) for the element of air, even if she herself is not an Air Aspect. If she is already an Air Aspect, then she no longer needs to make a successful roll to avoid damage when assuming Air Dragon Form, its activation cost drops to 0 Motes, and she gains the option to don the Form with a swift action.

## Earth Dragon Style

Earth Dragon is a “strong” style, facilitating drastic manipulation of the element of earth by channeling Essence through the practitioner's muscles. It is not designed for tournaments or lone heroism. Like the earth itself, it supports the efforts of the martial artist's companions to build atop its humble base, and so it focuses on a mixture of defensive and disabling techniques.

All Earth Dragon Charms are considered earth-aspected, and are subject to the aspect affinity discount for Earth Aspects (see p. XX).

**Form Weapons:** Earth Dragon uses Strength-based unarmed attacks, focusing on direct blows with the fists, channeling strength up from legs firmly rooted upon the ground; and also uses tetsubos: eight-sided war clubs adorned with iron studs (Strength, 7 damage, lacerated, two-

handed). Particularly renowned practitioners sometimes carry Earthquake Poles, an artifact equivalent made of jade (Strength, 9 damage, lacerated, two-handed).

**Armor:** Earth Dragon style can be practiced unarmored or in any sort of armor.

**Prerequisites:** Earth Dragon style places great demands on its practitioners' endurance and strength. Before practicing this Martial Arts style, a character must have Strength •••, Stamina •••, Resistance ••.

## Weapon-Breaking Defense Technique (•)

*Resonance: Martial Arts*

The martial artist catches a weapon between her hands, applying an enormous surge of Essence to wrench it out of an attacker's hands or to utterly destroy it.

**System:** Reflexively spend 1 Mote when Blocking a hand-to-hand attack. If this reduces it to 0 damage, the martial artist catches the attacker's weapon and hurls it to the ground, disarming him (see p. XX).

If the martial artist's Block exceeds the attack's damage by two or more, the offending weapon is shattered and rendered useless if it is a mundane weapon, or forcibly de-attuned if it is an artifact, in addition to being disarmed.

If activated against an attack made with a natural weapon, this Charm lowers the attacker's Stagger Threshold by -1 until the end of the round. It does nothing against projectile attacks.

## Earth Dragon Form (••)

*Resonance: Martial Arts*

The martial artist assumes a wide, rooted power stance, making herself one with the earth.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Earth Dragon Form. For the rest of the scene, increases her soak by +1. If subjected to an attack that would move her out of her current zone or knock her prone, she may make a reflexive (Stamina + Resistance) roll against difficulty 8; success nullifies the effect. Finally, when using an Earth Dragon attack to strike an opponent who is, for whatever reason, unable to use move action (such as being prone, caught in a grapple attack, or having already been struck prior to his turn that round), her damage rolls ignore the rule of 1s and she lowers the target's Stagger Threshold by -1.

If someone attacks the martial artist and she takes no damage from the attack, she may spend 1 Mote to enter Earth Dragon Form reflexively. Even with advanced Martial Arts initiation, Dragon-Blooded must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 unsoakable damage from overstressing their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Hungry Earth Strike (••)

*Resonance: Martial Arts*

The martial artist slams a palm to the ground, sending ripples out through the earth, which is her true weapon. Moments later, the ground opens beneath an opponent's feet and swallows him.

**System:** Spend 1 Mote and use a simple action to make a (Strength + Martial Arts) attack roll against an enemy up to two zones away. Rather than inflicting damage, if it succeeds this attack causes the ground to partially swallow its target; they must reflexively roll (Dexterity + Athletics) against difficulty 8 and gain more successes than the martial artist did, or else be immobilized. While immobilized, they cannot take any swift actions, all attacks against them are considered undodgeable, and they suffer a –1 die penalty to launch attacks of their own. To extricate himself from the ground, the target must use a simple action to pull himself free by succeeding at a (Strength + Athletics) roll against difficulty 8.

## Stillness of Stone (••)

*Resonance: Martial Arts*

The martial artist infuses the calcifying Essence of earth into her target with her strikes, slowly petrifying him.

**System:** Spend 1 Mote when making an Earth Dragon attack. If it succeeds, the target suffers a –1 die penalty to all actions for the rest of the scene, even if the attack inflicted no damage. This penalty mounts with successive attacks, and if it reaches a total of the target's (Essence rating + Stagger Threshold), he immediately perishes and hardens into solid stone.

## Perfection of Earth Body (•••)

*Resonance: Martial Arts*

The martial artist plunges her arms into the earth, connecting herself to the powerful flows of its Essence, and becomes one with them. Her skin hardens into craggy rock.

**System:** Reflexively spend 1 additional Mote when activating Earth Dragon Form. In addition to its normal effects, the increases her soak by a further +1, and her unarmed attacks inflict +3 base damage. She also ignores a number of points of Wound penalties equal to her Essence rating, and her Stagger Threshold is increased by +1.

If a Dragon-Blooded masters this Charm, she gains an aspect affinity (see p. XX) for the element of earth, even if she herself is not an Earth Aspect. If she is already an Earth Aspect, then she no longer needs to make a successful roll to assume Earth Dragon Form without suffering damage, its activation cost drops to 0 Motes, and she may don the Form by using a swift action.

## Fire Dragon Style

Fire Dragon is a hybrid style, mixing internal Essence-refining practices with strong battle techniques. It is a style of rapid, violent attacks interspersed with moments of stillness in which the martial artist gathers her energy for the next offensive. Practice for initiation into the style is almost entirely done with real blades and in direct combat conditions; martial artists suffer a very great deal of injury in the course of developing the fundamentals of Fire Dragon style, and for this reason Exalted healers are always in great demand at the Cloister of Wisdom.

All Fire Dragon Charms are considered fire-pected, and are subject to the aspect affinity discount for Fire Aspects (see p. XX).

**Form Weapons:** Fire Dragon uses quick, vicious Dexterity-based unarmed attacks, including palm strikes, eye rakes, and savage kicks to the joints. It also employs knives and short swords, along with their artifact equivalents, short daiklaves.

**Armor:** Fire Dragon style is compatible with all armor.

**Prerequisites:** Fire Dragon style demands a great deal of ability to fight on in the face of injuries, along with lightning-fast offense and a familiarity with blade work. Before practicing this Martial Arts style, a character must have Dexterity ••, Melee •, Resistance ••.

## Searing Fist Attack (•)

*Resonance: Martial Arts*

The martial artist's blows seethe and crackle with red-hot Essence, impregnating wounds with burning pain.

**System:** Reflexively spend 1 Mote. Until the end of the scene or she is Staggered, whichever comes first, all of the martial artist's Fire Dragon attacks which strike their target cause him to suffer a –1 cumulative Wound penalty for the rest of the scene. If this Wound penalty equals or exceeds the target's Stagger Threshold, then on each of his turns he may only take a swift *or* simple action, not both. While Staggered in this circumstance, he can take neither.

## Breath of the Fire Dragon (••)

*Resonance: Martial Arts*

The martial artist ignites the very breath in her lungs, blowing out a roaring plume of flames.

**System:** Spend 1 Mote and, as a simple action, make a Strength + Martial Arts attack roll against an enemy up to two zones away with a base damage of 6. If this attack Staggers the target, he is set on fire. He is subjected to a bonfire environmental hazard until he either uses a simple action to automatically extinguish the flames, or uses a swift action to employ complex movement and make a successful (Wits + Athletics) roll against difficulty 8 to smother the flames. Striking the target with a Fire Dragon attack during the same round he extinguishes himself re-ignites the flames if the attack Staggers him.

## Essence-Igniting Nerve Strike (••)

*Resonance: Martial Arts*

The martial artist delivers a forceful blow to a pressure point just below the enemy's throat, igniting his nervous system with blazing flames.

**System:** Spend 1 Mote when making a Fire Dragon attack. Its base damage enjoys a bonus equal to the target's current Wound penalties. If any of those wound penalties came from Searing Fist Attack, this attack's damage becomes aggravated.

## Fire Dragon Form (••)

*Resonance: Martial Arts*

The martial artist assumes a rigid, one-legged stance, arms raised and ready to stab and strike.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Fire Dragon Form. For the rest of the scene, she is immune to Wound penalties and, increases her Defense by +1, and her Fire Dragon attacks inflict a –1 penalty to the target's Stagger Threshold.

If the martial artist strikes a target with a Fire Dragon attack and successfully inflicts damage, she may spend 1 Mote to enter Fire Dragon Form reflexively. Even with advanced Martial Arts

initiation, Dragon-Blooded must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 damage from overstressing their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Overwhelming Fire Majesty (•••)

*Resonance: Martial Arts*

The martial artist takes in deep, cyclical breaths, pulsing out Essence in a white-hot corona that surrounds her body.

**System:** Reflexively spend 1 additional Mote when activating Fire Dragon Form. While that Form is active, if the martial artist is not a Fire Aspect, she gains the Fire Aspect anima power and anima flux. If she is already a Fire Aspect, her Fire Dragon style attacks inflict aggravated damage to any target that is not immune to harm from heat and flames.

If a Dragon-Blooded masters this Charm, she gains an aspect affinity (see p. XX) for the element of fire, even if she herself is not a Fire Aspect. If she is already a Fire Aspect, then she no longer needs to make a successful roll to assume Fire Dragon Form without suffering damage, its activation cost drops to 0 Motes, and she may don the Form by using a swift action.

## Water Dragon Style

Water Dragon is a reactive, counterattack-heavy style that studies its opponents and then disrupts their attack patterns, striking their limbs when they move to an aggressive posture and striking their organs when they seek to withdraw. It is regarded as one of the most fearsome and brutal martial arts of the Second Age.

All Water Dragon Charms are considered water-aspected, and are subject to the aspect affinity discount for Water Aspects (see p. XX).

**Form Weapons:** Water Dragon uses loose, fluid Dexterity-based unarmed attacks, focusing on rapid punch sequences, stopping kicks to the knees and shins, and sudden elbow strikes. It also employs tiger claws, and makes whirling attacks with spears and tridents (Dexterity, 5 damage, lacerated).

**Armor:** Water Dragon style can be used unarmored or in light armor.

**Prerequisites:** Water Dragon style requires its practitioners to be able to hold their breath for extended periods, to swim, and to have an instinctive awareness of how opponents will move. Before practicing this Martial Arts style, a character must have Athletics •, Awareness •, and Brawl ••.

## Flowing Water Defense (•)

*Resonance: Martial Arts*

The martial artist matches her defenses perfectly to her opponent's aggression, drawing him forward while remaining unscathed.

**System:** Reflexively spend 1 Mote. Until the end of the scene or until she is Staggered, whichever comes first, all attacks against the martial artist which roll any results of 1 must discard one success, in addition to any subtractions the rule of 1s would otherwise inflict.

Furthermore, if an attack is normally immune to the rule of 1s, Flowing Water Defense reinstates it.

## Drowning-in-Blood Technique (••)

*Resonance: Martial Arts*

The martial artist usurps the blood within an opponent's body with a strike, causing it to surge into his lungs, drowning him.

**System:** Reflexively spend 1 Mote. All Water Dragon attacks the martial artist makes during the round cause internal bleeding if they inflict any damage to the target. Internal bleeding reduces the target's Stagger Threshold by -1 and inflicts a -3 dice drowning penalty on all actions as the victim's lungs fill with blood. In order to escape these penalties, at the end of each round he must reflexively make a (Stamina + Resistance) roll against difficulty 8 to attempt to clear his lungs by coughing up a great gout of blood. If he fails to do so within five rounds, he drowns in his own blood and perishes.

## Flow Reversal Strike (••)

*Resonance: Martial Arts*

The martial artist returns the blows of those who move against her, checking their aggressions with broken bones.

**System:** When using a Water Dragon attack against an enemy who attacked the martial artist since her last turn, that attack's base damage is increased by +1. Increase this by another +1 for each of the following which is true:

- The martial artist currently has Flowing Water Defense active.
- The target's attack failed to damage the martial artist.
- The target's attack failed to strike the martial artist at all.

Additionally, if the target suffers from a drowning penalty (such as due to Drowning-in-Blood Technique, Drowning Embrace, or for any other reason), increase the attack's base damage by a further +3.

## Water Dragon Form (••)

*Resonance: Martial Arts*

The martial artist assumes a flowing, rising and falling, fluid stance that rolls with blows directed against it.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Water Dragon Form. For the rest of the scene, her unarmed attacks increase their base damage by +2, or +3 against Staggered opponents or opponents with internal bleeding. She increases her soak by +1. Additionally, all of her Water Dragon style weapons become nimble.

If the martial artist is struck by a blow which inflicts no damage, she may spend 1 Mote to enter Water Dragon Form reflexively. Even with advanced Martial Arts initiation, Dragon-Blooded must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 damage from overstressing their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Bottomless Depths Defense (•••)

*Resonance: Martial Arts*

Accepting a blow, the martial artist banishes its force into a sucking vortex of elemental water, suffering only a loss of vitality rather than a mortal wound.

**System:** After being struck by an attack but before damage is rolled, spend 1 Mote, 1 Willpower and suffer one level of aggravated damage. All other damage from the attack is negated. Each subsequent use of the Charm in the same scene doubles the health cost from its last invocation (so one level, then two, four, eight, and so on).

If a Dragon-Blooded masters this Charm, she gains an aspect affinity (see p. XX) for the element of water, even if she herself is not a Water Aspect. If she is already a Water Aspect, then she no longer needs to make a successful roll to assume Water Dragon Form without suffering damage, its activation cost drops to 0 Motes, and she may don the Form with a swift action.

## Wood Dragon Style

Wood Dragon is the most esoteric of the Immaculate styles, focusing on the flow of Essence as pure animating life-force. Initiation into the style features extensive meditation in Essence-rich environments while under the influence of powerful hallucinogenic and Essence-reactive drugs such as bright morning, on top of the usual regimens of combat practice and physical cultivation. Wood Dragon practitioners undergo ascetic regimens of starvation, oxygen-deprivation, and shallow live burial to bring themselves to the brink of death, the better to understand the soul and its relation to the living body. Outwardly, it seems the weakest of the Immaculate styles, relying on precise nerve-strikes, but masters of the style are inexhaustible in defense and tend to end conflicts with a single blow.

All Wood Dragon Charms are considered wood-aspected, and are subject to the aspect affinity discount for Wood Aspects (see p. XX).

**Form Weapons:** Wood Dragon uses Dexterity-based unarmed attacks in the form of pressure point strikes with bunched fingertips, and attacks made with the staff and the bow.

**Armor:** Wood Dragon style may be practiced unarmored or in any sort of armor.

**Prerequisites:** Wood Dragon style requires an advanced understanding of the body, the soul, and the spirits of the world. Before practicing this Martial Arts style, a character must have Medicine • and Occult ••.

## Soul-Marking Strike (•)

*Resonance: Martial Arts*

The martial artist injects a tiny sliver of Essence into a key meridian of her opponent's body, guiding her further attacks.

**System:** Reflexively spend 1 Mote upon striking an opponent with a Wood Dragon attack. For the rest of the scene, the martial artist's Wood Dragon attacks against that target penalize his Defense, Soak, and Stagger Threshold by -1. If the target is a spirit, he also suffers an increase of -1 to his Wound penalties for the rest of the scene. Multiple uses of this Charm on the same target don't stack.

## Death-Pattern Sensing Attitude (••)

*Resonance: Martial Arts*

The martial artist attunes herself to the subtle points where the flows of life and death touch against the strands of destiny. Dimly glimpsing intimations of her own demise, she bends all her training to guide herself away from danger.

**System:** Reflexively spend 1 Mote. Until the end of the scene or until she is Staggered, whichever comes first, the martial artist increases her Defense and Dodge by +1. If she is attacked by someone she already tagged with Soul-Marking Strike, it costs 0 Willpower to invoke Dodge or Block against him.

## Spirit-Wracking Method (••)

*Resonance: Martial Arts*

The martial artist strikes key chakras and Essence meridians, shattering the harmony of her target's vital energies.

**System:** When the martial artist strikes a Wood Dragon blow against someone she has marked with Soul-Marking Strike, its damage is aggravated.

## Wood Dragon Form (••)

*Resonance: Martial Arts*

The martial artist assumes an open, loose stance, maximizing the rejuvenating flow of Essence through her body.

**System:** The martial artist spends 1 Mote and uses a simple action to assume the Wood Dragon Form. For the rest of the scene, she heals one point of non-aggravated damage at the beginning of each of her turns. If she is not Staggered, she may use a simple action to focus her vital energy inwards, rolling Stamina + Martial Arts against a variable difficulty to cure a non-aggravated Wound: 6 for bruised or dazed; 7 for drained or lacerated; 8 for burned, blinded, disabled arm, or disabled leg; or 9 for maimed or mauled. Finally, she increases her Stagger Threshold by +1.

If the martial artist suffers an injury, she may immediately respond by spending 1 Mote to enter Wood Dragon Form reflexively. Even with advanced Martial Arts initiation, Dragon-Blooded must succeed at a reflexive (Dexterity + Martial Arts) roll against difficulty 6 when activating this Charm, or suffer 1 damage from overstressing their body.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

## Soul Mastery (•••)

*Resonance: Martial Arts*

The martial artist closes her fist around the ultimate secret of life and death, and then uses it to strike a blow that tears her target's soul apart. Her hand burns with livid green power while she holds this Charm within it.

**System:** Reflexively spend 2 Motes, 1 Willpower. The next unarmed Wood Dragon attack the martial artist lands inflicts aggravated damage, and its target, if successfully struck, must make a reflexive contested roll: the martial artist's (Willpower + Essence) against the target's (Willpower + Essence), both at difficulty 6. If the target ties or gains more successes, she throws off Soul Mastery without further consequence. If the martial artist gains more successes, the target immediately dies, his soul torn from his body and cast aside. If Soul Mastery is

successfully used to destroy a spirit with an Essence rating equal to or lower than that of the martial artist, it is slain forever, its Essence scattered to the winds.

At the end of each round in which the martial artist has *not* discharged Soul Mastery by striking an opponent, she suffers one level of aggravated damage (drained). If (1 + Essence rating) rounds go by and she still has not discharged Soul Mastery's power, it discharges into her and she must resist its effects herself.

If a Dragon-Blooded masters this Charm, she gains an aspect affinity (see p. XX) for the element of wood, even if she herself is not a Wood Aspect. If she is already a Wood Aspect, then she no longer needs to make a successful roll to assume Wood Dragon Form without suffering damage, its activation cost drops to 0 Motes, and she may don the Form with a swift action.

## Forbidden Martial Arts Styles

Few individuals aware that the Forbidden Arts exist, and fewer still grasp their true nature. Peasants and young martial artists spin tall tales of ancient martial arts styles of unimaginable power and esoteric nature, by which their practitioners might project the soul from the body, cause a man's heart to explode simply by striking his forehead with a finger, or freeze the breath in an opponent's lungs merely by concentrating killing intent upon him with a fierce glare. Experienced martial artists, who have lived the reality of daily hard work and the very real limitations of body and Essence, smile at such tales and dismiss them as fanciful exaggerations. Old masters who have been around and seen a great deal of the world's strangeness... say nothing unless deep in their cups. They harbor their suspicions that there is another world beyond the closed-fist brotherhood.

They are correct.

The Forbidden Arts are secret martial arts styles dating back to the First Age, created by the Sidereal Exalted based on their esoteric delving into the deepest secret truths of the constructed nature of reality. Where Snake and Tiger styles emulate the physical motions of deadly predators, the Forbidden Arts step past the natural lessons in the world, beyond the parlor of allegory, and into the outermost fundamental principles of existence as they are understood by those who made the world and those who dwell in the madness beyond it. There is no "mundane" means of practicing the Forbidden Arts; they are, at their most fundamental level, supernatural arts focused upon manipulating the Essence of the body to provoke a powerful sympathetic response from the cosmos. In this manner, they stand at the crossroads of martial arts styles and sorcery.

The Sidereal Exalted are the natural masters (and creators) of these styles, for their Essence is more deeply woven into the phenomenal nature of Creation than that of any other Exalt. In recent centuries, the Maidens' Chosen have been disturbed to discover that their Getimian counterparts are also adept at wielding the Forbidden Arts. Other Exalted practice the Forbidden Arts only with great difficulty if they are capable of grasping their lessons at all, and even then only under direct Sidereal or Getimian tutelage.

In rules terms, Forbidden Art practice breaks down as such:

- **Sidereal and Getimian Exalted:** These Chosen enjoy unrestricted practice of the Forbidden Arts. They alone are capable of tutoring other Chosen in these styles, and of creating new Forbidden Arts.

- **Solar and Abyssal Exalted:** These Chosen may purchase one-dot and two-dot Forbidden Arts Charms, and must receive direct tutelage from a Sidereal or Getimian to do so.
- **All other Celestial Exalted:** These Chosen may purchase only one-dot Forbidden Arts Charms, and must receive direct tutelage from a Sidereal or Getimian to do so.
- **Dragon-Blooded and Liminals:** Liminals and Dragon-Blooded have no facility with the Forbidden Arts and cannot learn them at all. Anys Syn, Chosen of Secrets, has been attempting for many centuries to devise a training regimen by which to shatter this limitation for the Terrestrial Exalted, but has yet to produce anything she is willing to describe as an unqualified success.
- Many Forbidden Arts Charms have minimum Essence ratings before mastery of that technique is possible.
- Characters cannot learn any “Form”-type Charm from the Forbidden Arts until after they have already mastered one entire standard Martial Arts style by purchasing all of its Charms.
- Characters cannot usually begin play with Forbidden Arts Charms. Characters made using “Elder” creation rules may use up to a number of dots of their starting Charm allocation equal to their Essence rating on Forbidden Arts Charms.
- Forbidden Arts otherwise follow the same rules as other Martial Arts Charms.

## Charcoal March of Spiders Style

This is a battlefield style whose focus is simple combat superiority through disabling and destroying enemies. It has a number of applications for neophyte students, a potent Form, and several applications requiring advanced Essence.

This Forbidden Art encompasses mastery of the word CONSUMPTION.

**Form Weapons:** Charcoal March of Spiders uses nimble, Dexterity-based unarmed blows delivered with bunched fingertips or applying brutal nerve pinches. It also utilizes section staves (Dexterity, 6 damage, bruised, two-handed, nimble), which mimic the spider’s legs, and knives, which mimic the spider’s fangs. It also treats attacks made with the Essence-wires it generates as in-style attacks.

**Armor:** Charcoal March of Spiders style must be practiced unarmored.

**Prerequisites:** This style demands a knowledge of poison and Essence-flows. Lore •, Medicine ••, and Occult •• are necessary for its practice.

## Nest of Living Strands (•)

*Resonance: Martial Arts*

The martial artist spins forth the threads of her own destiny and stretches them in a skein across her surroundings, creating both a weapon for herself and an entangling hazard for those who would oppose her.

**System:** Reflexively spend 1 Mote to fill the sector the martial artist occupies with invisible threads for the rest of the scene. Anyone inside a thread-entangled zone who attempts to harm the martial artist suffers a –3 penalty on all attempts to do so. If anyone in such a zone attempts to strike the martial artist and fails, she may use a swift action on her next turn to twitch one of

the threads, entangling his weapon and ripping it away, disarming him (see p. XX). The martial artist may scuttle on her invisible threads; while in an entangled zone, she may use move actions whether or not she has been struck before her turn, and may scurry from point to point across the threads and even stand on what appears to be thin air, employing normally impossible forms of movement that appear to consist of walking or climbing along nothing at all.

**A character must have Essence 2+ to purchase this Charm.**

### Unnatural Many-Step Stride (•)

*Resonance: Martial Arts*

The martial artist grasps a passing thread of destiny and rides along for several moments, moving through causality as the pattern spiders do.

**System:** Reflexively spend 1 Mote at the beginning of the martial artist's turn. She dematerializes until the end of the round, may use a move action even if she was already struck before her turn, and if she does use a move action, may move up to three zones. Each subsequent use of this Charm within the same scene cumulatively increases its cost by 1 Mote,.

**A character must have Essence 2+ to purchase this Charm.**

### Cannibalistic Heritage Technique (••)

*Resonance: Martial Arts*

The martial artist lunges past her opponent with a horrific flickering motion. When she appears on the far side of him, she draws her fists together, causing a formerly-unseen net of cutting wires to draw tight and tear him apart.

**System:** This Charm may only be used against a target in a zone entangled by Nest of Living Strands or while Charcoal March of Spiders Form is active. Use the martial artist's swift and simple actions to spend 2 Motes and move up to two zones. This movement must be used to advance through and past a zone the martial artist's target occupies. At the end of the round, after all other characters have taken their turns, she rolls three Charcoal March of Spiders style attacks against the target. If all three attacks successfully strike him, the target is subjected to a one-time hazard (difficulty 8, damage 3, disabled arm or disabled leg) as the taut wires wound about his body seek to rip him limb from limb. If this final instance of damage successfully Wounds the target, one or more his limbs are amputated.

**A character must have Essence 4+ to purchase this Charm.**

### Charcoal March of Spiders Form (••)

*Resonance: Martial Arts*

The martial artist assumes a hunched, sinister aspect, holding her elbows stiff and cocked, her hands in a cat's-cradle around nothing at all... or perhaps something. Some subtle gleaming when the light strikes just right.

**System:** The martial artist spends 1 Mote, 1 Willpower and uses a simple action to assume the Charcoal March of Spiders Form. The martial artist spins gleaming, razor-sharp wires of Essence from her fingertips. These may be used to make Dexterity-based Charcoal March of Spiders attacks against enemies up to two zones away, with a base damage of 5 (lacerated). An enemy

who Staggered by an attack made with this weapon may be reflexively subjected to one of the following effects:

- He may be disarmed (see p. XX).
- He may be forcibly drawn one zone closer to the martial artist.
- He may be entangled. On his next turn he must either suffer a –2 penalty to whatever simple action he takes as he carefully disentangles himself from the razor-sharp wires, or else must resist a one-time hazard (difficulty 7, damage 3, lacerated).
- Rather than inflicting a lacerated Wound, the martial artist may inflict a disabled arm or disabled leg Wound for a cost of 0 Willpower.

When the martial artist spends Willpower to re-roll an attack made with her wires, the opponent suffers a –1 penalty to Defense against the re-roll as the wires become entirely invisible for a few moments.

Whenever the martial artist moves despite having already been struck before her turn, she may spend 1 Mote, 1 Willpower to enter Charcoal March of Spiders Form reflexively.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

**A character must have Essence 3+ to purchase this Charm.**

### Maw of Dripping Venom (••)

*Resonance: Martial Arts*

The martial artist's blows rain down across her victim's body, poisoning his Essence so that it begins to dissolve his soul.

**System:** Spend 1 Mote and make a Charcoal March of Spiders attack as a simple action. If it strikes the target, then at the end of the round he must make a reflexive difficulty 9 (Stamina + Resistance) roll, and then must do so again on each of the two rounds following. If these three rolls do not cumulatively produce five or more successes, he loses all remaining Health and is incapacitated for the rest of the scene.

If the martial artist spends three consecutive simple actions laying her hand upon the comatose victim's body, she may draw out and consume his soul, instantly killing him and gaining 3 Motes. This permanently destroys spirits, and ensures that ensouled beings do not pass on to the Underworld, reincarnation, or any other outcome besides digestion by the martial artist.

**A character must have Essence 4+ to purchase this Charm.**

### Pattern Spider Touch (•••)

*Resonance: Martial Arts*

The master of this style learns the eight secret atemi of Asna Firstborn, first-forged of the pattern spiders, who dwells surrounded by her teeming young in a sanctum-web larger than the Blessed Isle. Utilizing the principle of these attacks, she may disjoint and rebuild a character's Essence and fundamental existence.

**System:** Spend 2 Motes, 1 Willpower and make a Charcoal March of Spiders style attack as a simple action. If it Staggers its target, he suffers one of the following effects:

- The character becomes a beast, stripped of his mind and his shape but not his supernatural powers.
- The character's body is transformed into a manifestation of one of the five elements, such as a gust of wind, a burst of fire that fades to ashes, a statue, or a tree. The target is still alive, but unless he is an elemental, he likely does not have the power to cause his body to take any sort of actions.
- The character becomes someone else of the martial artist's choosing, precisely as though he had used Ceasing to Exist Approach (see p. XX), save that the transformation is permanent and he completely forgets his original identity. This is useful for transforming enemies into allies or despots into obscure farmers, less useful for transforming farmers into lesser elemental dragons (unless for some reason the martial artist has some use for a lesser elemental dragon with the character sheet of a farmer).
- Unmake the target utterly if he fails a reflexive difficulty 6 Essence roll. In the unlikely event that a Primordial fails this roll or does not use a perfect defense, even it will be obliterated and descend to the Underworld as one of the Neverborn. Any lesser target unmade in this way does not pass on to any afterlife, but rather simply ceases to be.

With the exception of total unmaking, these transformations may be cured as though they were a mutation inflicted by the Wyld. In the case of a target dispersed into an elemental manifestation, it is *strongly* recommended that all of his substance be collected in one place before reversing the transformation.

**A character must have Essence 5+ to purchase this Charm.**

## Citrine Poxes of Contagion Style

This is a corrosive style focused on disrupting the bodies, minds, and souls of its opponents through injections of disruptive Essence to create a number of powerful spiritual diseases. It is geared somewhat toward practice by younger Exalts, with a selection of useful techniques before the advanced practices of the style soar up to elder Essence.

This Forbidden Art encompasses mastery of the word DECAY.

**Form Weapons:** Citrine Poxes of Contagion uses powerful, disruptive Strength-based unarmed blows delivered with a closed fist to major chakras and Essence meridians, as well as strikes with staves, section staves (Dexterity, 6 damage, bruised, two-handed, nimble), and hammers.

**Armor:** Citrine Poxes of Contagion must be practiced unarmored.

**Prerequisites:** This style demands an exceedingly fine awareness of both Essence flows and anatomy, and as such cannot be practiced without Medicine •• and Occult •••.

## Convulsive Displacement Infectious Atemi (•)

*Resonance: Martial Arts*

With a precisely measured strike, the Exalt infects her victim with the spiritual contagion known as Jigsaw Organ Condition.

**System: System:** Spend 1 Mote and make a Citrine Poxes of Contagion attack as a simple action. If it strikes the target, he contracts the Jigsaw Organ Condition.

**Jigsaw Organ Condition:** This supernatural disease requires five successes on an extended difficulty 9 (Intelligence + Medicine) roll to treat, made at intervals of one day. After successful treatment, the victim must make a difficulty 8 (Stamina + Resistance) roll each day at sunrise, but only if his body is intact. Once this succeeds, he is free of the disease. Jigsaw Organ Condition can be communicated to others who help someone suffering from it solve a puzzle; make a difficulty 7 (Stamina + Resistance) roll to avoid infection.

While suffering from Jigsaw Organ Condition, the victim's body becomes disconnected from itself. Each time the victim suffers damage or botches a roll, a limb or organ of the Storyteller's choice (or the attacker's choice, if they're aware of the Jigsaw Organ Condition and seeking to exploit it) pops free or is expelled from the victim's body. The errant limb or organ is still mystically connected to the character's body, even at a distance, although he has no control over it while it is disconnected unless it is his entire head. For example, a separated heart continues to circulate his blood, and a severed head does not die and can still speak and perceive its surroundings. Luckily, restoring separated body parts is as simple as putting the limb back in place or swallowing the missing organ with a re-arm action. Unluckily, any damage done to a separated body part is experienced by the victim, and in the case of purloined organs, can have immediately fatal consequences. Wounds inflicted to vital organs are always maimed or mauled.

## Disjointed Essence Infectious Atemi (•)

*Resonance: Martial Arts*

With a precisely measured strike, the Exalt infects her victim with the spiritual contagion known as Drunken Moth Sickness.

**System:** Spend 1 Mote and make a Citrine Poxes of Contagion attack as a simple action. If it strikes the target, he contracts Drunken Moth Sickness.

**Drunken Moth Sickness:** This supernatural disease requires two successes on an extended difficulty 9 (Intelligence + Medicine) roll to treat, made at intervals of one day. After successful treatment, the victim must make a difficulty 8 (Stamina + Resistance) roll each day at sunrise. Once this succeeds, he is free of the disease. Drunken Moth Sickness is not infectious, but sometimes occurs in nature, generally when someone eats something into which a spirit has been bound.

While suffering from Drunken Moth Sickness, the victim must devote herself to a purpose defined by the martial artist at the moment of infection, such as "humiliate yourself," "protect me," or "kill your friends." The disease can't force a victim to violate his Nature, and it doesn't compel him when there's no obvious opportunity to fulfill its directive present, but otherwise the victim must either make a difficulty 9 Willpower roll each turn, or spend a point of Willpower to use his turn to do anything other than obey the disease's imperative.

**A character must have Essence 3+ to purchase this Charm.**

## Feverish Essence Discharge Atemi (•)

*Resonance: Martial Arts*

With a precisely measured strike, the Exalt infects her victim with the spiritual contagion known as White Sun Sickness.

**System:** Spend 1 Mote and make a Citrine Poxes of Contagion attack as a simple action. If it strikes the target, he contracts White Sun Sickness.

**White Sun Sickness:** This supernatural disease requires three successes on an extended difficulty 9 (Intelligence + Medicine) roll to treat, made at intervals of one day. After successful treatment, the victim must make a difficulty 8 (Stamina + Resistance) roll each day at sunrise. Once this succeeds, he is free of the disease. White Sun Sickness is not infectious, but sometimes occurs in nature, striking those who spend overmuch time meditating on the secrets of the Wyld, the mutability of Luna, the power of the Elemental Dragons, or the inspiring greatness of the Unconquered Sun.

Protagonists suffering from White Sun Sickness must spend an extra +1 Mote the first time each round they spend any Motes; this “Mote bleed” does not count toward their Mote-per-round limit. Antagonists who wish to spend Momentum must spend 1 extra Momentum in a like fashion. Additionally, characters with White Sun Sickness suffer a penalty to all of their actions equal to their own Essence rating as their very Essence roils with fever.

**A character must have Essence 2+ to purchase this Charm.**

## Citrine Poxes of Contagion Form (••)

*Resonance: Martial Arts*

The character surrounds herself with a miasma of spiritual sickness. The very air around her becomes a vector for mystical contagion, occasionally displaying an anima-like lattice of iron dripping with seawater and blood.

**System:** The martial artist spends 1 Mote, 1 Willpower and uses a simple action to assume the Citrine Poxes of Contagion Form. The martial artist is immune to all poison and diseases while this Charm is active. The air in the zone she occupies becomes virulent with Iphimedeia, the Revel Outside the Sealing of the Gates. She may exempt (Essence rating) allies from its effects at the beginning of each round; anyone else exposed to it must make a reflexive (Stamina + Resistance) roll against difficulty 9 or contract the disease.

When the martial artist infects someone with a supernatural disease, she may spend 1 Mote, 1 Willpower to enter Citrine Poxes of Contagion Form reflexively.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

**Iphimedeia, the Revel Outside the Sealing of the Gates:** This supernatural disease requires five successes on an extended difficulty 9 (Intelligence + Medicine) roll to treat, made at intervals of one day. After successful treatment, the victim must make a difficulty 8 (Stamina + Resistance) roll each day at sunrise. Once this succeeds, he is free of the disease. Iphimedeia is not infectious, and may only be contracted in Hell at certain sites that were once holy to Isidoros.

A victim of Iphimedeia is subject to an ongoing hazard as his flesh twists and flows (difficulty 6, damage 2, drained, -2, one round). His Stagger Threshold is considered to be 1+ against this hazard, but while he harbors a drained Wound inflicted by it, he is no longer subject to its damage, only its penalty. Each turn, he must use his swift action to dance with abandon around some nearby person or object, or else transform any other use of his swift action into complex movement as he frantically incorporates his involuntary dancing into whatever sort of action he *wishes* to take. Water Aspects who contract this disease are occasionally left pregnant in its

aftermath, as though they had held congress with another Water Aspect of similarly potent breeding to their own.

**A character must have Essence 4+ to purchase this Charm.**

## Inner Dragon Unbinding (••)

*Resonance: Martial Arts*

The martial artist unleashes a potent series of forceful blows against a target's Essence flows, driving them into absolutely perfect alignment.

**System:** The martial artist spends 2 Motes and makes a Citrine Poxes of Contagion attack roll against a target as a simple action. Even if they do not resist, the difficulty cannot be lower than 6. This attack inflicts no damage; instead, each success on the damage roll is treated as one success on an extended roll to treat a mundane or supernatural disease. Alternately, two successes may be allocated to end an ongoing manipulation of the target's mind, such as Memory-Reweaving Discipline or Hypnotic Tongue Technique, or may cure a Derangement. Three successes may correct a lasting Wound or physical debility such as a missing limb, blindness, or a broken back. Four successes may remove a mutation or twisting of the body inflicted by sorcery, the Wyld, or some similar source; or may cause the character's body to conform with her fundamental self-image, such as by altering her sexual characteristics.

**A character must have Essence 3+ to purchase this Charm.**

## Essence-Shattering Typhoon (•••)

*Resonance: Martial Arts*

Combining every malady at her command into a destructive anathema, the Exalt strikes at reality itself, shattering it into a blistering stream of white-hot fragments.

**System:** The martial artist spends 2 Motes and uses a simple action to begin striking at the air. A torrent of white-hot shrapnel blasts forth, destroying everything within a path encompassing four zones in whatever direction she is facing. Everyone in the attack's path who isn't already in cover must succeed at a difficulty 9 (Dexterity + Athletics) roll to *get* under cover, or else become subject to an ongoing hazard (difficulty 8, damage 6 aggravated, maimed, -1, one round). Groups are subjected to one instance of this hazard for every zone where it and they overlap. Essence-Shattering Typhoon strikes even dematerialized beings caught in its blast.

Alternately, instead of suffering damage, the martial artist may choose to cause the blast wave to inflict a supernatural disease from one of this style's other techniques upon those caught in it.

If the martial artist continues to activate this Charm on subsequent turns, its cost drops to 1 Mote and its range doubles with each consecutive turn: four zones, then eight, 16, 32, and so on. Essence-Shattering Typhoon ends instantly if the martial artist is Staggered.

**A character must have Essence 5+ to purchase this Charm.**

## Gentle Touch of the Wicked Hand (•••)

*Resonance: Martial Arts*

Engaging in inventive wickedness, the martial artist studies terrible and obscure diseases and learns to create them with an infectious strike.

**System:** This Charm may be purchased repeatedly. Each time the martial artist does so, she becomes able to spend 1 Mote and make a Citrine Poxes of Contagion style attack as a simple action which, if it succeeds, infects its target with a new supernatural disease, in much the same fashion as Convulsive Displacement Infectious Atemi, Disjointed Essence Infectious Atemi, and Feverish Essence Discharge Atemi. She must first make a detailed field study of a particular supernatural disease before each purchase of this Charm, accumulating 20 successes on a difficulty 6-9 (depending on the disease's complexity and power) extended (Intelligence + Medicine) roll, made at one-month intervals.

**A character must have Essence 4+ to purchase this Charm.**

## Kaleidoscopic Border of Logic Style

This horror is a style designed to attack its victims through vectors of ego, identity, and perception-of-self. It is considered advanced even among the Forbidden Arts, ill-suited for young martial artists: a style geared for grappling with esoteric entities and abstract foes. To deploy its higher techniques against a mere combatant is the very definition of cruelty. Chejop Kejak, leader of the Bronze Faction, is known to have mastered this style.

This Forbidden Art encompasses mastery of the word IDENTITY.

**Form Weapons:** Kaleidoscopic Border of Logic style uses Dexterity-based unarmed attacks, generally Essence-realigning strikes made with two stiffened fingertips.

**Armor:** Kaleidoscopic Border of Logic may only be practiced unarmored.

**Prerequisites:** This style calls for advanced understanding of others, of the self, and of the structural processes of identity, memory, and the world itself. Those who wish to practice it must possess Lore ••• and Empathy •••.

## Birth of the Perfect Ego Juggernaut (•)

*Resonance: Martial Arts*

Using a carefully calculated strike, the martial artist aligns her target's Essence flows into a momentary array of limitless perfection. Such perfection is an addictive trap that breaks the mind of he who embraces it.

**System:** Spend 3 Motes and make a Kaleidoscopic Border of Logic attack as a simple action. If it strikes the target, he takes no damage, but knows that his actions are now perfect. He may then spend a point of Willpower to reject perfection and escape this Charm's trap. If he embraces this knowledge instead, then his next action does indeed gain ten additional automatic successes. The action after that, however, is merely a standard action, as are all the actions that follow. The target gains a Derangement which convinces him that his actions are everlastingly perfect, that his every effort creates epic perfection: his every blow fells armies, his every song breaks hearts. His strength is limitless, his passion boundless. His faulty perceptions paper over disparities with reality as best they can; when the gap grows too big to deny, he hallucinates equally epic villains who are to blame for his shortcomings. Attempting to run tirelessly from Nexus to Lookshy, it is a sorcerous wind full of demons that holds him back, not his own exhaustion. When he strikes a sheer cliff face to shatter it into climbable stairs, his enemies cause an avalanche to ruin his works.

Even after overcoming this Charm's Derangement, it can be very difficult indeed for the target to return to a life where he is merely himself, and where the world is indifferent to his existence.

**A character must have Essence 4+ to purchase this Charm.**

## Freeing the Father from the Child (••)

*Resonance: Martial Arts*

Delivering a potent knife-edge chop, the martial artist severs her target from his future.

**System:** Spend 3 Motes and make a Kaleidoscopic Border of Logic attack as a simple action. If it Staggers the target, then he loses the ability to form new memories. He remembers everything up to the point of being struck with this Charm, but henceforth at the end of each scene, he loses all of his memories of everything that transpired during that scene. His life is a gap of unknown duration stretching from the moment he was struck by this Charm up until, oh, a few minutes ago. This debility is permanent and can only be cured by magic, as though it were a Derangement.

**A character must have Essence 5+ to purchase this Charm.**

## Impersonal Personal Denature Sting (••)

*Resonance: Martial Arts*

The martial artist strikes not merely at an opponent's body, but at his fundamental sense of self, shattering it and rebuilding it as she sees fit.

**System:** Spend 3 Motes and make a Kaleidoscopic Border of Logic attack as a simple action. It cannot inflict anything but non-aggravated damage, and this damage cannot produce any non-bruised Wounds, but its final inflicted damage is doubled. If the attack incapacitates the target, and the martial artist spends the next five turns using simple actions to hold a hand to his brow and concentrating to realign his Essence, she may redefine his Intimacies and his Nature. He must make a difficulty 9 Willpower roll at the end of every subsequent story to attempt to revert these changes to their former state, one by one.

**A character must have Essence 5+ to purchase this Charm.**

## Two Score Mirror Glance (••)

*Resonance: Martial Arts*

The martial artist mentally recoils from an opponent, then enacts that motion in reverse, delivering a disjointed strike that traps her foe within a cage of his own history. Though occasionally used as a teaching-tool, or a means of examining one's own history, most Sidereals consider it a torture device of unsurpassed cruelty.

**System:** Spend 2 Motes, 1 Willpower and make a Kaleidoscopic Border of Logic attack as a simple action. If it Staggers the target, then he stops moving and skips his next turn. His Defense drops to 3 and his Stagger Threshold to 1+ until the end of that skipped turn. Although in the real world only moments pass by, in the target's mind he is experiencing his entire life backwards, moment-by-moment, in real time, reliving everything that has ever happened to him with perfect clarity but in reverse. This shatters any illusions or memory-altering magic he may be suffering under, as he relives all of his memories with absolute objective clarity. This is of scant benefit, however, next to the fact that the victim spends decades (or in the case of elder Exalted and gods,

centuries or potentially even millennia) caught hurtling inescapably backward along the track of his own history as a helpless observer, awaiting the moment before his birth and the annihilation of self that goes with it.

When that moment arrives, the target must make a reflexive Willpower roll against difficulty 9 and gain three successes. If he fails to do so, he gains a Derangement.

**A character must have Essence 5+ to purchase this Charm.**

## Words Are Not Enough Infliction (••)

*Resonance: Martial Arts*

Delivering a powerful palm strike, the martial artist shatters her target's ability to perceive or understand herself or others.

**System:** Spend 2 Motes and make a Kaleidoscopic Border of Logic attack as a simple action. If it Staggered its target, then he permanently loses his ability to speak or understand a single known language. If this Charm leaves the target with no languages, then he loses his ability to learn or understand any language, ever. These debilities can only be cured with magic, as though they were Derangements.

**A character must have Essence 5+ to purchase this Charm.**

## Kaleidoscopic Border of Logic Form (•••)

*Resonance: Martial Arts*

The martial artist assumes a formless, ready stance that nonetheless intimidates all who see it with the imposing reality of her presence. White threads rise and waver through her anima if it is manifest.

**System:** The martial artist spends 1 Mote, 1 Willpower and uses a simple action to assume the Kaleidoscopic Border of Logic Form. When she touches someone while this form is active, she may make a contested (Willpower + Essence) roll against them (both at difficulty 6). If she gains more successes, she takes total control of the target's mind and body for the rest of the scene. She may command him to do anything that does not violate his Nature. If he is a protagonist, may spend his Willpower and Motes to activate his Charms and other powers. If he is an antagonist, she may spend Momentum to fuel his special abilities without needing the Storyteller's permission. Puppeteering someone else does not impede the martial artist's ability to act in any way. She may simultaneously control up to (Essence rating) other people.

When someone who does not know the martial artist asks her who she is, she may spend 1 Mote, 1 Willpower to enter Kaleidoscopic Border of Logic Form reflexively.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

**A character must have Essence 5+ to purchase this Charm.**

## Prismatic Arrangement of Creation Style

This is an atypical style encompassing four lesser Form-type Charms and one greater Form. It is often recommended to younger Sidereals, the better to take advantage of lesser styles while developing the breadth and depth of skill for advanced techniques.

This Forbidden Art encompasses mastery of the word ESSENCE.

**Form Weapons:** Prismatic Arrangement of Creation exclusively uses unarmed attacks, utilizing both Strength-based direct blows and Dexterity-based nerve strikes.

**Armor:** Prismatic Arrangement of Creation style may only be practiced unarmored.

**Prerequisites:** This style demands comprehensive study of the lore of the world and its subtle workings. Lore ••, and Occult •• are necessary for its practice.

## Spell-Shattering Palm (•)

*Resonance: Martial Arts*

The martial artist leaps forward, delivering a shattering palm strike that destroys the structure of a spell.

**System:** In the moment of a spell's unleashing, reflexively spend 1 Mote and roll (Strength + Martial Arts) against difficulty 6. If the martial artist rolls a sufficient number of successes, the spell is obliterated as it is cast, exploding into bright drifting sparks of Essence that flutter through the area in a luminous haze for minutes afterwards. It takes five successes to destroy a Terrestrial Circle spell, seven to destroy a Celestial Circle spell, and nine to destroy a Solar Circle spell.

Alternately, the martial artist may spend 3 Motes, 1 Willpower to attempt to destroy an ongoing spell or sorcerous working. She makes the roll described above from the closest point she can find to the epicenter of the spell; in the case of some spells where this point is very non-obvious, such as a generalized curse upon a family's bloodline, she must perform research and make a successful difficulty 9 (Intelligence + Occult) roll. Destroying a spell requires three more successes than it would if smashing it in the moment of its casting. Destroying a working requires (Ambition x 4) successes.

**A character must have Essence 2+ to purchase this Charm.**

## Demesne and Manse Form (••)

*Resonance: Martial Arts*

The martial artist roots her feet upon the earth and spreads her arms wide, making of her body a temple and channeling the Essence of the world into and through herself. A Hearthstone forms upon her brow, her caste mark gleaming in its depths.

**System:** The martial artist spends 1 Mote, 1 Willpower and uses a simple action to assume the Demesne and Manse Form for the rest of the scene. Every artifact to which she is attuned is considered to bear a Hearthstone whose rating is equal to her Essence within each of its empty sockets. She also reduces the attunement value of all attuned artifacts to 0, and gains a number of Motes equal to the combined normal attunement value of her attuned artifacts.

While the martial artist stands upon the grounds of a Demesne, she may spend 1 Mote, 1 Willpower to enter Demesne and Manse Form reflexively.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

**A character must have Essence 2+ to purchase this Charm.**

## Four Magical Materials Form (••)

*Resonance: Martial Arts*

The martial artist's body flickers and scintillates with transformative power, becoming unbreakable.

**System:** The martial artist spends 1 Mote, 1 Willpower and uses a simple action to assume the Four Magical Materials Form. For the rest of the scene, she gains the following benefits:

- **Deadly Starmetal Offensive:** The character's fingernails lengthen and become both razor-sharp and unbreakable. Her unarmed attacks inflict lacerated Wounds, and gain a base damage of 7.
- **Orichalcum Sheathing Stance:** The character increases her Soak rating by +2.
- **Flickering Moonsilver Approach:** The martial artist can always move regardless of whether she has been struck before her turn.
- **Five Jade Fury:** The martial artist's Stagger Threshold is increased by +1, and once per round she may invoke a Block or Dodge for 0 Willpower.

If the character is attuned to at least one artifact made of jade, moonsilver, orichalcum, or starmetal, she may spend 1 Mote, 1 Willpower to enter Four Magical Materials Form reflexively.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

**A character must have Essence 4+ to purchase this Charm.**

## Games of Divinity Form (••)

*Resonance: Martial Arts*

The martial artist assumes the infinitely baroque posture of the spirit courts, embodying the four powers of the mind: aspiration, effort, intention, and analysis. Though no imperfect being can perfectly express this Form, her movements still speak of a perfection in the universe, and hearts break to see it.

**System:** The martial artist spends 1 Mote, 1 Willpower and uses a simple action to assume the Games of Divinity Form. For the rest of the scene, any who attempts to strike her must first succeed at a successful reflexive difficulty 9 Willpower roll in each round or use his turn to do something else. Those who behold the Games of Divinity form must spend 1 Willpower point or else become addicted. Henceforth, an addict must succeed at a difficulty 9 Willpower roll to turn down any reasonable opportunity to see the Games of Divinity Form being practiced again. Only going cold turkey for a year and a day may break this addiction without recourse to magic.

When the martial artist receives a compliment of any sort from any enemy, she may spend 1 Mote, 1 Willpower to enter Games of Divinity Form reflexively.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

**A character must have Essence 3+ to purchase this Charm.**

## Soul Fire Shaper Form (••)

*Resonance: Martial Arts*

The martial artist's motions make her a causal nexus, channeling the Essence flows of Creation, Heaven, Hell, and the Underworld through her spirit and flesh. If her anima manifests while in this Form, it burns with a rippling, multihued radiance.

**System:** The martial artist spends 1 Mote, 1 Willpower and uses a simple action to assume the Soul Fire Shaper Form. For the rest of the scene, her Essence rating is considered to be 10. This does not allow her to spend experience points or supernal experience points on anything she normally could not, nor does it increase her maximum Mote capacity. In all other respects, however, she is considered to have an Essence rating of 10. If there are any active ongoing Charms with Essence-based effects, they are retroactively empowered as though the martial artist's Essence rating had been 10 at the time of their activation.

When the martial artist witnesses the casting of a spell, she may spend 1 Mote, 1 Willpower to enter Soul Fire Shaper Form reflexively.

**This Charm cannot be used at the same time as another Martial Arts Form-type Charm.**

**A character must have Essence 3+ to purchase this Charm.**

## Prismatic Arrangement of Creation Form (•••)

*Resonance: Martial Arts*

The martial artist momentarily vanishes, becoming one with every particle of Creation before reappearing, her limbs trailing stardust and her motions shaking reality with their perfection.

**System:** The martial artist spends 1 Mote, 1 Willpower and uses a simple action to assume the Prismatic Arrangement of Creation Form for the rest of the scene. No attack against her is considered unexpected.

While this Form active, the martial artist is always considered to satisfy the reflexive activation requirements of all of this style's other Forms, and may assume any or all of those Forms at their normal cost, potentially having all of the style's Charms active at once.

Alternately, the martial artist may activate Form-type Charms from styles other than the Prismatic Arrangement of Creation, but doing so limits her to a maximum of two Forms in addition to Prismatic Arrangement of Creation Form itself. Thus, she could potentially activate Charcoal March of Spiders and Tiger Form, or Snake Form and Crane Form, or Citrine Poxes of Contagion Form and Four Magical Materials Form.

Finally, while this Form is active, the style weapons of *any* other Form she has active are considered style weapons for *all* Charms of *all* Forms she has active. For example, by activating Prismatic Arrangement of Creation Form, Snake Form, and Water Dragon Form, section staves, hook swords, tiger claws, spears, tridents, and both Strength and Dexterity-based unarmed attacks could be used as in-style attacks for all three styles.

When the martial artist regains a point of Willpower for performing an act that affirms her Nature, she may pay 1 Mote, 1 Willpower to enter Prismatic Arrangement of Creation Form reflexively.

**A character must have Essence 5+ to purchase this Charm.**

## Sorcery

We'll start with the basic rules and assumptions the **Exalted Demake** uses for what sorcery is and how it works, then handle the specific bits, then get to the shopping list:

- Sorcery is mostly inspired by the Third Edition model.

- Sorcery is universal. Everyone gets access to it, although some types of characters get access to it... *differently*.
- Sorcery contains three major elements: initiations, sorcerous workings, and spells.
- Initiations govern your introduction into sorcery and what kind of sorcerer you are.
- Sorcerous workings are big freeform magic rituals to do things that spells can't manage. They're very versatile and very powerful, but slow and imprecise and hard to control.
- Spells are prearranged works of magic embedded in the world, triggered by aligning the world's Essence according to the sorcerer's will. They're much faster and more direct and reliable than workings (but not as responsive as Charms).
- Sorcery is arranged into three tiers of power. In the First Age, these were known as the Terrestrial, Celestial, and Solar Circles, according to who was able to master their secrets. The Realm more commonly addresses them as the Emerald, Sapphire, and Adamant Circles, with the last spoken of mostly in legends. Sorcerers must always ascend through the three tiers in order, generally by buying the appropriate Charm to unlock its power. Most Exalts are not able to advance all the way to the Solar Circle.
- "Sorcery" and "necromancy" are all contained within the same system. Necromancy is a series of unusual initiations, detailed in Volume II.
- The "Limits of Sorcery" sidebar from **EX3** is very much in effect. Sorcery can't turn back time, it can't truly return the dead to life, and it can't give you immortality without some kind of a catch (though damn if people don't keep trying to find a way to sneak around all those limitations).

## Sorcerous Workings

Sorcerous workings are long-term or permanent enchantments, curses, or works of magic that change the world.

The first step in enacting a working is for the player to define what she wants: To return fertility to ruined fields; to raise a city into the sky; to create a vast dome of stable, breathable air at the bottom of the sea; or whatever. The Storyteller then assigns the miracle an Ambition, and the player decides whether she wants the result to be Rigid or Fluid. Finally, the player surveys the Means at her disposal.

A sorcerous working is an extended (Intelligence + Occult) roll whose difficulty, goal, and permitted number of rolls are determined by the working's Rigid or Fluid status, Ambition, and Means. One Willpower point must be paid before making each roll.

By default, the roll has an interval of one day and a limit of only one permitted roll, but the sorcerer's Means may change both of these parameters (notably granting extra rolls so that the extended action is properly extended).

Failure causes a mystic collapse. The gathered power disperses, leaving a temporary Essence haze in the region. The sorcerer cannot attempt another working during the same story. (The great sorcerous academies of the Realm, Lookshy, and Prasad harness substantial geomantic power to suppress the formation of such dead zones, given that failed workings are an expected part of their yearly curriculum.)

A botch immediately causes the violent termination of the working as the magic runs amok in some destructive and undesired way.

Succeeding at a sorcerous working immediately inducts it into reality, and lowers the size of the sorcerer's Mote pool by its Ambition until a story has ended and a new story begun. (If that sounds like weird phrasing, it's to keep workings enacted during the downtime between stories from being essentially "free." If this sounds punitive, hey, at least it's not Third Edition, where we charged you XP for doing these things. You're changing the world forever! That's heady stuff.) Sorcerers refer to this period of weakness by a number of technical terms, but the common jargon is simply "the cost of sorcery." Sometimes the cost of sorcery only lingers for a day or two, sometimes it can weaken a sorcerer for weeks on end. The cost of sorcery is capricious and unpredictable, and only the very young or very foolish assume they'll be able to quickly shrug off its burden according to their own timetable.

If the sorcerer doesn't have a Mote pool big enough to cover the working — as will always be the case for mortal sorcerers, who have no Mote pool at all — then they suffer a -1 penalty to all actions for each Mote by which they are in arrears during the duration of the cost of sorcery. This represents the balance of power being taken out of the sorcerer's personal Essence. In narrative terms, this penalty represents a combination of pain and exhaustion as the very fabric of the sorcerer's being is torn and reduced by the power she commands, and is frequently accompanied by days or weeks of blinding migraines, digestive difficulties, sharp pains when moving and steady aches while remaining still, shortness of breath, general lack of energy and difficulty sleeping. It's an incredibly miserable state to be in, even for the Chosen, who soon discover that Charms intended to banish pains of the body are ineffective in relieving this wound to the spirit (in game terms, the penalty is not considered a Wound penalty despite being narratively accompanied by a great deal of pain).

In the case of mortal sorcerers in particular, accruing a severe working penalty can be dangerous. At sunset each day for a number of days equal to the number of points of penalty in excess of her Stamina rating, a mortal sorcerer must make a (Stamina + Resistance) roll at difficulty 7 or suffer a drained aggravated Wound. As a result, mortal sorcerers charge *very* steep prices for miracle-working on behalf of their clients.

### Someone Else's Problem

The cost of sorcerous workings can be downright incapacitating, especially for Dragon-Blooded, who have very limited Mote pools to work with. So: can you get someone else to do workings for you instead, and have them eat all the penalties?

The short answer is yes. The longer answer is yes, but this tends to shift the burden around rather than obviating it. If you're hiring another sorcerer to do the work, they are likely to charge very steep (Resources 4-5) prices for even simple workings. Mortal sorcerers in particular are very resistant to spending weeks bedridden in constant pain, puking blood and experiencing seizures, and may demand the equivalent of being set up in luxury for life in exchange for workings past Ambition 3 or so. There's also the issue that if, say, a Twilight is hiring sorcerers to do her workings for her, the magicians she hires are probably much weaker than she is, and may fail outright to induct the desired miracles. Certainly, they'll need much more time and Means than she would have if she did the working herself.

If paying a sorcerer seems unappealing, there's always the option of enslaving one. A few spirits study sorcery. Gods can't easily be bound, and Summon Elemental isn't useful in this respect, as it makes a fresh elemental from scratch, and such individuals never come into existence as accomplished sorcerers, but there are a handful of known sorcerers among demons of the Second and Third Circles, and for necromancers, an abundance of ghostly sorcerers rattling around the Underworld. There are a few sorcerously-initiated First Circle demons as well, but Dragon-Blooded sorcerers guard their names and identities with the same ferocity as a fisherman guards his best fishing spots, and most of them are already summoned and bound at any given time, making the art deeply unappealing to the common denizens of Hell.

The primary problem of binding a spirit (aside from the potential to be using a weaker sorcerer than you are to get your workings done, particularly in the case of ghosts) is this: antagonists *always* perform fluid workings, and in the case of ghosts and demons in particular, produce workings tainted by deathly or infernal influences. To the degree that this isn't a problem, sure, bind demons and put them to work. This was done in the First Age on a semi-regular basis, though the Exalted of that era resisted letting their enemies build *too* much of their key infrastructure for hopefully obvious reasons.

## Ambition

Ambition is a trait rated from one to nine, and determines the goal for the extended roll to enact a sorcerous working. A sorcerer may attempt a working whose Ambition exceeds the scope of her circle of initiation, but this increases the Goal by 3 per Circle by which the sorcerer falls short. Ambition 9 workings are not available to those only initiated into the Terrestrial Circle.

**Terrestrial Circle Workings:** Workings of the Terrestrial Circle are generally rooted in transforming, enhancing, or weakening pre-existing elements of the natural world, rather than directly invoking supernatural forces. The more they are fundamentally aimed at dealing with mystical forces or beings, the more constrained their effects tend to be.

Emerald Circle workings are typically limited either in power or scope. An Emerald Circle working might enchant all the fields of a village, but only with a minor blessing: something that would still be a marvel to the inhabitants of the village, but augments the natural properties of that area or protects it against a mundane threat or nuisance, rather than completely overwriting the nature of that region through magic. Conversely, the most powerful workings of this circle are confined to the scope of a single chamber within a larger structure or the transformation of a single character. Even then, transformations of individuals tend to introduce minor uncanny alterations, rather than fundamental transformation of the self.

As a general rule, any sorcerous feat the Storyteller feels should be routine (not merely *possible*, but *routine*) for a Dragon-Blooded or mortal sorcerer should fall under this circle.

**Ambition 1 (Terrestrial, 5 successes):** Create or bind magical entities capable of performing mundane, household chores, but not much else, in service to a person, organization, or structure (the sorcerer-kings of Ysyr use such workings to bind the wee folk crafted by their faerie drudges). Enchant a path to prevent travelers from becoming lost or lead them to a particular location. Draw up a freshwater spring. Flatten a hill. Ward a neighborhood against a particular type of mundane nuisance, such as forest fires, crop-eating pests, or aggressive wild animals.

**Ambition 2 (Terrestrial, 7 successes):** Cross two different species of plant or animal to create a hybrid species with the best traits of both. Give a plant, animal, or object human-level intelligence. Ward a chamber against scrying, teleportation, or intrusion by a particular type of spirit. Grant one temporary Inheritance-style enchantment to oneself or a willing subject.

**Ambition 3 (Terrestrial, 9 successes):** Bless a region to enhance its natural properties, causing a field to always deliver a bountiful harvest or a stretch of a freshwater river to always run clean. Create a completely new but mundane form of life, or breed a specimen of an existing species with a minor supernatural power that augments its strongest traits. Place a curse on a small region that warps or blights its flora, fauna, or natural resources. Grant one permanent Inheritance-style enchantment to oneself or a willing subject. Create a room in which it is always a particular time of day.

**Celestial Circle Workings:** Workings of the Celestial Circle rewrite the laws of the world on a local scale, instill supernatural power into the mundane world, or significantly remake intelligent and even supernatural beings. They can affect entire towns or city districts. As a general rule, this is the circle for sorcerous workings that the Storyteller feels established Lunar and Sidereal sorcerers, as well as accomplished Solar sorcerers, should be capable of achieving without excessive effort, or that an exceptionally potent Dragon- Blood or mortal might be capable of attaining with great dedication, skill, or risk.

**Ambition 4 (Celestial, 11 successes):** Create illusions that haunt a town. Transform a chamber so that its interior replicates the environment of any natural terrain within Creation. Ward a chamber or structure against *all* intruders with magical traps or barriers. Reweave one element of a person's physiology that they consider fundamental to their identity, such as removing a Derangement or birth defect, making someone ugly or beautiful, restoring or removing fertility, changing someone's sexual characteristics, or granting them an Uncanny Feature.

**Ambition 5 (Celestial, 13 successes):** Alter the weather of a town or hamlet over a long duration, extending the harvest season every year or making winters exceptionally harsh. Enchant fortifications with supernatural qualities. Grant a dot of Inheritance to a small group of people. Make alterations to the nature of a willing supernatural being, such as imbuing a fire elemental with the aspect of earth to turn it into a being of molten magma. Spread Uncanny Features throughout the mundane flora and fauna of a small forest. Remove a mutation inflicted by the Wyld from a person.

**Ambition 6 (Celestial, 15 successes):** Create a loyal minion with substantial supernatural powers. Enchant the architecture of an entire structure to grant it limited mobility, the capacity to rearrange itself, or intelligence. Open a tiny shadowland. Unleash a Wyld taint upon a region or temporarily suppress such a taint. Activate or complete a First Age wonder.

**Solar Circle Workings:** Solar Circle workings are the height of what can be accomplished by sorcery. They can rewrite the laws of reality, or write new ones into being. Their scale can be huge, encompassing entire cities at the low end or entire worlds at the upper boundary of potential. This is also the scale at which the limitations of sorcery may be challenged (though not necessarily overcome), such as attempting to gain immortality, cheat death, or violate causality. As long as the Storyteller feels that something should be possible through a sorcerous working, it can be attained through workings of the Adamant Circle.

**Ambition 7 (Solar, 17 successes):** Raise a rainforest in a desert. Dry up a lake. Enchant a small city to emulate the nature of another realm of existence. Purify a hundred miles of shadowland or Wyld. Extract the soul of a willing mortal from his body and transfer it into an automaton or manse. Restore someone's body to the prime of its youth. Ward an entire city against invasion with supernatural traps, barriers, or concealment. Activate or catalyze an exceptionally powerful First Age wonder.

**Ambition 8 (Solar, 20 successes):** Make a city float in the sky. Make a forest far larger on the inside than its borders would allow. Make time run at a different rate within a limited area. Lay a potent curse on a region or group of people that can only be broken when specific circumstances are met. Transform a demon into a god.

**Ambition 9 (Solar, 25 successes):** Make subtle alterations to the metaphysics of the entire cosmos (this was the means used to create the Initiation of the Five Trials). Create a supernatural being of a singular nature and considerable power. Cast a city-sized region into a different realm of existence, or outside of time and space altogether, with set conditions for when it returns or how it can be accessed. Transform a mortal into a god.

## Rigid Workings

In a Rigid working, the player (and sorcerer) defines exactly how they want the working to operate, and if the Storyteller approves, that's exactly how things are.

If it looks like your Rigid working is going to run out of rolls without succeeding, you can decide to switch to Fluid to get easier difficulties to work with, but once you make this decision you can't change back.

**A rigid working is difficulty 9.**

## Fluid Workings

In a Fluid working, the player (and sorcerer) defines what they want the working to accomplish in broad strokes ("I want to protect the city from attacking armies," "I want to restore his youth," "I want to bless the fields with abundant fecundity," and so on), but leaves the fine details up to the Storyteller.

The understanding here is that if you pick a Fluid working, your working is going to come out weird and complicated. The city will be protected because those slain trying to breach it rise as ghosts who are compelled to fight in its defense... but the ghosts don't just go away when the fighting's done, and their presence must be managed somehow. His youth is restored, but he requires a Resources 4 sacrifice of unworked jade during each Calibration or will revert to his true age. The fields are blessed with fecundity that is uncanny. In addition to growing crops, a drop of blood shed upon them will gestate into a child or animal by the end of the season, and the field-grown are obsessively protective of the field; in sufficient numbers, they will eventually refuse to let any other work its grounds, and then in time will refuse to let any other partake of its bounty.

The point is *never* to fuck up a working or twist it so bad that it negates the point of doing it in the first place, or leave the sorcerer worse off than they'd have been if they never did a working at all. A Fluid working is *not a botch*. A Fluid working means there's a *complication to manage* that could have been avoided with a Rigid working.

**A fluid working is difficulty 7.**

## Means

As mentioned, a sorcerous working defaults to only giving you one roll to complete it, and the roll taking a day to enact. Means are additional favorable elements the sorcerer has stocked up to empower the working, which give her a greater chance to successfully complete it by turning a single roll into an extended roll, at one-day intervals.

**Assistance (+1 Roll):** The sorcerer gains the assistance of a supernatural being (usually a god, elemental, or demon, but sometimes a powerful ghost or faerie) whose nature and powers relate to the working. Alternately, she is assisted by a bevy of mortal mystics, a cult, or some other group of supporters who can feed power into her working.

**Complementary Ability (+1 or 2 Rolls):** The sorcerer has an Ability (*not* Occult) which bears directly on the nature or style of the working rated at 4+. If she's breeding together new lifeforms, Medicine or Survival might earn this bonus. If she's conjuring a magical song to befuddle those who pass through a valley, Performance would help. If she's transforming someone's body so that their body and self-image align, Medicine *and* Empathy could potentially contribute (for expertise in anatomy and understanding the dysphoria the working will dispel). No more than two Abilities may be cited as Means in this fashion.

**Complementary Spell (+1 Roll):** If the sorcerer has a spell that strongly relates to the thesis of the working (if her working deals with demons, Demon of the First Circle is a clear asset; if she knows Death of Obsidian Butterflies, she might craft a working that sends swarms of obsidian butterflies to attack ships trying to navigate a certain waterway), she may claim it as a Means.

**Complementary Supernatural Power (+1 Roll):** If the sorcerer has at least three dots of Charms relating to the concept of the working, it can serve as a Means.

**Exotic Components (+1 Roll each):** The bones of a behemoth, the heart of a faerie lord, impossibilities forged from the depths of the Wyld: all of these things might be consumed in the course of a working to serve as a Means, each adding one additional roll. An exotic component is anything that is obviously rare, of intrinsic occult power, and a pain in the ass to obtain.

**Infrastructure (+1 Roll):** A dedicated ritual chamber or sorcerous laboratory counts as a Means. These are expensive and difficult even for the scions of the Realm to assemble, constituting a Resources 5 investment and usually at least a couple of adventures in search of particular rare texts, ritual materials, or precious building materials. They are coveted anyway, as they can be reused again and again for different workings. Recovering an intact First Age facility would be worth +2 rolls.

**Time (+1 or more Rolls):** Failing all else, the sorcerer can slow down and take extra time to enact the working. Changing the working's interval from one day to one week garners an extra roll. Going from a week to a month is worth two extra rolls. Going from a month to a cycle (3 months) is worth three extra rolls. Yearly intervals are worth four extra rolls, but are rarely seen for anything shy of Solar Circle workings where every last possible advantage is needed.

### Undoing a Working

It isn't possible to cancel a working, only to try to counter it with another working. Even then, "I wish to undo this working" isn't a valid working. A counter-working jams up or counteracts an existing working. If a working turns an area into an impassable maze, a counter-working might create a mystic guide that leads people

through the maze safely, or creates a strict series of silver roads that safely cut through the maze. The original working is always still *there*, which can make navigating counter-workings a rather strange experience.

## Sorcerous Initiations

In terms of making a character, all you need to do to be a sorcerer is to buy the Charm: Terrestrial Circle Sorcery. That's not how it works in the fiction.

In the fiction, people become a sorcerer when their way of seeing the world changes. Their mind, their perceptions, their *soul* is fundamentally transformed, altering the way they interact with the universe around them. They can feel the underlying patterns and currents in the Essence that makes up everything, and can reach out with their will to alter those flows.

How does a person get to that point?

There are a lot of ways. You might bind your soul to a mighty demon, gaining occult power in exchange for servitude. You might have your soul remade by the Wyld. You might be kidnapped as a child by a god and forced to curate his undersea library your whole life, slowly soaking up the occult wisdom in those books until they awaken a power within you. You might have studied under mystical tutors at the Heptagram, the Realm's premiere academy of sorcery. You might have discovered a First Age artifact whose power changed your life.

**When making a character**, you decide how it is that your character became a sorcerer, and pick or design an initiation that fits. This grants you one *shaping ritual*, along with one free Terrestrial Circle spell.

**When becoming a sorcerer during play**, you *cannot* simply decide to buy the Terrestrial Circle Sorcery Charm because, hey, it sounds fun. You must first undergo a story of some kind that constitutes a sorcerous initiation; *then* you buy the Charm to catalyze the power. Again, this grants you one shaping ritual and one free spell.

**Shaping rituals** are usually particular means of employing the shape sorcery action (see p. XX) which grant the sorcerer some advantage. All initiations have several such rituals.

A number of example initiations follow.

### Advanced Sorcerous Initiation

Picking up Celestial and Solar Circle Sorcery grants additional shaping rituals. What this *usually* means is that a sorcerer grabs more rituals from her initiation as she advances, but it's possible to encounter other mystic revelations in the course of one's sorcerous career. A character *can* gain a second or even third initiation in this fashion, allowing her to pick shaping rituals from outside of her original initiation.

If the events of the story make sense, it's also possible for a sorcerer to change her starting initiation. Perhaps she first learned sorcery through a demonic pact, but during the course of the game her patron is destroyed and she undergoes extensive tutelage under a Sidereal master to learn less impure ways of imposing her will upon Creation. It would be permissible for her to replace her "Demon Pact" initiation with "a Sorcerous Academy," in this case.

## A Demon Pact

This initiation represents a sorcerer who gained power through some oath or compact which bound her to a mighty being of supernatural power. Probably a sketchy one. Probably a sketchy one who might not ultimately have her absolute best interests in mind. The classic version of this initiation is to a demon of the Second or Third Circle, but it's also entirely possible for the sorcerer's patron to be an illicit god, a lesser elemental dragon, a Deathlord, or something stranger. In any case, her patron awakened her power and now she owes him something. Decide what that is. This initiation is common for Abyssal, Infernal, and Getimian Exalted, as well as many Exigents.

It's often appropriate to represent the patron with the Mentor Background.

**Shaping Ritual (Beseeching Prayer):** The sorcerer may spend several intense minutes in fervent prayer to her patron, asking for a blessing of power. She makes a (Charisma + Performance) roll against difficulty 6. She may bank all of her successes and apply them to a shape sorcery roll later in the same story. She can only keep one such (Charisma + Performance) result banked at a time. If this prayer isn't accompanied by an appropriate sacrifice (such as a fatted calf, haunch of smoking meat, or the blood of a virgin — whatever it is her patron's into) then she owes her patron a service of his choosing before this ritual will function again.

**Shaping Ritual (Consecrated Fane):** While standing within a temple dedicated to her patron, *or* surrounded by members of her patron's cult, *or* standing upon the grounds of a Demesne whose aspect resonates with her patron's nature, the sorcerer adds one bonus success to all shape sorcery actions.

**Shaping Ritual (Frenzied Bloodletting):** *Immediately* on her next turn after killing someone or something, the sorcerer may take a shape sorcery action and add a number of bonus successes depending on what it is she just killed, as she consecrates the death to her patron. An animal is worth one to two successes (a tyrant lizard is usually a more impressive offering than a goat, unless her patron is *super* into goats), a person is worth two successes, and a supernatural being is worth three successes. If the sacrifice was an enemy of her patron, add a bonus success.

**Shaping Ritual (Offering of Life):** By offering up her very own blood in her patron's honor, the sorcerer may increase the power of her mystic arts. During a shape sorcery action, the character may reflexively wound herself (possibly with a wavy ritual dagger), adding two successes to the roll per point of damage she inflicts on herself.

**Shaping Ritual (The Power of His Name):** When making a shape sorcery roll, the sorcerer may reflexively call upon her patron's name to add one bonus success. The only problems with this are that, one, the sorcerer does this aloud, verbally, at volume, which may draw censure in certain circles given the dubious nature of her patron; and two, doing so makes her patron aware of precisely where she is and what she's doing. (This is the classic Elric "Blood and souls for my Lord Arioch!" routine.)

## Ecstatic Revelation

This initiation represents a sorcerer who has awakened her inner power through vision-questing, ingestion of spiritually active drugs such as bright morning, or congress with the spirits. It represents a shamanic sort of sorcerer, attuned to the Essence flows of the natural world and the spirits that tend it. Many sorcerers from margin-cultures gain power through this sort of initiation. It is common among Lunar Exalted, Revelers, Heart-Eaters, and Exigents.

**Shaping Ritual (A Brighter World):** While under the effects of powerful hallucinogenic, spiritually active drugs (which inflict a -2 penalty to all actions unless this narcotic effect is neutralized by some means), the sorcerer adds one bonus success to all shape sorcery actions.

**Shaping Ritual (Fetish of Power):** The spirits have granted the sorcerer a blessed item which empowers her sorcery when she draws upon it. Once per session, she may add three successes to a single shape sorcery action if she has the fetish in her possession.

**Shaping Ritual (Ritual Taboo):** The sorcerer observes some fairly significant taboo to honor the spirits and the Essence of the natural world, and in the process, cultivates her own power. Define this taboo, such as never using any clothing or tool she did not make herself, letting no one see her true face, or never bathing save when the rains choose to wash her clean. She gains one bonus success each time she proceeds from one sunset to the next without breaking her taboo, which she may at any time expend on a shaping action. She may bank up to twice her Essence rating in successes in this fashion. If she breaks her taboo, she loses access to this ritual for the rest of the story, and must undertake some ritual apology to the spirits before observance of the taboo will regain its potency.

**Shaping Ritual (Sacred Hunt):** Upon personally hunting and slaying a mighty beast, the sorcerer may spend several minutes ritually consecrating the kill to the spirits. She makes a (Charisma + Performance) roll against difficulty 7. She may bank all of her successes and apply them to a shape sorcery roll later in the same story. She can only keep one such (Charisma + Performance) result banked at a time.

**Shaping Ritual (Under Untouched Skies):** When the sorcerer is in the wilderness, with no sign of human construction or habitation anywhere in sight, she adds one bonus success to all shape sorcery actions.

## The Five Trials

At some unknown point in the past, a powerful sorcerer carved a path to initiation into the very substance of Creation with a mighty working. Anyone who fervently wishes to become a sorcerer will, by the workings of fate and the auspices of this powerful feat of magic, find herself faced with five trials. If she can overcome them, she will become a sorcerer.

One is the test of humility, in which the seeker must humble herself in her quest for enlightenment.

One is the test of tutelage, in which the seeker is offered wisdom from an unexpected source, and sees it for what it is.

One is the test of journey, in which the seeker wanders far and wide. When something occurs to make her realize that the events of her journey reveal something of the nature of the world, she has passed the test.

One is the test of fear, in which the seeker must overcome one of her heart's starkest terrors.

One is the test of sacrifice, in which the seeker must give up something precious in her search for power.

The origins of the Five Trials are hotly disputed. Some records speak of an academic clique of Solar sorcerers in the First Age. Others believe the Five Trials were created by the elders of the

Silver Pact, that their kind could always find a path to power no matter how dire their persecution. There are other tales. The truth is difficult to discern.

This initiation is very common among the newly-returned Solar Exalted, the Lunar Exalted, Nightmares, Exigents, outcaste Dragon-Blooded, and some Sidereal Exalted whose mentors feel the Trials represent an opportunity to directly observe the workings of fate.

**Shaping Ritual (Exalted Might):** While her anima banner is flaring, the sorcerer has a pool of two bonus successes she may apply to a shape sorcery roll. Once expended, these do not reappear until her anima has dimmed and then reignited.

**Shaping Ritual (Heritor of the Five Stations):** When enacting a sorcerous working, once per story the sorcerer can cite her initiation through the Five Trials as a Means, adding +1 roll.

**Shaping Ritual (Lessons Learned):** Once per session, the sorcerer may use a stunt to recount some lesson she learned during the course of overcoming the five trials, giving herself two bonus successes on a single shape sorcery action.

**Shaping Ritual (Scion of Sacrifice):** Once per scene the sorcerer may reach beyond the limits of her wisdom for power, gaining +1 Limit and adding two bonus successes to a shape sorcery action. This shaping ritual is only available if the character has a Limit track.

## Scarred by Nightmares

This initiation represents a sorcerer who was infected by the power of the Wyld, or scarred by the mind-blasting vistas of Things Man Was Not Meant to See. Perhaps she imbibed alchemical elixirs prepared in the heartlands of chaos. Perhaps she breached the celestial gateway in Ysyr and beheld that which now dwells within Zen-Mu. Perhaps she was caught in the path of a Wyld storm and empowered rather than consumed: one of the lucky few. Perhaps a faerie lord ate most of her soul and hid away a secret treasure of power in the hollow that was left behind, and the sorcerer has learned to wield that power.

This initiation is often coupled with the Inheritance or Uncanny Backgrounds. It is frequently seen among the Lunar, Liminal, and Getimian Exalted, Nightmares, and Heart-Eaters.

**Shaping Ritual (Broken Mind, Shattered Dreams):** The sorcerer suffers from a Derangement (see p. XX) as a result of the travails that awakened her power. If she incorporates this Derangement into a stunt while shaping a spell, she may add two bonus successes to one roll during its casting. If she incorporates it into the themes of a sorcerous working, she may cite it as a Means, adding +1 roll.

**Shaping Ritual (Dream Eater):** The sorcerer may draw the dreams out of others to power her sorcery. If she makes a shape sorcery roll in the presence of sleeping individuals, she gains one bonus success on her first roll for each person sleeping within one zone of her, up to a maximum of (Essence rating + 2) bonus successes. Those whose dreams are devoured by this shaping ritual do not regain Willpower upon awakening.

**Shaping Ritual (Empty Soul Echoes):** The sorcerer hollows herself out to make room for more power. Spend a simple action in concentration and roll (Wits + Empathy) against difficulty 7. Success allows the sorcerer to destroy an Intimacy that she has harbored for at least three stories. Until she allows a new permanent Intimacy to form to replace it, she adds one bonus success to all shape sorcery rolls.

**Shaping Ritual (My Dreams are Nightmares, my Nightmares are Power):** The sorcerer's sleep is tormented by awful nightmares. When she awakens, she may opt to forego regaining a point of Willpower to instead roll (Wits + Occult) against difficulty 7. She may bank all of her successes and apply them to a shape sorcery roll later. If not yet spent by then, the bonus successes are lost when she next sleeps.

#### Mix and Match

Initiations are suggestions, not rules graven in stone. Let's say your sorcerer saw the blasphemous horizon of Zen-Mu and the things which stride across it. That's "Scarred by Nightmares," surely. So for her first shaping ritual, you go with My Dreams are Nightmares, my Nightmares are Power. But during the course of the chronicle, you describe the sorcerer communing with one of the blasphemous things of the forsaken Heaven, becoming corrupted by it, becoming its servant.

So: When you go up to Celestial Circle Sorcery, you want to grab the Beseeching Prayer from "a Demon Pact" instead of another "Scarred by Nightmares" shaping ritual. This is not only okay, it's awesome. Let the story tell the rules where to go where initiations are concerned, not vice-versa.

## A Sorcerous Academy

This initiation represents a sorcerer who has trained under a rigid curriculum of formal instruction in the mystic arts. It is the most common initiation bestowed by institutions such as the Realm's Heptagram, or Lookshy's Valkhawsen Academy. It can also represent intensive tutelage under a powerful master such as a Sidereal, an elder Lunar, or a Deathlord. As such, it is commonly seen among Dragon-Blooded, Sidereals, Solars taken under the wing of the Cult of the Illuminated, and Abyssals.

**Shaping Ritual (Academic Discipline):** If she has access to an occult library, the sorcerer may spend a scene studying its contents and roll (Intelligence + Lore) against difficulty 6. She may bank all of her successes and apply them to a shape sorcery roll later in the same story. She can only keep one such (Intelligence + Lore) result banked at a time.

**Shaping Ritual (Conservation of Essence):** The character learns to build shortcuts into her rituals utilizing the painstaking optimizations devised by generations of sorcerers before her. Once per story, after enacting a sorcerous working, the character may subtract one from the number of Motes lost from her Mote pool.

**Shaping Ritual (Formal Sorcerous Education):** When enacting a sorcerous working, once per story the sorcerer can cite her classical education in the mystic arts as a Means, adding +1 roll.

**Shaping Ritual (Geomantic Wellspring):** While standing upon the grounds of a Manse to which she is attuned, *or* a Demesne whether she is attuned to it or not, the sorcerer adds one bonus success to all shape sorcery actions as she draws up power from the land. She may also take a Hearthstone to hand and destroy it by devouring its power, gaining five bonus successes to apply to a shape sorcery roll during the same scene. (A destroyed Hearthstone is replaced in the Manse to which it belongs, taking form over the course of a month.)

**Shaping Ritual (Painstaking Instruction):** Once per session, the sorcerer may use a stunt to recount some lesson bestowed by one of her tutors or by her mentor, giving herself two bonus successes on a single shape sorcery action.

**Shaping Ritual (Ritual Reinforcement):** The sorcerer may spend an hour drawing mandalas of power in chalk, blood, paint, or lines of salt, aligning small ritual implements around a room, and otherwise preparing a location to serve as the site of an act of sorcery. She must then roll (Intelligence + Occult) against difficulty 7. While within her prepared ritual location, she gains a number of bonus successes to draw upon for her shape sorcery actions equal to the successes rolled. Once all bonus successes have been used, the area has lost its power and a new ritual area must be consecrated.

**Shaping Ritual (Will to Power):** Training under an exhaustive regimen that pushed her to the very limits of her endurance taught the sorcerer to renew herself on the spilled dregs of power. When she exceeds the required successes on her final shape sorcery action by three successes or more, she may reclaim one point of Willpower spent to fuel the spell.

## Wisdom of the Deep

This initiation represents a sorcerer who was transformed by knowledge of, exposure to, or immersion in the power of the deep waters. Perhaps she was blessed with power by Ocean Father. Perhaps she heard the Voice from the Trench. Perhaps she was taught the secrets of Kimbery, the Sea that Marched Against the Flame. Perhaps she was bound to tend a sea-god's library. Perhaps she was held for a year and a day in a court of the Fair Folk at the bottom of the sea, and took something of the sea into herself to enact her escape. Perhaps she is the daughter of a nymph, and has found enlightenment in the power within her veins. Perhaps she drowned, and was resuscitated, and came back *changed*. This initiation is only frequently seen among the Liminal and Infernal Exalted; it is otherwise the unusual provenance of whosoever deals with deep waters.

**Shaping Ritual (Consecrated Currents):** Whenever the sorcerer is wet, even if simply because she upended a bucket over herself or dunked her head in a horse trough, she adds one bonus success to all shape sorcery actions.

**Shaping Ritual (Drowning Deeps):** When she is completely immersed in liquid and there is not the least trace of light around her which originates above its surface, the sorcerer may spend a simple action contemplating the abyss and roll (Intelligence + Lore) against difficulty 6. She may bank all of her successes and apply them to a shape sorcery roll later in the same story. She can only keep one such (Intelligence + Lore) result banked at a time.

**Shaping Ritual (Miracles of the Waters):** While shaping any spell that primarily deals with water or manifests water, the sorcerer adds one bonus success to each shape sorcery roll.

**Shaping Ritual (Offering to the Trench):** By offering up something of who she is to the darkness of the abyssal depths, the sorcerer may draw forth significant power. Spend a simple action in concentration and roll (Wits + Empathy) against difficulty 7. Success allows the sorcerer to destroy an Intimacy that she has harbored for at least three stories, feeding it to the depths in exchange for ten bonus successes which she may use on shape sorcery actions throughout the remainder of the current story.

**Shaping Ritual (Rising Tide):** In any scene in which the sorcerer is immersed in water, rises out of the water, or strides through pouring rain, she gains four bonus successes which she may apply to any shape sorcery action. These bonus successes are lost at the end of the scene if not yet spent.

**Shaping Ritual (What the Deep Demands):** The sorcerer may give up pieces of herself to the hungry abyss in exchange for power. Once per spell, when taking a shape sorcery action, she may ask the Storyteller what the depths demand. The Storyteller cites one of the character's memories, picking as they will. If she chooses to lose the cited memory forever, she may add three bonus successes to her shape sorcery roll. Sometimes the demand will be trivial. Sometimes it will be profound.

Exploitable

“So, what if I take Consecrated Currents and use a sorcerous working to make a tiny raincloud follow me everywhere I go and rain on me so that I am always, *always* wet?”

Well, then you are this weird motherfucker who is constantly dripping wet anywhere and everywhere he goes. Congratulations! In the course of minmaxing the shit out of your shaping ritual, you've created a sorcerer who looks like a character out of *The Black Company*. They probably call you the Drowned Man or something. This is the kind of thing some sorcerers *do* and it's why they have a reputation as creepy weirdos. What must that guy *smell* like? Do *you* want to invite Drippy the Sorcerer to *your* Dynastic salon-slash-orgy? His social life probably sucks, but hey, he *does* always get his bonus successes.

## Spells

Spells are mystical expressions of power encoded into the foundations of reality. Some were scarred into the sub-strata of Creation by its makers at the dawn of time. A few are much older secrets underlying even the great truths of the Wyld. Many were deliberately incorporated into the design of the cosmos by the Chosen — creating a new spell in this fashion is an Ambition 8 sorcerous working.

## Shape Sorcery

Spells aren't miracles conjured forth from an Exalt's Essence in the same fashion that Charms are (though Motes can certainly be spent to help cast them, usually with an “Excellence”-type Charm). Instead, by aligning local Essence flows into a configuration that empowers a sleeping pattern of power, a sorcerer may briefly awaken a spell and create a powerful supernatural result. This is accomplished through a *shape sorcery* action.

Shaping a spell is an unobtrusive act, during which the sorcerer gesticulates dramatically and intones resonant poems and prayers in Old Realm. The wind howls and swirls around her, and the anima of Creation itself coalesces and burns in subtle hues if her own anima banner is not flaring, a dazzling display reminiscent of the polar lights. It is, in short, impossible *not* to realize someone is casting a spell if you've seen it done before, and even if you haven't... it *looks* like what you'd think a sorcerer casting a spell would look like.

**Shape sorcery is an extended (Intelligence + Occult) simple action at difficulty 6**, made at intervals of one turn unless otherwise specified. Nearly every spell has a *goal number*: a number of successes which must be accumulated to cast the spell. In the moment that this goal number is met, the spell is cast, meaning that a sufficiently potent sorcerer might begin shaping a spell, complete it, and unleash it all in a single turn.

Some complex and powerful spells take extended periods to shape and unleash. Rather than tracking a slow progression of shaping actions against a protracted interval, such shaping efforts are simply assumed to be successful, and the spell's goal is listed as *Ritual*.

Casting spells is demanding of a sorcerer's concentration. **Whenever a sorcerer takes a shape sorcery action, her Defense is penalized by –1 until her next turn.**

## Shaping Costs

Shaping a spell does not require an investiture of Motes (although most Exalted sorcerers will draw upon the power of their "Excellence"-type Charm if they're in a hurry to get a spell out to speed along their shaping actions). It does, however, require ferocious concentration to conjure the extremely complex and subtle Essence pattern of the spell and to recreate it precisely. As a result, all spells have an associated Willpower cost.

**Terrestrial Circle spells** cost 1 Willpower.

**Celestial Circle spells** cost 2 Willpower.

**Solar Circle spells** cost 3 Willpower.

This cost is paid when the first shape sorcery action to cast a spell begins.

## Interruption

A sorcerer may continue to move and defend herself while casting a spell, but usually can't do anything else as she uses up her simple action each turn on shape sorcery actions. If it becomes imperative that she do something else, this is possible, but each turn in which she turns aside from an incomplete spell to do something else, she loses three accumulated successes toward casting it. If this loss reduces her success total to 0, the spell collapses and the Willpower spent to catalyze it is simply wasted.

A sorcerer may also choose to abandon an unfinished spell if the casting of it is no longer necessary. She may either reflexively dismiss the spell and immediately begin doing something else (such as casting a different spell, firing arrows at an enemy, etc), in which case the Willpower spent to catalyze it is lost; or she may spend a simple action unwinding the power she's already gathered and returning it carefully to the Essence flows around her, in which case she reclaims the Willpower points she'd spent to catalyze the spell.

A botch at any point causes the gathered energy to run wild. Spent Willpower is lost, the spell is ruined, and the effects for everyone standing in the same zone as the sorcerer are usually highly unpleasant.

## Countermagic

By utilizing a special type of shape sorcery action, a sorcerer can interfere with or destroy another sorcerer's attempt to cast a spell. Countermagic uses a standard shape sorcery roll, save that it is used in response to another sorcerer no more than one zone away attempting to cast a spell. Each success rolled removes one accumulated success from the other sorcerer's shaping attempt. If this reduces the attempt to zero successes, the spell collapses completely, the Willpower is wasted, and a mystic backlash ensures that the thwarted sorcerer's next action cannot be to try to shape a spell.

**Countermagic does not require the expenditure of Willpower points**, since the sorcerer is simply tearing apart someone else's work rather than trying to craft a precision work of her own. A sorcerer cannot use countermagic against a spell of a circle she is not initiated into.

## Distortion

Once a spell has been successfully cast, its power can no longer be revoked or canceled, but it *can* still be attacked. This is a special form of shape sorcery roll, requiring the sorcerer to attain a total of 15 successes to distort the target spell, warping, deflecting, or creating a flaw in its power. The results of successful distortion are noted in each spell it can be done to. Generally, spells which create an instant effect or which summon a being into the world aren't vulnerable to distortion.

**Distortion does require the expenditure of Willpower points**, as though the sorcerer were casting a spell of the circle she's distorting. As with countermagic, a sorcerer cannot distort a spell from a circle she's not initiated into.

## Control Spells

Every sorcerer discovers at least one spell for which she has an especial affinity — a spell that is signature to her, whose pattern resonates with her very soul. Some spells enjoy additional benefits when selected as a sorcerer's control spell, while others simply convey certain transformative changes upon the sorcerer.

The sorcerer may know one control spell of the Terrestrial Circle, one of the Celestial Circle, and one of the Solar Circle. She can select her control spells at any time, either before or during play, but each selection is irrevocable once made.

## Spell Types

The spells described below are either *universal* or *sorcery-only*. Any sorcerer made using the rules in this chapter will be able to cast all of them. Certain exotic initiations detailed in Volume II and Volume III are unable to cast sorcery-only spells, while all initiations can cast universal spells.

### Spell Costs

If a character resonates with the Charm they use to access sorcery, then they purchase spells at the Favored cost listed on page XX. Generally, this means that Occult or Intelligence is Caste or Favored.

## Terrestrial Circle Spells

The following spells belong to the Terrestrial Circle, commonly known in the Realm as the Emerald Circle. It is the lowest tier of sorcerous power, which does not mean it is not extremely mighty.

### Cirrus Skiff

**Type:** Sorcery-only

**Goal:** 13 successes

The sorcerer calls down a small cloud from the heavens to ride upon. Once it arrives, it waits patiently for her to embark. The cloud can hold up to six people, and once the sorcerer signals it

to depart, it flies up into the sky and carries her to a destination she decides upon while casting the spell. The cloud travels at 20 miles per hour once it ascends high enough that obstacles like trees and towns are no longer a concern. It provides no protection from the winds, cold, or rarefied air of particularly high altitudes, though it is capable of climbing to an unlimited degree. The Cirrus Skiff will follow whatever instructions the sorcerer gives it until she disembarks, at which point it returns to the heavens.

**Control Spell:** Taken as a control spell, Cirrus Skiff provides a loyal companion that never leaves the sorcerer's service. At any time, she can call her cloud down, and it will arrive upon her next turn. It will follow simple instructions even when she's not riding it.

**Distortion:** When distorted, Cirrus Skiff slowly drops to the ground and is unable to gain altitude for the rest of the scene, finally crawling along upon the land's surface.

## Corrupted Words

**Type:** Universal

**Goal:** 17 successes

The sorcerer places a curse of binding upon someone else. She selects a target and names a topic they are forbidden to speak about (this may be as specific as "the murder you saw me commit" or as broad as "the existence of the Sidereal Exalted"), then makes a contested roll of (Intelligence + Occult) against the target's Willpower, both at difficulty 6. If the sorcerer gains more successes, then a rushing white-and-emerald surge of Essence swirls around the target and forces itself down his throat. Henceforth, whenever the target tries to violate his communications ban (by any means, including writing, telepathy, or deliberate pantomime), his is briefly incapacitated as he violently vomits up a tide of writhing maggots.

This curse can only be lifted if the sorcerer dies or voluntarily cancels it by reaching down the victim's throat and drawing out a squirming sac full of larvae: the embodiment of the curse.

**Control Spell:** Taken as a control spell, Corrupted Words produces no outward dramatic display of power while being shaped, and when it takes hold as a curse, the only indication is a subtle emerald gleam in the sorcerer's eyes.

**Distortion:** When distorted, Corrupted Words is weakened for a scene, allowing the victim to communicate via flowery language, allusion, and metaphor without immediately triggering the curse. Coming at the topic head-on still triggers the tide of maggots.

## Dance of the Smoke Cobras

**Type:** Sorcery-only

**Goal:** 25 successes

The sorcerer recites an ancient chant in a prehuman language, even as her fingers form the symbols which follow after fire and treachery. A number of man-sized cobras made of writhing smoke equal to the sorcerer's Essence rating appear around her and attack her enemies. Anyone killed by smoke cobra venom dies in writhing agony as their blood turns to smoke and pours out of their body, leaving behind a desiccated corpse frozen in a horrifying death-rictus. The cobras continue to exist for (sorcerer's Willpower rating) minutes or until the target they have been summoned to kill is dead, whichever comes first.

**Control Spell:** The sorcerer's anima is surmounted by trails of smoke which sometimes twine into serpents. When she suffers a Wound, she may reflexively spend 1 Willpower to cause a streamer of smoke to pour from her injury and become a smoke cobra.

Smoke Cobras

**Aptitudes:** Biting, perception, evasion

**Expertise:** 5; **Utility:** 1

**Base Damage:** 5 (mauled)

**Defense:** 6; **Soak:** 8; **Resolve:** 3

**Essence:** 1; **Willpower:** 4

**Health:** 5; **Stagger Threshold:** 2+

*Powers*

**Smoke Cobra Venom (passive):** Each time a character suffers damage from or is Wounded by a smoke cobra, they are also dosed with snake venom (see p. XX).

## Death of Obsidian Butterflies

**Type:** Universal

**Goal:** 20 successes

The sorcerer unleashes a whirling storm of razor-edged obsidian butterflies that flenses and pulverizes everything in its path. The butterflies shred everything within four zones in whatever direction the sorcerer aims them, subjecting everyone in their path that isn't behind total cover is subjected to an undodgeable one-time hazard with difficulty 8, damage equal to the sorcerer's Essence + Occult rating, inflicting lacerated Wounds. For groups, this hazard is unblockable as well.

There are two slight drawbacks to this spell. First, it will kill enemies, allies, and innocent bystanders indiscriminately. Second, in its aftermath it leaves the targeted zones littered with fragments of obsidian butterflies, forcing anyone navigating those zones to use complex movement to carefully pick through the shrapnel, or else suffer an ongoing environmental hazard (difficulty 6, damage 3, lacerated, one round) each round they opt to simply plow through the razor-edged glass wearing anything less than heavy or artifact armor.

**Control Spell:** The sorcerer's anima sometimes dances with obsidian butterflies which lift her a few inches off the ground, enabling her to float above difficult terrain such as the shrapnel left behind by this spell. At will, she can harden her fingernails into volcanic glass, giving her unarmed attacks base damage 4 and the option to inflict "lacerated" wounds. Additionally, she can bend the course of the butterflies to ensure that they avoid harming a number of objects or individuals in their attack area equal to the sorcerer's Essence rating.

## Demon of the First Circle

**Type:** Sorcery-only

**Goal:** Ritual

The sorcerer enacts an elaborate ritual from sundown to midnight in which she prepares a ritual circle and conjures into it one of the least denizens of Hell: a First Circle demon. She must then win a contested roll of (Willpower + Essence), both against difficulty 6. The sorcerer may spend

Motes on a one-for-one basis, ignoring her normal Mote-per-round limitations, to strip dice away from the demon's dice pool. If the sorcerer wins, the demon is broken and bound to her will. She may either command its unfailing loyalty for a year and a day, or else assign it one task which it will carry out to completion before returning to Hell.

If the demon wins, then the sorcerer must succeed at a (Wits + Occult) roll against a difficulty of the demon's Willpower to banish it, or else it breaks free of the circle, uncontrolled and likely angry about the sorcerer's attempt to enslave it.

**Control Spell:** Taken as a control spell, Demon of the First Circle grants the sorcerer the ability to permanently bind a demon to herself as a familiar by purchasing dots of the Familiar Background. A First Circle demon costs three Familiar Points.

## Flight of the Brilliant Raptor

**Type:** Universal

**Goal:** 17 successes

The sorcerer conjures forth flames of ruby and diamond and shapes them into a majestic firebird, which streaks forth and explodes among her foes. Roll (Perception + Occult) as an attack against a target up to four zones away. If the spell strikes home, it has a base damage of 9 and delivers "burned" wounds, and if it Staggers its target it erupts into an inferno that covers the entire zone in flames until the end of the scene, creating a bonfire hazard (see p. XX).

**Control Spell:** Taken as a control spell, the bird will swoop around for a second pass if it fails to strike its target initially, making a second attack roll at the end of the round after all other characters have acted. This does not count as using up the character's once-per-scene re-roll. Additionally, the sorcerer's reflection in any surface save for water always seems to be swathed in flames.

## Impenetrable Frost Barrier

**Type:** Universal

**Goal:** 13 successes

The sorcerer conjures a freezing fog to protect herself and her companions, lasting for the rest of the scene. All ranged attacks directed into the zone where this spell is cast treat their target's Defense as +2 higher than they would otherwise be, as a thick rime of frost drags them off-target. Projectiles made of flame or some form of coherent energy ignore this spell's protection. This fog remains where it is summoned and does not move with the sorcerer.

**Control Spell:** The fog *does* move with the sorcerer. Additionally, the sorcerer's skin is always chill to the touch, and her breath plumes in the air. She may freeze the surface of any relatively chill water she steps on for the rest of the scene if she pays 1 Willpower, allowing her to walk on water.

**Distortion:** When distorted, the spell's cold drastically intensifies, forcing all those within its bounds to deal with a freezing cold environmental hazard (see p. XX).

## Impervious Sphere of Water

**Type:** Universal

**Goal:** 10 successes

The sorcerer speaks the forgotten name of the original Ocean Father and whispers a prayer in a language lost to time. A sphere of churning water appears and engulfs her, filling her current zone and protecting her from harm for so long as she maintains it. The sorcerer needs not breathe while protected by the sphere, and cannot be harmed by water in any way. The water pushes out anyone else inside of it when the spell goes off; anyone resisting being expelled from within the sphere, or attempting to push into it, must succeed at a reflexive (Strength + Athletics) roll at difficulty 9 each round. All swift actions within the sphere are complex movement. The sorcerer must use a swift and simple action every turn to maintain the sphere, and it will persist so long as she continues to maintain it in this fashion. It adds +2 to her Soak rating while active, as well as to the Soak rating of anyone standing inside of or behind it who must be attacked through it. The sphere has Block 5, invokes its Block automatically at no cost against any attack directed against the sorcerer, and ceases to exist when it reaches Block 0.

**Control Spell:** Taken as a control spell, Impervious Sphere of Water allows the sorcerer to slowly move along while maintaining it, using only a simple action each turn to maintain it. She is also permanently able to breathe underwater, is immune to the crushing pressure of deep water, and doesn't treat swimming as complex movement.

**Distortion:** When distorted, the sorcerer's need to breathe while sustaining the spell is reinstated. If she can't breathe water or obtain air from somewhere else, she will drown after (Stamina rating) rounds unless she relinquishes the spell.

## Infallible Messenger

**Type:** Sorcery-only

**Goal:** 15 successes

The sorcerer conjures up a tiny messenger-spirit known as a cherub: a blue-skinned, six-winged being. She relays a brief message to it, then tells it who to deliver the message to. The cherub vanishes. Moments later, it reappears at the shoulder of the message's recipient, wherever he might be, and whispers the sorcerer's message in his ear, using her voice. Cherubs may be used to convey social influence actions, but not speech-based Charms. A cherub cannot deliver a message to someone in another realm of existence such as the Underworld or Hell, with the singular exception of being able to deliver messages between Creation and Yu-Shan.

**Control Spell:** Taken as a control spell, the sorcerer may pay a point of Willpower to project her senses through the cherub's own as it delivers its message, allowing her to use Awareness and Investigation Charms. Having this spell as her control will also cause a number of tells to begin manifesting in the sorcerer's vicinity, even when the spell has not been cast. The cherub may appear in murals or paintings that she owns, carved amongst the gargoyles of her residence, or briefly fluttering in the periphery of a mirror's reflection.

## Invulnerable Skin of Bronze

**Type:** Universal

**Goal:** 20 successes

The sorcerer transforms her flesh into living bronze, granting her +2 soak and +1 Stagger Threshold. Her unarmed attacks gain +1 base damage. This transformation lasts until sunset. The character is advised to beware of water, as she weighs several hundred pounds more than usual and is not buoyant in this form.

**Control Spell:** Taken as a control spell, this spell increases Stagger Threshold by +2. Her eyes become the color of polished bronze.

**Distortion:** When distorted, the magic that allows the sorcerer to ignore her enormous weight and move with her usual freedom is disrupted. All of her movement becomes complex movement for the rest of the scene. Her Dodge suffers a -3 penalty, and she gains +2 to her Fatigue value.

## Mirror of Bending Light

**Type:** Universal

**Goal:** 15 successes

The sorcerer weaves her Essence into the world around her, forming an effective disguise by which to confound those trying to detect her presence. For the next hour, whenever the sorcerer stops moving for at least a full round, she becomes cloaked in an illusion which causes her to appear as some object that one might expect to find in the current environment. In an old mansion, she might appear as a painting, statue, or furnishing. In a forest she might become a bush, sapling, or rotting log. So long as the character makes no more than very minor movements (pulling something out of a pocket, drawing a knife, slowly taking just one step back or forward) the illusion remains intact.

**Control Spell:** Taken as a control spell, Mirror of Bending Light extends its benefit to all allies of the sorcerer who are within the same zone, up to a limit of a Size 1 group. The sorcerer's anima banner swims with phantasmal images of nearby objects when it manifests.

**Distortion:** When distorted, the sorcerer's disguise is always out of place for her environment (such as a tree in the middle of a Dynast's library, or a bookshelf in a forest).

## Mists of Eventide

**Type:** Universal

**Goal:** 15 successes

The sorcerer summons an opalescent cloud in any zone she can see, which spreads to fill that zone and every zone adjacent to it for the next (Essence rating) hours. Those caught in the cloud must roll (Stamina + Resistance) against difficulty 7 at the end of each round or else fall asleep. Those put to sleep by this spell are unbothered by loud noises, at least for the first fifteen minutes or so of their slumber, but can still be roused by being physically jostled.

**Control Spell:** The sorcerer may dictate what those put to sleep by the Mists of Eventide dream of. If she gathers 25 successes before unleashing the spell, she may even cause them to sleepwalk and pantomime their dreams, potentially causing them to get up and fight their friends. Taking any injury at all awakens a sleepwalker, as will being violently seized and shaken.

**Distortion:** When distorted, the cloud merely makes those who succumb to it drowsy, inflicting a -2 dice penalty to all actions.

## Open the Spirit Door

**Type:** Universal

**Goal:** 15 successes

Performing a formal incantation, the sorcerer attunes herself and up to a dozen companions to a spirit sanctum within the same zone. Upon the spell's conclusion, the doorway becomes visible and tangible to all affected characters, and if the spirit's Essence rating is not higher than the sorcerer's, opens to admit them. When targeting a higher-ranking spirit's sanctum, the entrance becomes visible but will only open if the sanctum's owner wills it.

This spell may also be used to activate one of the ancient gateways scattered across Creation which lead to the celestial city of Yu-Shan, though most sorcerers will not have the authority to accomplish anything more than being turned back by the trio of celestial lions guarding the other end of the gateway. See Volume II, page XX, for more information on entering Heaven.

**Control Spell:** If she took Open the Spirit Door as a control spell, the sorcerer is *always* able to see and identify spirit sanctums, and this spell will open them regardless of the owner's Essence rating.

**Distortion:** Distorting this spell lowers the sorcerer's effective Essence rating for the purpose of opening sanctums by  $-3$ .

## Peacock Shadow Eyes

**Type:** Universal

**Goal:** 15 successes

The sorcerer conjures into herself the ancient shadows and glammers by which logic is sublimated before desire. Her eyes burn with smokeless flame and ripple with colorful shadows, entrancing the first person to meet her gaze. They must make a contested Willpower roll against the sorcerer (both at difficulty 6). If the sorcerer gains more successes, then the victim falls into a light trance and will be intensely susceptible to suggestion. The target will believe anything and everything the caster tells him over a period of five minutes. At the end of that time, the victim snaps out of his trance with no memory of what has happened to him. He will think he was engaged in normal conversation with the sorcerer and will continue to believe what was told to him during his trance, even when faced with evidence to the contrary. It will take someone providing irrefutable evidence to the contrary (and a successful Intelligence + Presence roll against a difficulty of  $4 +$  the sorcerer's Essence) to convince the victim of Peacock Shadow Eyes that he has been duped.

**Control Spell:** Taken as a control spell, Peacock Shadow Eyes produces no outward dramatic display of power while being shaped or after it is cast. The only indication that it is active is that the sorcerer's eyes are clearly visible in the dark.

**Distortion:** When distorted, the smokeless flames of this spell blind the sorcerer. See page XX for the effects of blindness.

## Silent Words of Dreams and Nightmares

**Type:** Universal

**Goal:** Ritual

The sorcerer stands before a reflective surface such as a mirror or still pool and brandishes a symbolic link to her target such as a lock of his hair, a cherished possession, or an article of clothing. This ritual allows the sorcerer to craft a particular dream which she sends to the target to experience when he next sleeps. This dream may be crafted to constitute a social influence

action of the sorcerer's choice, which cannot be enhanced with any Charms other than the sorcerer's "Excellence"-type Charm. Because the target is asleep and not on guard against his own dreams, his Willpower is treated as being one lower than normal.

The sorcerous link dissolves into fine white ash when the dreamer awakens, forcing the sorcerer to acquire another link before she can use the spell again.

**Control Spell:** The sorcerer can cast Silent Words of Dreams and Nightmares without a sorcerous link, so long as she has interacted with him socially in person in the past. After doing so, she must interact with him again before she can cast the spell in this fashion again.

## Stormwind Rider

**Type:** Universal

**Goal:** 16 successes

The sorcerer conjures a miniature tempest and uses it as a steed, racing along just off the ground. While embarked upon this spell, the sorcerer enjoys the advantages of mounted combat, substituting Occult for Ride. The Stormwind Rider can travel at speeds of up to 50 miles per hour and can carry up to (1 + Essence rating) passengers. Finally, the spell counts as partial cover. It lasts until the sorcerer chooses to disembark or until the sun crosses the horizon.

This spell is tremendously disruptive in any sort of urban area, battering pedestrians around, slinging dust and dirt and debris everywhere, and generally making a mess of things. It also buffets the sorcerer with its potent vortex when she attempts to interact with anything outside of it, causing her to suffer a -2 penalty on all such rolls, including attacks. As a result, it is generally employed as a pure travel spell despite its significant defensive utility.

**Control Spell:** Taken as a control spell, the sorcerer is buffeted by powerful winds whenever she is in the grip of a strong emotion. Once per scene, she can call upon a burst of wind to leap up to a zone above her reflexively without the need of a swift action, or to arrest her momentum when falling just before hitting the ground.

**Distortion:** When distorted, the Stormwind Rider attempts to go out of control, and is treated as a wild and unruly mount, substituting Occult for Ride.

## Summon Elemental

**Type:** Sorcery-only

**Goal:** Ritual

Once per day, the sorcerer may enact a four hour ritual to call together elemental Essence and bind it together to create a living servant: an elemental of up to Essence 3. She must then win a contested roll of (Willpower + Essence), both against difficulty 6. The sorcerer may spend Motes on a one-for-one basis to strip dice away from the elemental's dice pool, ignoring her normal Mote-per-round limit. If the sorcerer wins, the elemental is broken and bound to her will. She may either command its unfailing loyalty for a year and a day, or else assign it one task which it will carry out to completion. If the binding fails, the elemental dissipates back into raw Essence. This also usually happens at the end of its term of service, unless it develops a fully-formed personality and sapience during its binding. In that case, the elemental retains its solvency and persists beyond the end of its binding.

**Control Spell:** Taken as a control spell, Summon Elemental grants the sorcerer the ability to permanently bind an elemental to herself as a familiar by purchasing dots of the Familiar Background. An elemental costs three Familiar Points.

## Wood Dragon's Claw

**Type:** Sorcery-only

**Goal:** 10 successes

The sorcerer plunges her hands into the earth and draws them forth again transformed into massive gnarled claws made of jagged hardwood. Her unarmed attacks inflict 7 base damage and cause lacerated Wounds. This spell lasts until the sorcerer again thrusts her hands into the earth with a re-arm action to dismiss it. The difficulty of all actions requiring precise manipulation are increased by +2.

**Control Spell:** Taken as a control spell, Wood Dragon's Claw may strike dematerialized beings, and also causes the sorcerer's body to develop scales of bark armor, increasing her soak rating by +1.

**Distortion:** When distorted, Wood Dragon's Claw becomes wildly overgrown, restricting the sorcerer's movements. She suffers a -2 penalty to all simple actions involving her hands, including attacks with her claws.

## Celestial Circle Spells

The following spells belong to the Celestial Circle, commonly known in the Realm as the Sapphire Circle. It is a fearsome and exclusive collection of miracles, utilized by the Celestial Exalted and very mighty gods.

### Cantata of Empty Voices

**Type:** Universal

**Goal:** 30 successes

A choir of silvery figures materializes around the sorcerer, singing a keening song that causes all who hear it other than their summoner to bleed from the eyes, ears, nose, and mouth, until all the blood has run out of them. At first this spell only affects those in the same zone as the sorcerer, subjecting them to an ongoing environmental hazard with difficulty 9, damage 3 (drained), penalty -1, one round; but each round the sorcerer may use a simple action to extend the spell's duration and range, causing it to encompass one additional zone in all directions, until it spreads out to maximum radius of one mile around her. The Cantata continues until the sorcerer ceases to sustain it.

**Control Spell:** The sorcerer's voice becomes a killing weapon. Once per scene, she may roll (Charisma + Occult) as a simple action to unleash a harrowing sonic scream with a maximum range of one zone and a base damage of 7 (bruised).

**Distortion:** Distorting the Cantata neutralizes its killing power, causing it to inflict only bruised Wounds and to cease inflicting to anyone who is incapacitated.

### Demon of the Second Circle

**Type:** Sorcery-only

**Goal:** Ritual

This spell is largely identical to Demon of the First Circle, save that it must be cast on the second night of the new moon or one of the five nights of Calibration, and that it summons a much mightier being from the depths of Hell: a Second Circle demon, one of the seven souls of a demon even mightier yet.

**Control Spell:** Taken as a control spell, Demon of the Second Circle causes the sorcerer's anima to pulse with veins of green flame. She may walk aimlessly into any barren wasteland inhospitable to life, such as an open tundra, the Great Southern Desert, or a despoiled shadowland. If she walks for five days uninterrupted and without any other goal, she will find herself standing upon the silver grains of the desert Cecelyne, at the border of Hell. She may return to Creation by crossing Cecelyne in the same fashion.

## Impenetrable Veil of Night

**Type:** Universal

**Goal:** 30 successes

A knot of squirming shadow forms between the sorcerer's hands. At the spell's conclusion, she casts it into the air, where it becomes a vast web of darkness that spins out into a black pillar (Essence rating) miles across and stretching up into the heavens themselves. Light becomes exceedingly weak within the pillar, barely illuminating anything at all. Everyone within suffers a -2 penalty to all sight-based actions. Groups must immediately check for rout at difficulty 7. The interior of the spell is metaphysically considered to be night, allowing hungry ghosts to prowl freely and the dead to manifest if cast within a shadowland.

**Control Spell:** The sorcerer's voice echoes with otherworldly distortions. Shadows cling to her. She lowers the difficulty of all Stealth rolls by -1, but suffers a -1 Wound penalty when in direct sunlight if not covered in heavy, concealing clothing.

**Distortion:** When distorted, Impenetrable Veil of Night inflicts only a -1 penalty as the darkness loses its oppressive power, and it is no longer considered to constitute an artificial night.

## Incomparable Body Arsenal

**Type:** Universal

**Goal:** 25 successes

The sorcerer transforms her body into a hulking figure of black iron for the rest of the scene. While in this form, she is immune to poison and disease, does not need to breathe, and is considered to be wearing heavy artifact armor with a base soak of 9, replacing any armor she might actually be wearing. She can reflexively manifest any manner of mundane weapon from her body, extending knives from her fists or blades from the back of her arms, firing chakrams from her mouth, and so on, and these weapons cannot be disarmed. Her damage rolls made with these weapons do not suffer from the rule of 1s.

**Control Spell:** The sorcerer's anima is streaked with rust, and hardens before blows, granting her +1 Stagger Threshold while it is flaring.

**Distortion:** Distorting this spell turns the sorcerer's arsenal inwards, subjecting her to a one-time hazard (difficulty 8, damage 5, lacerated). Additionally, her joints rust into place, turning all of her swift actions into complex movement.

## Ivory Orchid Pavilion

**Type:** Sorcery-only

**Goal:** Ritual

As the sorcerer paces the borders of this spell, an ivory spire rises from the ground like the calyx of an immense flower. Once she completes the circuit, it unfurls its petals to reveal a splendid mansion. Ornate furniture, silk curtains, and fine beddings adorn the chambers of the palace, and the pleasant scent of fresh orchids is everywhere. Feasting-tables within the mansion are weighed with seemingly endless meats, fruits, and wine. A day later, the mansion folds back into the ground, safely depositing all guests outside. For five years after the casting of the spell, white orchids grow from the ground where it was cast.

**Control Spell:** Wheresoever the sorcerer sleeps, white orchids grow up around her. While she remains within the palace, it may persist indefinitely.

**Distortion:** Distorting this spell spoils the feasts, rends the tapestries, backs up the plumbing, causes the fireplaces to spew ash and smoke, and generally makes the palace a miserable place to be.

## Magma Kraken

**Type:** Sorcery-only

**Goal:** 30 successes

The sorcerer rends space and dimensions, drawing forth malevolence from the depths of the cosmos and wedding it to impossible heat drawn from deep beneath Creation. Tentacles of molten lava erupt from the ground and lash at her foes. (Essence x 2) writhing tentacles burst from the ground up to three zones away from the sorcerer, striking at her foes for the rest of the scene. The Magma Kraken always acts after all other characters that are not sorcerous constructs, taking its turns back-to-back.

**Control Spell:** Flames flare around the sorcerer in response to her moods. She may use stunts to light objects on fire, or intensify her attacks by +2 base damage once per scene.

**Distortion:** Distorting the Magma Kraken forces it to use its utility rather than expertise pool.

Magma Tentacle

**Aptitudes:** Burning lash, writhing evasion

**Expertise:** 8; **Utility:** 1

**Base Damage:** 7 (burned)

**Defense:** 7; **Soak:** 7; **Resolve:** 3

**Essence:** 1; **Willpower:** 10

**Health:** 8; **Stagger Threshold:** 5

*Powers*

**Magmatic Tentacle (passive):** The magma tentacle cannot use swift actions, and can attack targets up to one zone away. Anyone in the same zone as one or more magma tentacles must use complex movement when using a move action, or be subject to a lava environmental hazard from the veins of magma spreading around its roots. Each time a magma tentacle attacks the same target during a round, it lowers his Defense by –1 against the next tentacle in the sequence. Finally, magma tentacles are mindless and are immune to social influence.

## Shadows of the Ancient Past

**Type:** Universal

**Goal:** 15 successes

The sorcerer calls up phantoms of the past to reenact history. She chooses a specific time she wishes to view, such as “Ten years ago on this day,” or a subjective time that relates to something in the scene, such as “When this corpse died.” The spell creates illusions that fill the room or area and display the events of the specified point in time. The sorcerer may pause the action for detailed examination, or accelerate the flow of time within the illusion so that up to an entire day passes by in minutes. Events from over five centuries ago conjure blurred, fragmentary phantasms. Recent events, within the past year, have yet to form substantial echoes and produce only faint figments.

**Control Spell:** The sorcerer may, at will, replay any imagery she has ever caused to manifest with this spell within her anima.

**Distortion:** Distorting Shadows of the Ancient Past allows the distorting sorcerer to falsify the displayed images, introducing fictions of her making into them.

## Summoning the Heavenly Portal

**Type:** Sorcery-only

**Goal:** 35 successes

Performing an auspicious augury, the sorcerer divines the current location of the wandering Calibration Gate and discovers that it is... right here. When she looks up from her calculations, an ancient portal stands before her, activated and ready to admit anyone who passes through into Yu-Shan. The Calibration Gate will remain wherever it is conjured for one full day, and then vanish and travel elsewhere, assuming no one else casts this spell to move it before then. This spell only works in Creation, and universally ceases to function for thirty minutes after the Calibration Gate is conjured. Characters in Heaven have no way to control the Calibration Gate’s current location. See Volume II, page XX, for more information on entering Heaven.

Sidereals make extremely frequent use of this spell to traverse Creation by entering Heaven through the Calibration Gate, quickly traveling to whatever other gateway is closest to their destination, and then re-entering Creation at that point.

**Control Spell:** If she took Summoning the Heavenly Portal as a control spell, the sorcerer spend a simple action in concentration to learn the Calibration Gate’s present location and how long ago it was last moved.

**Distortion:** Distorting this spell causes the Calibration Gate to deactivate and prevents it from being summoned elsewhere for three hours.

## Travel Without Distance

**Type:** Universal

**Goal:** 15 successes

The sorcerer is enfolded in ribbons of glowing light and then vanishes, reappearing at a point up to (Essence x 10) miles away that she has either previously visited or seen with scrying magic. Upon arrival, the sorcerer is severely disoriented, suffering a -6 penalty to all actions. This penalty abates at a rate of one point per hour. Until it has completely dispersed, she cannot cast this spell again.

**Control Spell:** The sorcerer may transport up to (Essence + 1) consenting allies with her.

## Solar Circle Spells

The following spells belong to the Solar Circle, named by the Realm in awed and fearful whispers as the Adamant Circle. Its world-shaking miracles are available only to a very select few.

### Benediction of Archgenesis

**Type:** Sorcery-only

**Goal:** Ritual

Chanting from one sunrise to the next, the sorcerer conjures forth a taproot from the Pole of Wood and hurls it to the ground, where it sinks into the earth. This spell provokes incredible fecundity from the land for dozens of miles around, transforming a barren desert into fertile and abundant farmland or hardscrabble stone into a verdant forest. If cast upon an already-fertile land, the spell drives it berserk: plant growth runs amok, producing a choked nightmare of overgrowth that blocks out nearly all light and leeches the ground of nutrients, ruining the area for decades.

This spell may only be cast once per year.

**Control Spell:** This spell may be cast once per story.

**Distortion:** Distorting this spell causes all plants within a mile of the distorting sorcerer to wither and die over the course of the next week.

### Death Ray

**Type:** Sorcery-only

**Goal:** 35 successes

The sorcerer turns her hand into a channel for the concentrated Essence of destruction itself, and emits a crimson beam from her palm that burns and cuts through nearly anything it touches. Make an (Intelligence + Occult) roll as an attack, which strikes all enemies in a line out to five zones away. This attack has a base damage of 15 (aggravated, mauled) and is unblockable. Any ground it slashes across is reduced to molten slag, forcing anyone trying to navigate the zone to make deal with a lava hazard (see p. XX). Directed against a group, the spell strikes the group

once for every zone it occupies that Death Ray passes through, and its damage rolls ignore the rule of 1s against them.

The sorcerer may sustain the Death Ray by continuing to make shape sorcery rolls, so long as she accumulates at least seven successes each turn. Each subsequent turn allows her to adjust the aim of the Death Ray and extends its maximum range by one zone, up to a maximum of ten zones. Directed against scenery, Death Ray can easily burn holes in fortress walls and slice ships in half.

**Control Spell:** Incapacitating someone with Death Ray or causing a group to lose a point of Size allows the sorcerer to add three successes to her next shape sorcery roll to sustain it.

**Distortion:** When distorted, Death Ray's beam scatters and diffuses, setting random fires in nearby zones but attenuating its main beam so that it only inflicts 5 non-aggravated base damage and burned Wounds.

## Demon of the Third Circle

**Type:** Sorcery-only

**Goal:** Ritual

This spell is similar to Demon of the Second Circle, save that it must be cast on one of the five nights of Calibration, and that it summons one of the penultimate lords of Hell: a Third Circle demon, one of the very souls of the Yozis themselves.

**Control Spell:** Taken as a control spell, Demon of the Third Circle grants the sorcerer the ability to manifest a green crown of roaring flames for the rest of the scene by reflexively paying a point of Willpower. If she issues an order to a First Circle demon while displaying this crown that would not violate its Nature or force it to violate a sorcerous binding, it must spend 2 Willpower to disobey her.

## Rain of Doom

**Type:** Sorcery-only

**Goal:** Ritual

This spell must be cast precisely at the moment the sun first touches the horizon; from that moment, dark clouds begin to gather. The sorcerer has from then until the sun completely vanishes—about an hour—to navigate a circuit around the area she wishes to destroy, returning to her starting point without crossing back over her own trail. She may proceed on a mount or on foot, but cannot fly or teleport; she must actually traverse the ground to mark the boundary of the doomed area.

From the point the circuit is completed until sunrise, the clouds open and disgorge a rain of boiling, poisonous acid upon the circuited area. The rain pits stone, melts metal, and causes wood to burst into orange flames. Characters caught in the rain must soak one level of aggravated damage per round of direct exposure, and suffer one dose of alchemical poison (see p. XX) per minute of exposure, even after escaping the rain, until they can strip off drenched clothing.

The rain remains venomous and corrosive until touched by the light of the sun, and in places where it has run deep into cave systems may retain its hideous potency for decades. Nothing will grow in an area scoured by the Rain of Doom for years.

**Control Spell:** The sorcerer is immune to her own rain, and may spend 1 Willpower to call down a bolt of green or purple lightning from the storm's depths which strikes with sufficient force to blast apart stone, blowing holes in sturdy walls or smashing holes in temple roofs. The lightning is not accurate enough to use as a weapon against individual targets. It might be deployed against groups, but any group caught in the spell is surely doomed anyway.

**Distortion:** Distorting this spell reduces it to "only" an extremely violent storm, neutralizing its acidic and poisonous qualities.