



The Book of Three Circles

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More Spells for Exalted

Emerald Circle Spells

Coin of Distant Vision

Cost: 5sm, 1wp

Keywords: None

Duration: Until ended

The sorcerer spits into her palm and conjures into her hand a black ceramic coin inscribed with arcane sigils. She can place the coin wherever she likes. Thereafter, she can concentrate and perform a miscellaneous action to project her consciousness to the coin. She sees, hears and smells everything as if she stood at the coin's location. If the coin is in a pocket, pouch or container with at least one opening, she can sense the environment both inside and outside that container. She senses only the inside of a container that's completely enclosed, such as a strongbox. Because she cannot project her sense of touch, she knows instantly if her body is shaken or injured.

The sorcerer instinctively knows the distance of her senses from her body and the direction to the coin. She can find the coin just by traveling toward it, concentrating periodically to discover if it has moved. A sorcerer may have only one coin of distant vision at a time. She may reflexively dispel her existing coin, causing it to crumble into dust, allowing her to form a new one.

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

Distortion (Goal Number: 5): Distorting a coin causes sorcerer senses to work as when heavily intoxicated while projecting them through coin, inflicting a -3 penalty on rolls to sense through the coin. Additionally, they may no longer use Charms to aid them while projecting through the coin.

Burning Eyes of the Offender

Cost: 15sm, 1wp

Keywords: Perilous

Duration: Three Rounds

The sorcerer's anima ignites in a colorless fire that refracts and magnifies the hues of her Exaltation. Sorcerers without an anima banner radiate a blank, white brilliance. All who gaze upon the sorcerer weep uncontrollably, their eyes stung by her blazing halo.

For those who continue to look at the sorcerer despite the pain, they must expend 1 initiative to attempt to attack

her, and they suffer a -2 on their attack. This works on any attack that originates within medium range around her, though this does not affect allies standing next to her. Opponents who are blind or who avert their eyes do not suffer this penalty (but suffer normal penalties for fighting blind). The sorcerer may dispel Burning Eyes of the Offender as a reflexive action. This spell ends instantly if the sorcerer suffers Initiative Crash.

The sorcerer who knows Burning Eyes of the Offender as a control spell can quickly create a sudden flash of light that disorients an enemy. The sorcerer may resolve a difficulty 2 gambit using (Perception + Occult) to attack. This inflicts a -2 penalty on all actions until the enemy takes a miscellaneous action to clear their head. This action can be flurried. Additionally, she can always summon small flash of light in her hand, enough to light up the darkness for a second.

Distortion (Goal number: 5): Distorting Burning Eyes of the Offender stops this spell from working on the enemy sorcerer and his allies.

Commanding the Beasts

Cost: 15sm, 1wp

Keywords: Psyche

Duration: One Scene

Glittering streamers from the sorcerer's anima wrap around target animals, carrying sorceries of peace, obedience and understanding. This spell affects only normal animals of average or low intelligence. It can affect a number of animals equal to (Essence), all within medium range of the caster. The Sorcerer rolls her (Intelligence + Presence) against the Resolve of the affected animals. If they have Intimacies that would oppose the control, such as intimacies of loyalty or affection towards a rider, or intimacies indicating their animal supremacy in the jungle, they may apply them. If the sorcerer succeeds, the animals are mesmerized.

For the rest of the scene, the affected animals obey the sorcerer's commands. The magic renders them able to understand complex commands. Spellbound animals have a Defining Tie of loyalty to the sorcerer and they never spend Willpower to resist the sorcerer's commands. If the sorcerer instills intimacies in the animals during the duration of the spell, the animals may remain tame and obedient for the sorcerer even after the spell ends, but at this point, they are simply tamed animals without any supernatural understanding of the sorcerer's commands. Anyone training the tamed animals gains a +1 non-charm die to a Survival roll to do so.

When other characters interact with the spellbound animals, the difficulty to do so increases by an amount equal to the Sorcerer's Essence. The animals become testy around

other people and are not interested in doing what anyone else wants. Charms and sorcery, however, work normally on spellbound animals.

The sorcerer who knows Commanding the Beasts as her control spell can influence dozens of animals this way. Her commands may effect (Essence) Size number of animals. Animals seem naturally drawn to the sorcerer. Birds coo in her windowsill, and raitons always watch them from their perches.

Distortion (Goal number: 7): Distorting Commanding the Beasts partially breaks magical control of the Sorcerer – the animals still have Defining Intimacy of serving the Sorcerer, but they can no longer understand complex commands.

Peacock Shadow Eyes

Cost: 15sm, 2wp

Keywords: Psyche

Duration: Instant

This spell causes the sorcerer's eyes to glow, and that gaze can hold a target, compelling them to stunned silence and mesmerizing them. The sorcerer rolls (Charisma + Occult) against the target's Resolve. They may apply intimacies related to the sorcerer to boost their Resolve if applicable. If successful, the target loses their capacity to resist the sorcerer's will, becoming highly suggestible. While under the effects of Peacock Shadow Eyes, the target may not apply intimacies to boost their Resolve, but may have it lowered by exploiting intimacies. They also find it more difficult to resist the suggestions of the sorcerer, increasing the Will-power cost to reject social influence by 1. This is temporary - the spell's immediate effects only last for about five minutes, after which the target will remember only that he and the sorcerer spoke but not the details of the conversation. Careful use of this spell can allow a character to build a confusing web of contradicting feelings and beliefs. In this fashion individuals can be made to believe things that are not so, to question close relationships, even to become paralyzed and indecisive as a result of conflicting beliefs they are all convinced are true. This spell can only affect one person at a time and requires that the sorcerer engage in actual dialogue with them, so most characters who use it are careful to do their brainwashing in private.

A character who knows Peacock Shadow Eyes as their control spell does not merely suborn the will of their target, they worm their way into their hearts. This creates a Major Tie of Trust toward the sorcerer. The subject is amenable to minor requests and favors. More importantly, the temporary Tie may support Instill actions creating new Intimacies, allowing the sorcerer to shape the target's beliefs. They are often known for having magnetic or strangely compelling personalities and very intense eyes, which may be discomfiting to some.

Distortion (Goal Number: 10): A sorcerer who realizes that a target's mind has been altered by this spell can attempt to unravel the web of lies. Success allows the target to remember the sorcerous influence, making them aware of

how their beliefs were shaped against their will. This does not remove any secondary Intimacies that may have been created as a result, however.

Disguise of the New Face

Cost: Ritual, 1wp

Keywords: None

Duration: Until ended

This spell weaves an illusion that makes the target look like someone else. It transforms not just the person's appearance, but her voice, mannerisms and even anima. The sorcerer ties threads of Essence around the target in the occult knot-pattern of the Hidden Self. The process takes 10 minutes to complete. It's easy if the target remains standing and immobile, but impossible if she does not.

The sorcerer's player makes a disguise roll instead using (Intelligence + Occult) instead of (Intelligence + Larceny). The illusion itself is perfect and may not be pierced by mundane senses, though supernatural senses must contend the difficulty of the disguise increased by (Essence). The spell does grant the target an intuitive understanding of proper mannerisms as well, though if they acts grossly out of character, mortals may still roll to pierce the disguise. While the disguise may permit the character to appear inhuman, it is only an illusion, and some illusions that are significantly removed from the character's own size or body plan may not be possible.

Once the persona-tapestry is woven, it flares briefly with Essence light before it fades, completely remaking the subject's appearance. The spell lasts until the impostor is somehow revealed, the target chooses to remove it (which requires a simple action) or when the caster dispels it, requiring line of sight and a reflexive action.

Distortion (Goal Number: 10): Distorting a Disguise of the New Face cause disguise to fail in strange ways. This allows mundane senses to pierce it and halves the difficulty of the disguise.

Flight of Separation

Cost: 7m, 1wp

Keywords: None

Duration: Until ended

The sorcerer speaks the Word of Ten Thousand Birds, part of the song that all the birds of Creation sing when they gather in one place. Because humans cannot speak this word, the caster is suddenly transformed into a flock of birds in a burst of Essence. Successfully casting this spell may reflexively enhance a disengage action, granting 1 non-charm success and bonus dice equal to the sorcerer's (Occult) score. They continue to grant (Occult) in bonus dice to all movement actions for the duration of the spell. The birds fly together at a speed of 20 miles per hour and can travel up to a number of miles equal to the caster's Essence. Once the birds reach this distance (or some nearer destination), the birds complete the Word of Ten Thousand Birds, and coalesce to become the sorcerer once more.

While transformed into a flock of birds, the sorcerer keeps all of her Attributes, Abilities, Willpower, health levels, soak and Hardness (including armor). Her enemies must subtract (sorcerer's Essence) successes from attacks against her, as they are confused by the sheer amount and speed of the birds. This benefit does not apply to large area attacks. She cannot, however, take any actions other than movement actions. She may not attack, use Charms, communicate or parry. Any health levels of damage are reflected by the deaths of several birds until the caster reforms, whereupon the damage manifests as wounds and the slain birds dissolve into pools of the caster's blood. Each sorcerer always becomes a particular species of bird. The sorcerer may reflexively reform their body at will.

A sorcerer who knows Flight of Separation as her control spell moves at 30 miles per hour and can travel up to a number of miles equal to the caster's Essence multiplied by two. Additionally, when her emotions run hot, shadowy silhouettes of birds start to circle her.

Distortion (Goal Number 7): Distorting a Flight of Separation weighs sorcerer down, slowing him considerably. She cannot move in birds form faster than 5 miles per hour and loses Essence bonus to her Evasion, which is then further decreased by half.

Personal Tempest

Cost: 15sm, 1wp

Keywords: Perilous

Duration: One scene

The sorcerer performs the Five Winds Nexus Gesture, making her the center of a confluence of strong winds. Her clothing whips about in winds that only people standing very close to her can feel. These winds last one scene, until dismissed or until the caster suffer Initiative Crash or is incapacitated.

While these winds last, all attacks made against the sorcerer, treat her as behind heavy cover. Winds buffet the enemies of the sorcerer, turning away blows, sending arrows flying off course. Try as they might, they have a difficult time striking the sorcerer.

The Sorcerer who knows Personal Tempest as her control spell can protect greater numbers of people. She can also protect battle groups up to (her Essence) in Size with the Personal Tempest. Additionally, she may always call winds to help her. This can facilitate stunts involving subtle or fine usage of wind, such as moving light items or aiding a dramatic entrance.

Distortion (Goal number: 10): Distorting Personal Tempest decreases its effects to light cover.

Commanding Presence of Fire

Cost: 15sm, 1wp

Keywords: None

Duration: Special

From the fiery valor within her, the sorcerer creates above herself a huge projection in her own image, dozens of feet tall and wreathed in flame, high enough to be seen for seven miles. Speaking through the image, the sorcerer's voice is amplified so all who see her, even in the clamor of a storm or a battlefield, can hear her. The projection lasts one minute at minimum, and up to one scene. For every additional minute the sorcerer wishes the projection to last, she must succeed on a (Stamina + Resistance) check with a difficulty of 2. Every additional minute increases the difficulty by +1 to a maximum of 5.

A sorcerer who knows Commanding Presence of Fire as her control spell can keep up the spell for hours without fatigue – she doesn't need to roll at all. Additionally, she gains half her Occult score rounded up in bonus dice to her social influence, as the sorcerous might of the spell infuses their words and actions with passion and anger. She also gains a +1 non-charm die bonus to Command actions.

Distortion (Goal Number: 10): Distorting Commanding Presence of Fire cause sorcerer voice to falter and take on strange, squeaky tones and decreases his imposing figure by half. Remove occult bonus added by this spell to social influence and decrease range of spell visibility by half.

Paralyzing Contradiction

Cost: 15sm, 2wp

Keywords: Psyche

Duration: One scene

The sorcerer suffuses one of the Ineffable Koans with magical power, forcing the minds of sentient beings to do nothing else but ponder an impossible riddle. Speaking the koan, the sorcerer releases white Essence. This power forms over the sorcerer's head a sigil that represents the mystery of the koan. The spell affects all sentient creatures within medium range of the sorcerer who see the sigil or hear the caster's words, and are capable of intelligent thought.

Solving this koan requires an extended (Intelligence + Lore) roll with interval of one minute, a difficulty equal to the sorcerer's Essence and the goal number required equal to the sorcerer's Lore. Characters cannot flurry this miscellaneous action. Each creature must find an answer within himself: Anyone else's solution sounds absurd.

If a person is attacked while struggling to unriddle the koan, he is freed from the spell. Paralyzing Contradiction otherwise ends when the sorcerer dies or is rendered unconscious, when all targets solve the koan or when the scene ends. When the spell ends, the sigil above the sorcerer's head snuffs out. This spell can only be cast once

per scene.

A sorcerer who knows Paralyzing Contradiction as her control spell can choose selectively who must grapple with the koan's meaning. Additionally, add (Essence) to the goal number for solving the koan.

Distortion (Goal Number: 10): Distorting the spell grants everyone afflicted by the koan a sudden insight into its meaning. They gain the sorcerer's (Lore) in automatic successes towards the goal number.

Fugue of Truth

Cost: Ritual, 1wp

Keywords: None

Duration: One day

The sorcerer casts this spell after meditating in a lightless, soundless place for one hour. He attunes himself to truth and the flows of Essence, rather than the tricks that sound and light play on the senses. The meditation enables the sorcerer to see through illusions, to resist glamours, to avoid enchantments and to perceive what is concealed, whether they are things or purposes.

This trance-like state grants four extra successes to all Perception-based rolls to perceive illusions, see through disguises or Read Intension, and when rolling to find or notice hidden things.

Moreover, the sorcerer gains a +2 to her Resolve against normal, Manipulation-based social influence rolls, for he sees through the cleverest persuasions. Magical attempts to control the Sorcerer's mind which have overcome normal defenses can be resisted with a reflexive (Perception + Integrity) roll, difficulty of the would-be controller's Essence. While the trance lasts, however, the sorcerer's reactions are sluggish, imposing -3 dice of penalties to all physical actions. His stupefied and distracted demeanor also inflicts a -1 penalty to all social rolls. Fugue of Truth ends if the sorcerer botches a roll, is wounded, loses consciousness (including going to sleep), is crashed or voluntarily chooses to release it.

If the sorcerer possesses Fugue of Truth as their control spell, they grow intimately comfortable with this state of truthfulness. Their penalty to physical actions is reduced to -1, and they suffer no penalties to social rolls. They often have a distant look in their eyes, and their facial expression is often lax.

Distortion (Goal number: 10): Distorting Fugue of Truth doubles the penalties Sorcerer suffers.

Internal Flame

Cost: 15sm, 1wp

Keywords: Perilous

Duration: One scene

When people fearfully speak of sorcerers who can kill

with a glance, it is almost assuredly this spell that they whisper about. Internal Flame allows the sorcerer chooses a single character within medium range and hurls streamers of burning red and gray Essence at them. These streamers seep past armor and clothing to sink into the target's body, where they flow into his skeleton and fill it with the Essence of fire.

Upon casting the spell, the sorcerer makes difficulty 3 unblockable gambit using her (Perception + Occult). If the gambit is successful, the spell gives the target's bone marrow the qualities of molten iron. This is treated as a poison that has Damage 1L/round, Duration (current temporary Willpower) rounds, and a -3 penalty. This spell is especially dangerous to mortals and animals, continuing to inflict the penalties from pain until treatment is received. Without supernatural healing, mortals remain wounded, and if they go untreated, many die in the weeks that follow. Exalts, spirits and other supernatural creatures heal normally from this attack.

A sorcerer who knows Internal Flame as her control spell may reflexively end the effect prematurely in a victim and leave it dormant. At any time afterwards, if they make an unrolled shape sorcery action at up to medium range from the target, they can reactivate the effect, which continues to work until its duration ends. Cruel sorcerers can use this as a method of control, though treatment for the injury may end the effect prematurely. In addition her body temperature is much higher than normal and gets even hotter when she is impassioned, potential causing nearby flammable objects to smoulder, or for her to expel smoke from her mouth or nose.

Distortion (Goal Number: 12): A sorcerer who perceives the effect of the spell can attempt to prevent it from wounding the target further. Success allows the sorcerer to lower the number of rounds the effect lasts by their own Occult score, and relieves the penalty from the spell itself (though it does not relieve any wound penalties that resulted from it.)

TREATING THE INTERNAL FLAME

The cause of the spell's effects is not immediately obvious to a physician. Most require a diagnosis before a check for treatment can be made. Treatment usually requires specific tools such as acupuncture needles to restore balance to the essence of the body.

Flying Guillotine

Cost: 15sm, 1wp

Keywords: Decisive-only

Duration: Instant

The sorcerer makes the Sign of the Hooded Headsman. Her Essence congeals into a barbed chain two feet long that spins as it arcs toward the target. The sorcerer can attack anyone she can see at up to medium range. The sorcerer's player rolls (Wits + Occult) as the attack roll. The Flying Guillotine avoids obstacles (negating all cover bonuses, with exception of full cover) and can even turn corners to chase a foe. The silver weapon wraps about whatever body part it strikes and secures itself into a loop of chain with barbs along the inside. The chain spins with great speed as it tightens, inflicting horrific damage.

The spell has raw damage equal to (her Initiative + Essence), inflicting lethal damage, it resets Sorcerer to base Initiative on a successful attack. The chain always aims for a limb but ideally the neck of the target. If the Flying Guillotine does damage in excess of the target's Stamina, the target must choose to either accept a crippling penalty or suffer an additional 3L damage, as the Flying Guillotine hacks at a limb, potentially amputating it. If it reduces the victim below Incapacitated, it instantly decapitates the target. The chain itself seals shut the severed neck on the head, making it not so messy a trophy. If the damage does not kill the target, the chain has wraps around a shoulder, chest or limb thrown up as part of the defense, cuts deeply, and then vanishes in a flash of silver light. The chain likewise disappears if the target dodges, parries or otherwise counters the attack.

A sorcerer who knows Flying Guillotine as her control spell finds that it cuts and wounds in an increasingly efficacious fashion. The extra raw damage dice rolled if the target rejects the crippling penalty is increased by (Essence). If the Sorcerer wishes, she can always Reflexively call silver chain into her hand. This chain is considered as a Whip weapon with additional Balanced tag. This chain disappears when Sorcerer lets it go or is disarmed.



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