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THE BOOKS OF SORCERY, VOL III
OADENOL'S
CODEXTM

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BRAKOOOM!!!





INTRODUCTION



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Welcome to **Oadenol's Codex**, a supplement in the **Books of Sorcery** series for **Exalted**. In the world of **Exalted**, supernatural power comes from manipulating the universal force of Essence. Charms, by which Essence augments the ordinary talents of mind and body to supernatural extremes, form the basis of Exalted power. The **Exalted** core rulebook and the various books in the **Manual of Exalted Power** series describe the Charms of the various sorts of Chosen. Sorcery and its dark reflection necromancy enable stranger feats of greater power, as described in **The White and Black Treatises**. In the First Age, the Exalted developed a third way to wield power: Essence-fueled magitech that the Second Age duplicates with difficulty, if at all. The magitech described in **Wonders of the Lost Age** did more than either Charms or sorcery to make the elder world an Age of Splendor in contrast to the current Age of Sorrows.

But Creation also holds other forms of magical power, which the Exalted did not invent. Sometimes Essence naturally concentrates in certain locations called demesnes, and in particular plants, animals and minerals. Long ago—before the gods Exalted their chosen champions—mortal creatures learned to tap and control these natural sources of Essence.

Oadenol's Codex describes four of these ancient modes of magic. They lack the portable raw power of Charms and sorcery, or the flash and dazzle of magitech. Nevertheless, the Exalted use them all. Just as the mightiest combat Charm grows from the sweat and blood of mundane weapon skill, some of the greatest feats of Exalted power depend on paying attention to the Essence already at large in Creation.

WHAT'S IN THIS BOOK

Each chapter of *Oadenol's Codex* describes one source of magical power.

Chapter One: Artifacts and Artifice tells of the enchanted wonders whose magic comes from craftsmanship and mystically potent ingredients rather than sorcerous science. Artifacts range from writing-brushes that take dictation to mighty weapons any Exalt would fear to face in battle. Not only does the chapter describe dozens of artifacts, but it gives a thorough discussion of how to create them—from the perspectives both of a character and a player or Storyteller.

Chapter Two: Demesne, Manse and Hearthstone expands upon the core rulebook's discussion of demesnes, those places where Creation's Essence wells up in superabundance, and the manses built to channel that power. This chapter discusses new ways that characters can gain power from demesnes and give power to their manses. It also explains the techniques of geomantic construction that produce manses, and can create or modify demesnes—or destroy them. The chapter ends with more than 100 hearthstones, those magical jewels that channel Essence from manses and confer other strange powers.

Chapter Three: Thaumaturgy discusses the 11 magical Arts that mortals can use. The rituals of thaumaturgy may seem slow and weak compared to Charms and sorcery, but they are powerful enough that the Exalted should not take them lightly. This chapter reveals the history of thaumaturgy and describes the people and groups that practice it.

Chapter Four: Magical Flora, Fauna and Phenomena collects a sampling of creatures and substances that magical forces have shaped. Some of these phenomena are deadly threats to all who encounter them; others are natural artifacts waiting for anyone brave and strong enough to collect them.

HEROIC MORTALS AND MAGIC

The subjects of these four chapters have something in common: they don't need the Exalted. People who can't even perceive Essence on their own can learn thaumaturgy, collect magical plants, craft the weaker sorts of artifacts and even build manses. Exaltation *helps*, but it isn't completely necessary. Therefore, a few topics about mortals and magic deserve special discussion here since they have relevance for more than one chapter. But first, a word about heroic mortal characters in general.

ESSENCE AND MORTALS

Mortals typically have Essence 1 and no Essence pool. This might change two distinct ways, though a character could potentially benefit from both.

Increased Essence: Rarely, heroic mortals gain a higher permanent Essence score. The mortal attunes to Creation and feels some degree of its Essence flows. By itself, this does not grant the mortal an Essence pool. However, having an Essence rating of 2 or 3 does give the mortal the other benefits that come to the Exalted, such as an increased Dodge DV, greater minimum damage and higher minimum dice pools. Mortals cannot have Essence 4.

Essence Pool: Mortals with the ability to actually manipulate Essence are called enlightened mortals. Unless the Storyteller makes the differences between sources of enlightenment an important part of her series, pools of (Essence x 10) motes will serve as a "quick and dirty" rule. The character can use the first (Essence x 3) motes easily. If the enlightened mortal spends a Willpower point, he can access the remaining (Essence x 7) motes for the rest of the scene.

Chapter Three includes a ritual by which mortals can gain Essence pools. **Scroll of the Monk**, pages 17-20, discusses several more. Half-mortal characters, such as the God-Blooded, Ghost-Blooded or Half-Castes (children of powerful Exalts) can have Essence pools, too. A mortal with an Essence pool can increase his Essence rating, and his pool with it, through experience.

ATTUNEMENT

Enlightened mortals can use their Essence to attune artifacts, manses, demesnes and hearthstones—but they need thaumaturgy to do it. The thaumaturgical Procedures are easy, though; see Chapter Three. Once an enlightened mortal attunes something magical, she gets all the normal benefits from that item. She can swing the daiklave that's bigger than she is, gain Essence from a hearthstone, and so on.

With so little Essence, though, *keeping* an artifact or manse might become a problem...

THE ENLIGHTENED MORTAL SORCERER

Much has been made of the fact that mortals cannot normally learn the powerful spells of sorcery and necromancy. However, Creation is vast enough to permit exceptions. A mortal who achieves a permanent Essence of 3 and Occult 5 can learn the Terrestrial Circle Sorcery Charm and sorcery spells, provided she could endure the trials of initiation. The same goes for necromancy. A mortal cannot become both a

sorcerer and necromancer—but even the Exalted find that difficult.

Even if a mortal somehow gains the prerequisites, learning sorcery takes longer and requires more effort for a mortal than it does for any of the Exalted. As such, mortals must pay 15 experience (12 experience if Occult is Favored) for the Terrestrial Circle Sorcery Charm and for each spell learned.

FOLK RESOURCES

Crafting artifacts, building manses and performing many thaumaturgical rituals costs a lot: as described in **Exalted**, most of these activities demand that characters muster considerable Resources. The high expense of workshops, tools and materials might seem to place artifact creation beyond the reach of tribal shamans, village witches and other folk savants, while building manses would be unthinkable. How do they even afford the higher-Degree rituals?

Remember that Resources measure more than cash. For folk magicians and savants, Resources indicate direct access to raw materials and accumulation of time and effort.

For instance, a barbarian shaman might chant prayers in a hut while he kneels on a mat and scratches symbols

on a talisman of wood and feathers... but the hut is made entirely from the bones and sinews of tigers. The mat was woven from hair of the shaman who trained him, the shaman who trained *her*, and so on back six generations. He scratches the symbols with the claw of a gryphon his grandfather slew. The feathers come from birds that nest in the tree of a forest's ruling god. Even though by most standards the shaman and his people are desperately poor, the shaman still has a master's workshop, because a civilized artisan would need to pay a fortune to obtain a similar panoply of mystic tools.

Folk magicians usually limit themselves to the talismans and minor enchantments of thaumaturgy. Nevertheless, the wise folk of barbarian cultures can sometimes craft artifacts as powerful as any from the Realm.

Even manses are not beyond the reach of a determined tribe or village. Building a manse takes years. They *have* years. If a community doesn't have large numbers of skilled artisans, well, it takes a bit longer—but they can do it if they really want to. The chief limiting factor is knowledge... but knowledge has a way of getting around, especially in a world of magic where shamans can summon spirits and priests can talk to gods.



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