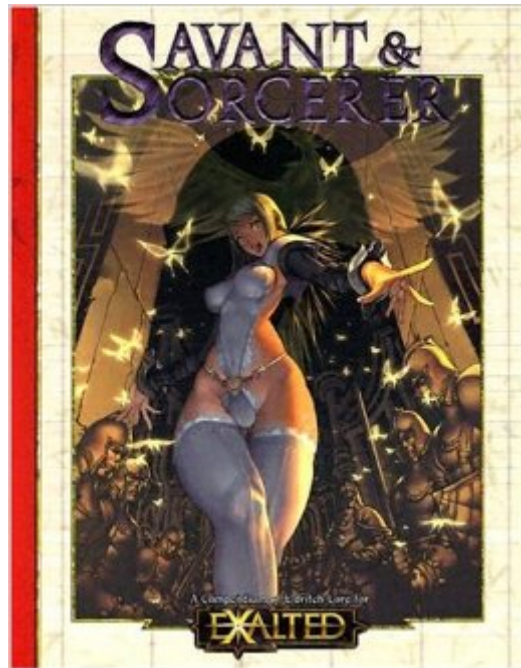


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# Savant And Sorcerer



## Synopsis

The Ancient Secrets of Sorcery During the First Age, Creation swarmed with sorcerers, magicians and savant-engineers. These Exalted and miracle-workers made the world a place of wonder. Now, at the twilight of the Second Age of Man, Creation is a place of ignorance. Splendors lie in ruins and secrets are forgotten. Yet, here and there, caches of lore remain for those daring enough to claim them. What wonders await in the libraries of sorcerers and amid the ruins of bygone glory? Reclaim the Power that Lies Forgotten Savant and Sorcerer describes the intricacies of sorcery in the world of Exalted . The book details over 100 spells from all three circles of magic. It also provides information on Demesnes, Manses, Hearthstones, summoning spells and the creation of Artifacts. Finally, Savant and Sorcerer reveals warstriders, the massive war machines of the First Age.

## Book Information

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## Customer Reviews

I wasn't completely thrilled with "The Book of Three Circles", but I was pretty close. Thus, when this book came out, I was excited -- maybe, I thought, they'll fix everything that was wrong with "Three Circles". "Savant and Sorcerer" comes close to living up to its promise, but doesn't quite -- except for Rebecca Borgstrom's incredible demon-summoning section, which I'll get to in a minute. Most of this book is just exactly like "The Book of Three Circles". The writers, apparently realizing that the in-game techniques / schools / etc for learning sorcery were sort of half-assed in "Three Circles", made a half-hearted attempt to expand on them in this book, but didn't do a good enough job. They did do an excellent job on rebalancing and rewriting the spells themselves (thank goodness, since we've had what, two years of playtesting since then?), but nothing particularly interesting was added

to that section either. There are only two really new things in this book. One is the new Artifact creation rules, which are pretty good (if badly edited -- I found at least one sentence that directly contradicts itself twice). I have a couple of issues with these, not least of which is the fact that an Artifact that was made using an exotic component is apparently lower level not only for the purposes of construction but also for the purposes of character generation (so when you're giving your character a Daiklave of Conquest, you can up and say, "Hey, my Daiklave of Conquest required the dying breath of seventy god-kings in its construction, so it's lower than level 5!"). These, however, can be fixed with a little common sense.

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