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Oadenol's Codex: A Tome Of Wonders For Exalted, Vol. 3, 2nd Edition



Synopsis

Oadenol's Codex is the guide to the practical application of sorcerous knowledge in the Second Age. From the creation of artifacts to the raising of manses, and from the subtle workings of thaumaturgy to the various naturally occurring miracles of Creation, this third of Exalted's Books of Sorcery offers aspiring geomancers, sorcerer-engineers, thaumaturges and preternaturalists the tools they need to ply their arcane trades. This book includes: A plethora of ready-made artifacts, hearthstones, prodigies and manses for characters to own and Storytellers to weave into their series, Rules for creating new and unique artifacts and manses, Complete rules for thaumaturgy.

Book Information

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Customer Reviews

If you are playing 2nd edition Exalted this is the coolest book. Thaumaturgy is way underrated. The presentation of the rituals and abilities is poor, but the content is excellent... However, if you are thinking of buying into Exalted for the first time, you might want to wait. 3rd edition is coming out and it's awesome.

This book contains all the hard rules for artifact and manse creation, most likely needed for Storytellers, and can be useful for players. It adds information on new artifacts, although none are as interesting as in the previous book of sorcery, as well as a slew of new hearthstones. Information for custom artifacts is included and a similar system for manses has been added, allowing for things like magically hidden manses, and even factory cathedral manses (those used for creation of the higher level artifacts)

The Oadenol's Codex is for all the Hearthstones and more you get in this book.

Although artifice is rumored to be just for essence wielders, this book shows otherwise. And it rocks. Mortals can try to make small wonders! Now magic is for almost everyone and small miracles can be achieved without need of been Exalted. Been Exalted just improves and makes faster this natural way of magic in the world of Creation. Rules for thaumaturgy as well as new procedures and processes. Great thing and of course a lot of applications and how to use them as well as guidelines for creating even more procedures. Rules for Demense and Manse creation. Built with a point by point purchase and interesting powers for each manse. Also examples of several of them. A vast list of useful Hearthstones by level, by Element and by Celestial alignment. Guidelines to create artifacts instead of magitech. Also quite a few pages of examples of solid artifacts. A good companion to magitech. YET I don't see why the need to create another kind of artifacts. BUT it is a good idea really. Magitech is like advanced science and Artifice is more of a natural wonders discovery and mix. Also a few examples of natural wonders of Creation.

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