

THE HUNDREDFOLD FACETS OF ENLIGHTENMENT

A CHARM COMPENDIUM BY CHARLES SPAULDING

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NOTE

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INTRODUCTION

Charm design is an art. There's no one thing that can tell you how best to make a new Charm, or even if it's appropriate to whomever you're giving it to. Solar Exalted shoot flaming energy from their swords, Terrestrials boost their Strength with Resistance and Lunars have Attribute Charms that are more specialized than some Charms found in Ability-based sets.

The best way to build new Charms is, first, to familiarize yourself with extant powers. Understand the themes and costs of a Charm set, and even if you're not innovative enough to come up with new ones yourself, you're well on the way to discerning whether someone else's Charms are up to snuff. Second only to that is to experiment. Few, if any, Charms in this document did not get revised more than once, even months after they were originally "finished." Think about them. Test them. If you think it's perfectly fine after the first draft, you're probably wrong.

This document began as half a test of my own skills and half a desire to see anything at all like it somewhere. Sometime around November 2008, it was about 30 pages long and mostly contained Solar Charms. The aim at the outset was to provide 100 Charms for Solars and Abyssals, 50 for Lunars and 40 for Terrestrials. Six months later, almost none of the initial text remains, and there are 164 Solar, 89 Abyssal, 72 Infernal, 80 Lunar, 39 Dragon-Blooded, 29 Fair Folk and 2 Martial Arts Charms, along with a variety of additional materials including artifacts and manse powers.

GOALS

First and foremost, this document is about providing a more robust selection of Charms for Exalted. It is not an attempt to "fix" any overarching issues. The Solar Charms from *Dreams of the First Age* remain unconsidered; familiar names and effects may be found here, but little else.

However, some previously published Charms require "fixing" or otherwise must be addressed in order to explain why or how new Charms function. The cost of Flowing Body Ascension (*Dreams of the First Age, Book II—Lords of Creation*, p. 69) is considered unacceptable, and so must be adjusted if it is to live in the same game as this document's Dancing Shadow Evasion or Indomitable Puissance. This work strives to make such changes few, and the majority of notes on published Charms are meant as explanations of assumptions made when creating new, related Charms. The Lunar's Scorpion and Toad Mastery (*The Manual of Exalted Power—Lunars*, p. 161) does not explain how it interacts with the spiritual diseases described in *Scroll of the Monk*, so a note is made about how it is assumed to function in this document.

QUALITY CONTROL

All of the Charms in this document have been play-tested. However, the vast majority have not been play-tested *extensively*. Most Charms have seen two or three sessions of actual use in games specifically with the purpose of play-testing them. This is, of course, not the best means of finding flaws. I can only ask that you be forgiving.

CONVENTIONS & SUGGESTIONS

This section outlines logical trends that the rules have not formalized (such as the interaction of Simple Charms and the Mandate keyword), as well as expanding the rules with new keywords or basic information that this document treats as standardized information.

GENERAL CHARMS

If it doesn't say "Xth Excellency" it's not an Excellency, and so is not subject to the effects of Infinite (Ability) Mastery or similar General Charms. Conversely, if it is an Excellency, it is likewise affected by meta-Excellency General Charms.

KEYWORDS

Artillery—Charms with this keyword either apply only to artillery weapons or have a special function when used with such weapons. Artillery weapons are marked with the 'A' tag and many mundane artillery pieces are described in *Scroll of Kings*, p. 136-141. Existing Charms that should carry this keyword include: Trance of Unhesitating Speed (*Exalted*, p. 187; weapons with Rate 1 that take more than one Miscellaneous action to reload should be considered to have Rate less than 1), Rain of Feathered Death (*Exalted*, p. 189), Essence Thorn Cannonade (*Dreams of the First Age, Book II—Lords of Creation*, p. 84). The following weapons should be considered to carry the 'A' tag, all from *The Books of Sorcery, Vol. I—Wonders of the Lost Age*: implosion bows (p. 130); medium, large and very large concussive Essence cannons (p. 131); Essence twisters (p. 132); lightning ballistae (p. 132) and storm hammers (p. 135).

Mandate—When a Simple Charm produces a Mandate of Heaven effect (*Exalted Storytellers Companion*, p. 130), it is assumed that the mote cost of that Charm is deducted from the character's pool at the beginning of their next played scene. This extends to the mote cost of any Charms in a Combo with the Mandate Charm. The mote costs of reflexive Mandate Charms can be recovered normally during dominion actions and are not missing from the character's mote pool at the beginning of his next played scene unless he somehow recovered no or too few motes during his dominion's actions.

Touch—When a Touch Charm targets a group, that does not necessarily mean the character need come into physical contact with every member of the group. Instead, the character must be available to every member of the group, capable of meeting with each individually without necessitating face-to-face time with all of them. It is up to the Storyteller to determine whether or not a character can meet this requirement within the constraints of a Charm’s activation, the number of people in the group and the types of communication available.

DVs: EXTERNAL PENALTY OR DIFFICULTY?

Treating Defense Values as an external penalty, despite what some Charms seem to indicate, makes too many Charms overpowered or pointless by turns. Most exemplary of this is *There Is No Wind*, which would negate DVs, making the subsequent Charm *Accuracy Without Distance* an overpriced upgrade. With this in mind, this document assumes DVs are simplified contesting rolls as they are described near the beginning of *Exalted*’s Drama chapter, p. 122. As difficulties, DVs are not negated in the same way as external penalties.

This can raise the question of why meeting a DV does not allow an attacker to hit with 1 success, as meeting a difficulty normally does. In this case, one can presume upon the Exalted conceit of the primacy of defense: DVs, being a defense, win. Therefore, while other contested rolls with similar results may end with a tie, the attacker who ties a target’s DV simply fails.

FEATS OF STRENGTH

In more than one place, the pool for feats of strength are defined as a static value. On *Exalted*, p. 185, static values are given a very strict cap on modification, disallowing any use of Charms to increase them by more than 50%. This makes a few Charms already in print less useful, and it makes it difficult to design new ways to manipulate feats of strength. If raw damage, post-soak damage or soak were treated the same way, the same problems would arise on a wider scale. Because of this, it is suggested that one ignore this limitation for the purposes of feats of strength. With the Charms in this document, then, Solar and Lunar characters can quickly reach the limits of the table outlined in *Exalted*, p. 127. For every point of Strength + Athletics beyond 20, the maximum lifting capacity of the feat increases by 500 pounds.

HEALTH LEVELS OF DAMAGE

This document assumes that, unless specified otherwise by an effect, things that directly inflict levels of damage are soaked just like dice, and before normal dice of damage. Any remaining levels are inflicted along with any levels rolled by dice; if an effect doubles post-soak damage, it doubles levels just as it doubles dice. If an effect inflicting levels of damage is reduced below the attack’s minimum damage by soak, the additional damage gained due to minimum damage is rolled as dice.

LEARNING THESE CHARMS

None of the Charms in this document are necessarily the kind of natural Charms each Exalt type has access to. They may be lost techniques or inventions of a given character, which would mean they take four times as long to learn (see *Exalted*, p. 274). Ask your Storyteller.

MATH

This document presumes that math is performed following the normal order of operations: division and multiplication before addition and subtraction. Multipliers are additive ($3 \times 2 \times 2$ is $3 \times 3 = 9$; not $3 \times 2 \times 2$ is $3 \times 4 = 12$).

Generally, one rounds in favor of the Essence-user in a situation. If more than one character is an Essence-user, or everyone involved is a mortal, round in favor of the character whose trait or traits are being used to calculate the value. If no one’s traits are being used to calculate a value, round normally.

MORTALS

This document adheres to the definition of “mortal” found in the sidebar on *Exalted*, p. 218. Abyssal and other Charms may *treat* certain Essence-users, such as ghosts, as mortals for the purposes of their Charms, but this does not actually change the definition of “mortal.”

TWILIGHT & DAYBREAK ANIMA BANNER

Some believe that the anima banner effect for Twilight and Daybreak characters is too powerful. Combined with the Charms in this document, a character can become a little too invincible. Some disagree. Here are some suggestions:

- If you believe that the Twilight anima power is fine, but that gaining the benefit of *more* damage reduction is going too far, do not allow such effects to stack.

- If you believe that the Twilight anima power is too good, reduce its effectiveness. One way of doing this is to change it from reducing health levels of damage to increasing Hardness. The author suggests (Essence \times 2) Hardness which explicitly stacks with other sources of Hardness. If this still seems too good, which may certainly be the case at high-Essence levels, try (Essence) Hardness or disallow stacking.

- Alternately, change the anima power back to its First Edition version. First Edition Twilights rolled their Essence and then reduced incoming health levels of damage by the number of successes. This unfortunately adds another roll to combat. Other First Edition options include requiring the expenditure of five motes for every use, which for fairness’ sake would require a new anima power, such as...

- Something other than damage mitigation. The Twilight may become a phenomenal teacher, halving the normal training times when someone has access to him as a tutor; or gaining (Essence) dice to *any* rolls involved in teaching or passing on factual knowledge. As the foremost scholars and inventors of the Exalted, perhaps they gain bonus dice to any of their caste Abilities. Or maybe they reduce the external penalties, or even difficulties, that their caste Ability’s actions face.

WORDPLAY

Yes, the alliteration lies heavy on the ground here. Puns, too. Film and literature references abound. Not good ones, either; check the Lunars chapter for a *Battlefield Earth* joke. It’s a sickness, and I apologize.

CHAPTER ONE

SOLAR CHARMS

GENERAL CHARMS

(ABILITY) ESSENCE PERFECTION

Cost: 4m, 1wp; **Mins:** (Ability) 5, Essence 4; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Any (Ability) Excellency

“Perfect” is a word often used to describe the exploits of the Lawgivers, but few truly understand the heights to which the Solar Exalted can soar with relative ease. This Charm may enhance any (Ability)-based roll or value of the Solar’s, adding a number of extra successes equal to the difficulty of the task and any external penalties or contesting rolls the action faces, to a maximum of (Attribute + Ability) additional successes. Feats of strength and similar actions enhanced by this Charm increase their rating by (Attribute + Ability) up to the minimum necessary to accomplish the feat, whether it is lifting or throwing.

DAWN

ARCHERY

TWISTING ENDLESS STREAMER

Cost: 5m; **Mins:** Archery 4, Essence 3; **Type:** Reflexive (Step 6)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Third Archery Excellency

The Solar Exalted do not miss their marks, but merely find one more suitable for their missile. When one of the Lawgiver’s Archery attacks fails to hit its target, he may activate this Charm to switch to another valid target. The Solar does not treat this as a new attack for the purposes of activating Charms or rolling dice in Steps 1 through 6 of resolution, but the target does. If the new target is in a range bracket farther away than the original, the Exalt’s successes should be reduced accordingly, and this should guide application of any other potential environmental penalties that would not have affected the original attack. The Exalt may not switch targets with this Charm more than (Essence) times on a single attack.

KEEN-EYED TRAJECTORY

Cost: —; **Mins:** Archery 5, Essence 2; **Type:** Permanent

Keywords: Artillery, Mirror (Sharp Eye for Devastation)

Duration: Permanent

Prerequisite Charms: There Is No Wind

With sharp aim and sure hand, the Solar artillerist lets loose precise attacks against distant foes. After learning this Charm the Solar may apply his Archery Charms to artillery weapon attacks normally, unless the Storyteller decides they could not function in the context of artillery weapons. Normal rules for Charm use in mass combat still apply, so a stunt is required to use Supplemental Archery Charms with mass combat artillery attacks.

HORDE-SCATTERING PAYLOAD

Cost: —; **Mins:** Archery 4, Essence 3; **Type:** Permanent

Keywords: Artillery, Stackable, War

Duration: Instant

Prerequisite Charms: Forceful Arrow

This Charm permanently enhances the Lawgiver’s Forceful Arrow, adding the Stackable keyword; the Exalt may activate Forceful Arrow up to (Essence) times on the same attack. The target only rolls to resist the knockback once, but the number of yards they are forced back is multiplied by the number of times the Exalt activated the Charm.

Horde-Scattering Payload also allows the Solar to enhance Archery attacks made with complementary units or artillery weapons (or both) without a stunt. When used to enhance an artillery attack, the effect of the Exalt’s Forceful Arrow applies to everyone and everything within ([weapon’s base damage] x [Exalt’s Essence]) yards of wherever the projectile or barrage strikes. Those who were not actually hit by the attack but are within the area of effect calculate their difficulty as if they had been hit with zero extra successes.

TRANCE OF UNHESITATING SPEED

Keywords: Artillery, Combo-OK, Obvious

Note: This is a modification and clarification of the Charm found on **Exalted**, p. 187, adding the Artillery keyword. Any weapons with a Rate of 1 that take more than one Miscellaneous action to reload, such as some artillery found in **Scroll of Kings**, can be considered to have Rate less than 1 for purposes of this Charm.

SOLAR SPIKE

Cost: —(+[varies]m); **Mins:** Archery 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Essence Arrow Attack

This Charm permanently enhances its prerequisite. When the Exalt uses Essence Arrow Attack to supplement an attack,

he may increase its cost, paying up to (Essence) extra motes. As long as the attack has at least one die of post-soak damage left to roll, it inflicts an additional number of health levels in Step 10 of resolution equal to the extra motes spent.

SINGULAR GOLDEN BARRAGE

Cost: —; **Mins:** Archery 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Phantom Arrow Technique

This Charm permanently enhances its prerequisite, allowing it to summon otherwise mundane ammunition with a Resources value equal to half the Solar's Essence. It also allows the Exalt's Phantom Arrow Technique to apply to weapons that have a hearthstone or other power requirement that is currently unavailable; this costs a number of motes equal to the rating of the missing hearthstone or any similar rating if another power source is used.

ILLIMITABLE RIGHTEOUS MISSILES

Cost: —; **Mins:** Archery 5, Essence 5; **Type:** Permanent

Keywords: Obvious

Duration: One scene

Prerequisite Charms: Inexhaustible Bolts of Solar Fire

The Solar deadeye's hands glow with red-gold Essence, infusing any Essence-discharge weapon he wields with all the motes necessary to fire. The Solar's Inexhaustible Bolts of Solar Fire now extends its benefits to any Archery weapon, including those that require incidental mote expenditures or hearthstones to fire normally, such as concussive Essence cannons (see *The Books of Sorcery, Vol. I—Wonders of the Lost Age*, p. 79 and 131). The Solar no longer need pay any individual costs for each shot, nor do such weapons require a hearthstone to fuel them.

RAIN OF FEATHERED DEATH

Keywords: Artillery, Combo-Basic, Obvious

Note: This is a modification and clarification of the Charm found on *Exalted*, p. 189, adding the Artillery keyword.

THOUSAND ARROWS CLOUD ATTACK

Cost: 18m, 1wp; **Mins:** Archery 5, Essence 5; **Type:** Simple

Keywords: Combo-Basic, Obvious, War

Duration: Instant

Prerequisite Charms: Arrow Storm Technique, Rain of Feathered Death

The Solar archer is to be feared above all others. Raising her bow to aim at the sky, she looses a single arrow that for an instant disappears in a burst of golden light, washing the battlefield with its brilliance. Then, thousands of arrows fall, littering the ground before disappearing in puffs of Essence. This Charm is a single Archery attack that is applied to every enemy the Chosen could validly attack out to the maximum range of her weapon; range penalties apply per each target's distance. In mass combat, this attack is applied against every enemy unit within range a number of times equal to their own Magnitude.

MARTIAL ARTS

LIGHTNING FINDS TREE APPROACH

Cost: 6m, 1wp; **Mins:** Martial Arts 5, Essence 4; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Thunderclap Rush Attack

The enemies of Creation must face the unstoppable, inescapable wrath of the Solar Exalted. This Charm supplements an unarmed Martial Arts attack, allowing the Exalt to move up to (Martial Arts x 2) yards in a reflexive leap or dash to the target before striking, and making the attack impossible to either parry or dodge.

BLOW-FOR-BLOW EXCHANGE

Cost: 4m, 1wp; **Mins:** Martial Arts 4, Essence 3; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Obvious

Duration: Instant

Prerequisite Charms: Hammer on Iron Technique

The roused Lawgiver is terrible and devastating, and only the greatest villains can survive their retribution. The Exalt may activate this Charm during the last attack action in a flurry of attacks that targeted her at least once, and that she used her Martial Arts Parry DV to defend against. For each attack that targeted her the Solar makes her own unarmed Martial Arts counterattack in a flurry that is resolved during Step 9 of the opponent's last attack against her. These attacks are all made at the Solar's full Dexterity + Martial Arts dice pool, and they inflict an onslaught penalty as a normal flurry would. The Exalt only suffers the highest single DV penalty of any one of the attacks in her answering flurry.

DOUSING THE GLOWING IRON

Cost: 4m; **Mins:** Martial Arts 3, Essence 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: One action

Prerequisite Charms: Any Martial Arts Excellency, Fists of Iron Technique

The Solar Exalted are heroes of unsurpassed puissance, and their epic feats can only bolster their confidence. When the Exalt activates this Charm, every unarmed Martial Arts attack she performs during her action adds one to her Parry DV instead of subtracting one, up to a maximum of (her Essence). For the duration of the Charm the Solar can parry ranged and lethal attacks unarmed without a stunt.

HAMMER ASSAULTS ANVIL DENIAL

Cost: 4m or 6m; **Mins:** Martial Arts 4, Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Counterattack, Knockback, Obvious

Duration: Instant

Prerequisite Charms: Dousing the Glowing Iron

Though the Solar Exalted may allow their foes the chance to strike them, they shall always deny their enemies that greatest of desires: to win. This Charm allows the Chosen to swat aside the assaults of their enemies, performing an unarmed Martial Arts-based parry against an attack that is not unexpected. If an attack is ranged the Exalt may activate this Charm for four motes, perfectly parrying it even if it is unblockable. If the attack is in close combat, the Solar spends six motes to forcefully knock aside the blow, perfectly parrying it even if it is unblockable; the attacker is then forced back a number of yards equal

to the Exalt's Strength unless they succeed on a ([Dexterity or Strength] + [Athletics or Resistance]) roll against a difficulty of the Solar's Essence. This Charm may be used to parry lethal and ranged attacks unarmed without a stunt or other Charm.

When the Solar parries with this Charm using a mundane weapon, if the incoming attack would have dealt 25L or more raw damage the weapon is destroyed after the successful parry. As with all Solar perfect defenses, this Charm is subject to one of the Four Flaws of Invulnerability (see **Exalted**, p. 194).

BRAVING THE ROARING FORGE

Cost: —(8m); **Mins:** Martial Arts 5, Essence 5; **Type:** Permanent
Keywords: None

Duration: One action

Prerequisite Charms: Hammer Assaults Anvil Denial

This Charm permanently enhances the Exalt, allowing him to activate Hammer Assaults Anvil Denial at a cost of eight motes to increase its duration. For the rest of the action the Solar freely applies Hammer Assaults Anvil Denial against the attacks of any foes who he himself previously attacked during his action or as part of a counterattack. All such parries remain subject to the same Flaw of Invulnerability as the Exalt's Hammer Assaults Anvil Denial.

MELEE

GOLDEN DESTRUCTION CUT

Cost: —; **Mins:** Melee 4, Essence 3; **Type:** Permanent

Keywords: Mirror (Biting Shadow Edge), Obvious

Duration: Permanent

Prerequisite Charms: Fire and Stones Strike

This Charm permanently enhances its prerequisite, allowing a Solar to spend as many motes as he desires on its effect. However, spending more than (Strength) motes makes the Charm Obvious.

FOE-CLEAVING FORCE

Cost: —(+1wp); **Mins:** Melee 5, Essence 3; **Type:** Permanent

Keywords: Obvious

Duration: Instant

Prerequisite Charms: Fire and Stones Strike

With unparalleled skill, the Solar Exalt turns any strike into a deadly blow. When one of the Solar's attacks enhanced by Fire and Stones Strike successfully hits, the Lawgiver may pay one Willpower in Step 8 of resolution to convert (Essence) dice of damage into automatic successes. Remaining dice are rolled normally.

At Essence 5+ a second purchase of this Charm enhances the effect further. When the Willpower is paid, in addition to the base (Essence) dice converted to successes, any left over dice may also be converted into successes on a one-to-three basis, rounded up, even against heroic characters.

MOUNTAIN-SLAYING ATTACK

Cost: 15m, 1wp; **Mins:** Melee 7, Essence 7; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Golden Destruction Cut, Foe-Cleaving Force (x2)

No barrier, no engine of war, can withstand the fury of the Solar Exalted. This Charm enhances a Melee attack, adding (Essence x 5) health levels of damage in Step 7. If the attack

targets a structure, it inflicts damage on all the contiguous component objects and smaller structures that make it up. If the entirety of a target is not within (Essence) miles of the point of impact, the attack is a limited threat (**Scroll of Kings**, p. 41).

ONRUSHING FINALITY MANEUVER

Cost: 5m; **Mins:** Melee 5, Essence 4; **Type:** Supplemental

Keywords: Combo-OK, Mirror (Effortless Slaughter Maneuver), Obvious

Duration: Instant

Prerequisite Charms: Hungry Tiger Technique, One Weapon, Two Blows

The wrath of the Lawgiver is nigh unstoppable. An attack supplemented with this Charm can not be dodged or parried.

PIERCING RAYS OF DAWN MEDITATION

Cost: —; **Mins:** Melee 5, Essence 3; **Type:** Permanent

Keywords: Mirror (To-the-Quick Hatred)

Duration: Permanent

Prerequisite Charms: Glorious Solar Saber

This Charm permanently enhances any weapons the Solar creates with its prerequisite, increasing the number of points he has to spend to build the weapon by (his Essence) if it is Speed 3, or (his Essence x 2) if the weapon is Speed 5.

SHARP LIGHT OF JUDGMENT

Cost: 5m per Magnitude, 1wp; **Mins:** Melee 5, Essence 5; **Type:** Simple

Keywords: Combo-OK, Holy, Mirror (Blood-Streaked World Artistry), Obvious, War

Duration: Instant

Prerequisite Charms: Invincible Fury of the Dawn, Blazing Solar Bolt

The armies of the wicked are scattered like leaves before the Solar Exalted. Swirling her weapon in an arc, the Exalt's anima spills onto the battlefield to sear any foes she is aware of and chooses to target within (Essence x 10) yards. The Chosen makes a single Dexterity + Melee attack that is applied against each foe within range. This attack is Holy, dealing aggravated damage against creatures of darkness. This Charm's mote cost is five per point of Magnitude that the group of collected enemies would make up. In mass combat, this attack is applied against a target unit (target's Magnitude) times, but the attack neither benefits or suffers penalties based on the Magnitude of any unit the Solar leads or the target unit.

Solars with Essence 6+ may increase the cost of this Charm by one Willpower to expand its range to (Essence x 100) yards, or one mile at Essence 8+. Another purchase of this Charm at Essence 6+ reduces its mote cost to three per Magnitude.

WHIRLING DERVISH METHOD

Cost: 7m; **Mins:** Melee 4, Essence 2; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Mirror (Blood-Soaked Expertise)

Duration: One scene

Prerequisite Charms: One Weapon, Two Blows

A dedicated artist of the battlefield can be as unparalleled in the grace of their work as any dancer. For the rest of the scene the Lawgiver reduces the multiple action penalties his Melee attacks suffer by three.

Repurchasing this Charm at Essence 4+ allows it to lower multiple action penalties by (Essence) instead of three.

GOLDEN BLADE ART

Cost: —; **Mins:** Melee 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Hungry Blade Art)

Duration: One scene

Prerequisite Charms: Whirling Dervish Method (x2)

This Charm permanently enhances the Exalt's Whirling Dervish Method, allowing the Solar to more easily slay her foes. While not truly a reflexive action, the first Melee attack she makes during each action is treated as reflexive for purposes of determining and inflicting multiple action penalties.

PETAL-STREWN WARRIOR PATH

Cost: —(+2m per attack); **Mins:** Melee 4, Essence 3; **Type:** Permanent

Keywords: Mirror (Dual Slaying Stance)

Duration: Permanent

Prerequisite Charms: Whirling Dervish Method, Peony Blossom Attack

A well-armed Lawgiver leaves behind him many fallen foes. Whenever an Exalt with this Charm uses an Extra Action Charm to make a flurry of Melee attacks with more than one weapon, he may increase the number of attacks in the flurry. The Solar chooses one of his weapons whose Rate is added as further attacks, paying two motes for each of these additional actions, each one being made with the weapon whose Rate is modifying the flurry.

STEEL CURTAIN DANCE

Cost: —; **Mins:** Melee 3, Essence 2; **Type:** Permanent

Keywords: Mirror (Eightfold Steel Walls)

Duration: Permanent

Prerequisite Charms: Dipping Swallow Defense

Surrounded by a flashing corona of Essence and blades, the Exalt is obscured by what appears to be a crowd of weapons. When using Dipping Swallow Defense, in addition to ignoring penalties to DV, if she is wielding more than one weapon she adds two of her weapons' Defense to her pool to determine her Parry DV. If the Exalt has also learned Bulwark Stance, she gains the same benefit when using that Charm.

With this Charm and Essence 3+ a Solar may replace the Defense bonus of one of her weapons with her Essence rating when using Dipping Swallow Defense (or Bulwark Stance), if it would be higher. Even Exalts with one weapon may do so.

GILDED CHAMPION REFUGE

Cost: 2m; **Mins:** Melee 4, Essence 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, War

Duration: One tick

Prerequisite Charms: Bulwark Stance

With the Solar Exalted at their head, the righteous are nigh invincible. This Charm allows the Solar to lend his Parry DV to all allies within (Dexterity) yards. For the duration of the tick those allies who accept this protection have the Solar's Parry DV, which they can not enhance themselves, though the Exalt may do so normally. The target need not be aware of the attack, but the Exalt must see it coming. In mass combat, an Exalt leading a complementary unit may use this Charm to protect one other unit within the base Move range of his unit, lending them his own unit-enhanced Parry DV.

Another purchase of this Charm at Essence 4+ allows the Exalt to protect others within the full range of his Charm-enhanced Move action. When protecting another character more than (Dexterity) yards away, the Charm becomes Obvious and the Exalt actually moves to become adjacent to his ward. This is reflexive and does not conflict with normal Move actions.

INDOMITABLE PUISSANCE

Cost: —(+4m); **Mins:** Melee 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Eternal Warrior Disdain)

Duration: One action

Prerequisite Charms: Heavenly Guardian Defense

This Charm permanently enhances the Exalt's Heavenly Guardian Defense, allowing him to increase its cost by four motes to improve its effects against a single attacker. For the rest of the action the Solar perfectly parries any attacks from that attacker which are not unexpected, even those that are unblockable. Every one of these parries are subject to the Flaw of Invulnerability of the Exalt's Heavenly Guardian Defense. This Charm ends prematurely if the character is disarmed of his Melee weapons.

At Essence 5+ another purchase of this Charm allows the Solar to increase the cost further by an additional Willpower. The Exalt then parries all attacks of which he is aware for the rest of the action, not just those from a single attacker.

DIVINE BULWARK MASTERY

Cost: —; **Mins:** Melee 6, Essence 6; **Type:** Permanent

Keywords: Mirror (Abyssal Guardian Mastery), Obvious

Duration: One scene

Prerequisite Charms: Fivefold Bulwark Stance, Protection of Celestial Bliss

With the deft touch of an artist, the Lawgiver places his weapon in the path of attacks with consummate ease. When the Lawgiver's Fivefold Bulwark Stance is active, activating his Heavenly Guardian Defense does not count as a Charm use for the purposes of activating other Charms or Combos.

PRESSING THE GOLDEN ESCUTCHEON

Cost: —; **Mins:** Melee 2, Essence 2; **Type:** Permanent

Keywords: Mirror (Biting Shadow Aegis)

Duration: Permanent

Prerequisite Charms: None

Even a means of protecting oneself is pressed into the service of bashing the heads of the wicked. Normally, a shield is an improvised weapon, with Accuracy -3, Rate 1 and dealing a base bashing damage equal to the hand-to-hand DV bonus it provides. Spiked shields inflict lethal instead. This Charm permanently enhances the Exalt's use of shields as weapons, increasing their Accuracy to 0 and, if it would be lower, their damage to equal his permanent Essence.

THROWN

GLORIOUS REBOUNding THORN

Cost: 2m; **Mins:** Thrown 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Any Thrown Excellency

Attacking low, the Solar strikes high; feinting to the left, the Exalt assaults *backward*. With this Charm the Solar's weapon ricochets wildly before striking true. When used to enhance

one of her Thrown attacks, the Lawgiver ignores any shield or cover bonus to DV the target might have. The attack is also unblockable.

HEAVEN-SKIMMING BOMBARDMENT

Cost: —; **Mins:** Thrown 5, Essence 2; **Type:** Permanent

Keywords: Artillery, Mirror (Horizon-Shattering Attack)

Duration: Instant

Prerequisite Charms: Any Thrown Excellency, Triple-Distance Attack Technique

With keen eye and sure hand, the Solar artilleryist lets loose precise attacks against distant foes. After learning this Charm the Solar may apply his Thrown Charms to artillery weapon attacks normally, unless the Storyteller decides they could not function in the context of artillery weapons. Normal rules for Charm use in mass combat still apply, so a stunt is required to apply supplemental Thrown Charms to mass combat artillery attacks.

CELESTIAL EDGE MAELSTROM

Cost: 6m; **Mins:** Thrown 5, Essence 4; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Wind Full of Knives (*The Manual of Exalted Power—Abyssals*, p. 132), Cascade of Cutting Terror

All the Lawgivers' enemies shall fall, for as she flings bladed death their way it multiplies a thousandfold. When a target is successfully hit by an attack enhanced by this Charm, resolve Steps 7, 8 and 10 (Exalt's Essence ÷ 2) extra times.

ACUITY OF THE FAR-FLUNG HAND

Cost: —(3m per action); **Mins:** Thrown 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Call the Blade

Though often used to attack, the precise and artistic hands of the Lawgiver can fling projectiles for more delicate purposes. This Charm permanently enhances the Solar, allowing him to spend three motes to throw an object up to 30 yards and perform a single combat-scale action with it as if he were with the projectile. This may be a single Melee attack with a sword, an Archery attack with an Essence cannon, or more mundane tasks such as writing a sentence on a piece of paper, unlocking a door with a key or tying a rope around a rock. If the action calls for a roll, use the lower of the appropriate Ability or Thrown. Penalties that would apply to a Thrown attack across the distance apply to any other dice pools the action calls for, treating the action as if it had a Range of 10.

WAR

SWIFT SOLAR STRATEGY

Cost: —; **Mins:** War 3, Essence 2; **Type:** Permanent

Keywords: War

Duration: Permanent

Prerequisite Charms: Any War Excellency

The speed and cunning with which the Solar Exalted lead others in the destruction of their enemies is incontestable. The Speed of the Solar's coordinate attack (*Exalted*, p. 144) and coordinate units (*Scroll of Kings*, p. 110) actions are reduced by one. At Essence 5+, their Speed is reduced by two. The

Exalt need not take advantage of these reductions in Speed if he wishes otherwise. No combination of Charms including this one can reduce the Speed of these actions below two.

INCONTESTABLE SOLAR STRATEGY

Cost: 3m, 1wp; **Mins:** War 5, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, War

Duration: Instant

Prerequisite Charms: Commanding the Ideal Celestial Army

A successful coordinate attack or coordinate units action enhanced by this Charm inflicts a DV penalty on the target no less than the Lawgiver's permanent Essence.

PERFECTED TIGER CLAW ARRANGEMENT

Cost: —(+3m); **Mins:** War 5, Essence 3; **Type:** Permanent

Keywords: War

Duration: Permanent

Prerequisite Charms: Commanding the Ideal Celestial Army

In mass combat the soldiers of the Lawgivers join with the Solar in a personal way, complementing each other's glory. For the Exalt, this grants him some benefit, but for the troops this reflected prowess uplifts them far more. This Charm permanently enhances the Exalt when he leads a complementary unit in mass combat, so that he need not perform a stunt to activate reflexive and supplemental Charms that lack the War keyword. This also allows him to regain motes and Willpower from mass combat stunts involving such Charms normally. The Exalt can also increase the mote cost of Simple and Extra Action Charms by three to use them in the same way. The Storyteller is still free to disallow the use of Charms that seem entirely inappropriate, but wide leeway should be provided.

BRONZE TIGER LITTER TECHNIQUE

Cost: —; **Mins:** War 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Legendary Warrior Curriculum

The armies of the Solar Exalted are as terrible a weapon as the daiklaves the Chosen wield. This Charm expands the capacity of the Exalt's Legendary Warrior Curriculum to teach his troops special techniques. In the case of Essence-users the Solar may now teach them Charms that they could normally learn from the Exalt (Solar Charms if they are Solars, Terrestrial martial arts Charms if they are nearly any Essence-user). This only speeds the training of Charms that fall under those Abilities the Exalt can train with Tiger Warrior Training Technique.

For mortal students, the benefits are more drastic. Instead of granting his troops bonus dice or a bonus success—the last effect described under Legendary Warrior Curriculum—the Lawgiver may impart certain techniques that allow the soldiers to perform feats similar to Exalted Charms. The Solar teaches his pupils a single maneuver that duplicates one Solar Charm with the following restrictions:

The Charm must come from one of the Abilities the Solar can train with Tiger Warrior Training Technique. It must have a fixed cost, not a variable one (Hungry Tiger Technique is valid; Fire and Stones Strike is not), and a minimum Essence no more than 1. The students must meet the Ability minimum for the Charm. The Charm must be supplemental or reflexive and of instant duration. Only Charms with no prerequisites or

whose prerequisite is a single Excellency may be taught. Mortals wishing to take advantage of such techniques must pay a single point of Willpower instead of the mote cost of the Charm; they must also spend any indicated Willpower cost for the Charm as well.

ZENITH

INTEGRITY

UNSTOPPABLE DESTINY OUTBURST

Cost: —; **Mins:** Integrity 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Destiny-Manifesting Method

No force in existence can set the Lawgiver on a wicked path that she can not correct. This Charm permanently enhances the Exalt's Integrity-Protecting Prana, allowing it to shatter any Shaping effects previously imposed on the Solar in the current scene. As with normal activations of Integrity Protecting Prana this does not prevent damage if the Shaping did not directly target the Solar, but if the Exalt was directly affected harm from Shaping effects would disappear. Turning the Exalt into a frog would be undone, but burying her in frogs would not.

At Essence 6+ the Exalt reduces the mote cost of Integrity-Protecting Prana to one.

LAMP OF UNYIELDING FAITH

Cost: —; **Mins:** Integrity 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Destiny-Manifesting Method, Integrity Essence Flow

What is the tale of a hero without triumph over adversity? This Charm permanently alters the Solar, allowing him to enhance any of his contesting rolls during a Charm conflict with his Integrity Excellencies, even for Charms from other Abilities. Doing so still requires that the Solar pay the normal costs for the Excellency and other Charms and follow all other rules for Charm conflict and timing. Treat Essence and Willpower as Attributes for the purposes of determining dice limits when applying Integrity Excellencies to pools based on them.

INVIOABLE EDICTS OF THE SUN

Cost: —; **Mins:** Integrity 5, Essence 5; **Type:** Permanent

Keywords: Mirror (Yawning Maw of Failure)

Duration: Permanent

Prerequisite Charms: Lamp of Unyielding Faith

The magnificent power of the Solar Exalted is as a wall of adamant to his enemies. This Charm permanently enhances the Exalt, increasing his resilience against effects that would suppress, negate or otherwise manipulate his own Charms or spells, or his motes, mote pools, Willpower or Virtue channels. The difficulty of any rolls to do so increase by the Lawgiver's Essence. If an effect molests the Solar's Charms or temporary resources without a roll, that effect automatically fails. In the case of spells, this makes it impossible for countermagic of the same Circle to negate the Solar's spells only during the Shape Sorcery or Necromancy actions; once the Cast Sorcery or Necromancy action has been taken, the energy of the spell has been

released and those motes are no longer truly the Solar's, unless they remain committed.

Lawgivers with Essence 6+ may also purchase this Charm again, up to a number of times equal to the amount by which their permanent Essence exceeds five. For each such additional purchase of this Charm, the Exalt adds a bonus success to any and all contesting rolls he makes during Charm conflict.

CHAMPION OF (VIRTUE) MEDITATION

Cost: —; **Mins:** Integrity 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Epic Zeal of (Virtue) (*The Manual of Exalted Power—Infernals*, p. 132)

The Lawgiver's will is power; her passions inevitable. This Charm is actually a group of four Charms, one for each Virtue with each requiring the appropriate Epic Zeal of (Virtue). It permanently enhances the Exalt's specified Virtue, allowing her to channel it without spending Willpower to do so. Upon reaching Essence 6+ the Solar treats any Virtue that benefits from this Charm as if its rating were equal to her permanent Essence for the purposes of channeling it for successes.

UNCONQUERABLE TRANSCENDENCE

Cost: —; **Mins:** Integrity 5, Essence 5; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: Champion of (primary Virtue) Meditation

Like the Unconquered Sun who was the template of their power, the Lawgivers embody the greatness of the four Virtues of Creation and through them excel beyond all others. This Charm's prerequisite must be the version based on the Exalt's primary Virtue; having learned this Charm, the Solar may bypass her current age limitation on raising permanent Essence. This means that a Solar who had lived only a mortal life time could raise her Essence to 6, while one only slightly over a century old could attain Essence 7. The character must still train and buy her Essence up normally. This burning spiritual insight comes almost solely from a deep commitment to Virtue. If the Exalt's primary Virtue somehow lowers below 5, her Essence lowers to its normal maximum for her age, which in turn shuts off use of Charms with minimum Essence that she does not meet. Such dots of Essence are not lost, but they only return when all the requirements of this Charm are met again.

One truly dedicated to Virtue may learn all four Champion of (Virtue) Charms to purchase Unconquerable Transcendence a second time, allowing her to raise her permanent Essence up to two dots beyond her current age limitation. If any of the Solar's Virtues drop below 5, however, any dots beyond her normal age cap are suppressed until her Virtue are repaired.

Essence 10 Exalts who know this Charm do not surpass all limitations to become Essence 11 (or 12), but they come close. An Essence 10 Exalt with this Charm is treated as effectively having Essence 11 for all purposes, including mote pools, bonus dice and successes in Charm conflict, etc. There is no such thing as an Essence 11+ Charm, however, so this benefit is largely one of raw potential power rather than transcendent techniques. This benefit is likewise suppressed if the Exalt has insufficient Virtues.

HERO'S PURPOSE MEDITATION

Cost: —; **Mins:** Integrity 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Empowering Villainy Spirit)

Duration: Instant

Prerequisite Charms: Righteous Lion Defense

Those who would stand in the way of the Lawgivers face insurmountable spirit and determination. This Charm permanently enhances the Exalt, increasing the Willpower rewards for successful stunts that defend or support his Intimacies that are protected by Righteous Lion Defense. When the Solar performs such a stunt and chooses to regain Willpower, she gains a number of temporary Willpower equal to the dice value of the stunt instead of one (one-die stunts still provide no Willpower). This does not allow the Exalt to exceed her normal maximum amount of temporary Willpower.

The Exalt need learn this Charm only once, even if she has learned Righteous Lion Defense twice. It applies equally to both Intimacies.

HEROIC RESURGENCE

Cost: —; **Mins:** Integrity 5, Essence 3; **Type:** Permanent

Keywords: Obvious

Duration: Instant

Prerequisite Charms: Phoenix Renewal Tactic

The Chosen of the Sun sometimes face impossible-seeming odds, and yet they wrest astonishing victory from the jaws of oncoming doom. When a Solar with this Charm performs a successful two- or three-die stunt, instead of the usual rewards, she may heal one level of bashing or lethal damage she has suffered during the current scene.

OMNIPOTENT GOLDEN RESOLVE

Cost: —; **Mins:** Integrity 6, Essence 6; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Righteous Lion Defense, Transcendent Hero's Meditation

Through their unassailable, glorious purpose the Solar Exalted become proof against even the most insidious trickery. This Charm permanently enhances the Exalt's Transcendent Hero's Meditation, reducing its mote cost by the Lawgiver's own permanent Essence. In addition, if all of the long-term influences that the Charm would shed conflict with one or more of the character's Intimacies or Motivation, the Willpower cost of the Charm is reduced to one. The Exalt may now substitute an unsoakable aggravated health level for the entire cost of the Charm.

PERFORMANCE

INDIVISIBLE THEMES OF SPLENDOR

Cost: 4m, 1wp; **Mins:** Performance 4, Essence 2; **Type:** Extra Action

Keywords: Combo-OK, Mirror (Forum-Conquering Rant), Obvious, Social

Duration: Instant

Prerequisite Charms: Respect Commanding Attitude

To convey the glories that occupy their minds, the Solar Exalted must express many complex ideas. This Charm is a magical flurry of up to (Essence) Performance- or Presence-based social attacks, ignoring the normal Rate of such attacks, all of which

suffer no multiple action penalties and inflict only the highest DV penalty of any single attack in the flurry. This Charm is only Obvious if the Exalt makes four or more attacks.

ELEMENTAL FURY-ALLAYING SPEECH

Cost: 8m, 1wp; **Mins:** Performance 5, Essence 4; **Type:** Simple (Speed 6 in long ticks)

Keywords: Combo-OK, Obvious, Shaping

Duration: One scene

Prerequisite Charms: Face the Light (*The Manual of Exalted Power—Abyssals*, p. 141)

The pathos and artistry in the voices and actions of the Solar Exalted can not be ignored, not even by the rocks and the clouds. This Charm is an impassioned oration, musical masterpiece or some other performance that calls the attention of even inanimate objects. The display may be a normal Performance-based action, with whatever effects it would normally have on the usual targets; in addition, however, the trees stop rustling and the wind stops blowing to better pay attention to the Solar. Fire no longer consumes and grows, cold no longer bites deep.

For the rest of the scene after this Charm is activated, all environmental hazards stop inflicting damage within sight of the Solar Exalt. In the case of magically conjured hazards, normal Charm conflict applies, though the Solar adds (Essence) extra successes to her rolls. Certain environmental hazards are exempt from this Charm's effects altogether because of their nature, as they are beings or parts of beings with their own volition, such as Terrestrial anima flux and Adorjan, the Silent Wind of Malfeas.

TEARS FROM STONES ARIA

Cost: 10+m, 1wp; **Mins:** Performance 5, Essence 6; **Type:** Simple (Speed 6, DV -3)

Keywords: Combo-OK, Obvious, Shaping

Duration: One action

Prerequisite Charms: Elemental Fury-Allaying Speech

Solar passion catches up even the rocks in the field, and causes castle walls to part for the Lawgiver's passage. This Charm is a single Performance of indefinite length, during which the Lawgiver dances, sings, orates or otherwise convinces the unmoving matter of the world to follow his directions. The Exalt rolls his Charisma + Performance, and if successful the target of this Charm, though it is normally inanimate, leaps about, gambols,

HOW DO I SHOUT DOWN AN ARMY?

Of course, being a glorious, golden god means you should be really loud. But how does one yell loud enough in Nexus to wake everyone in Great Forks? You might think that this requires a new Charm, but it doesn't. Phantom-Conjuring Performance upgraded by the Demon-Wracking Glory (*The Manual of Exalted Power—Abyssals*, p. 141) provides the perfect opportunity to yell so loud an entire army can hear you without straining your chords. With a range of Essence x 100 yards, or Essence - 5 miles later, a character's voice can "carry" quite far. The effect will obviously be magical to those who hear, barring a proper stunt, because that is how Phantom-Conjuring Performance works, but this provides ample stunt fodder itself for rallying troops in war or executing social attacks against whole cities.

dances, undulates or otherwise performs physical actions as the Solar orders. The difficulty of this Performance is equal to the Strength + Athletics total necessary to lift the target. As long as the Solar has successfully controlled an item on his previous action, he may reactivate this Charm without Willpower cost to continue doing so without need for another roll.

The target is only granted mobility, and can not carry out other actions; despite the name of this Charm, the Exalt can not cause inanimate things to cry, but they can be made to pantomime. However, these items can rearrange themselves and move about as if they possessed muscle and volition. The Exalt may direct items to perform combat actions, in which case they have at least Speed 6, no ratings in Abilities, Strength equal to the Strength + Athletics necessary to lift them and Dexterity equal to the Solar's Essence.

This Charm targets only solid, contiguous, non-magical items, such as a wall, or a tower, but not a whole village. For every 10 extra motes spent activating this Charm, the Solar may target one more item, up to a maximum of (Essence) items. The Exalt rolls Charisma + Performance once to control all targets. Success is determined based on the item hardest to control.

CREATION-SPANNING WHISPER

Cost: —(+1wp); **Mins:** Performance 6, Essence 6; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Demon-Wracking Glory (*The Manual of Exalted Power—Abyssals*, p. 141)

This Charm permanently enhances the Exalt's Phantom-Conjuring Performance so that he no longer needs to make use of an Excellency to gain its benefit. When activating Demon-Wracking Glory or Phantom-Conjuring Performance, the Solar may also spend a point of Willpower to enhance their range, to (Essence x 100) yards and (Essence x 10) miles, respectively. At Essence 8+ this increase becomes (Essence x 500) yards and (Essence x 100) miles, respectively.

MASTERY-OF-PASSION NUANCE

Cost: —; **Mins:** Performance 5, Essence 3; **Type:** Permanent

Keywords: Emotion, Mirror (Secret Heart Iniquity), Social

Duration: Permanent

Prerequisite Charms: Heart-Compelling Method

The savvy Solar Exalted are masters of others' hearts. When a Solar makes a social attack supplemented by Heart-Compelling Method, she may name a Virtue that is relevant to her attack. Any target whose rating in that Virtue is not less than 2 treats that Virtue as if it were rated at 3 or higher for the purposes of reacting to the social attack. Further, the Virtue can not be overridden with Willpower in this case; if the Exalt's attack is successful a target must fail a roll of that Virtue to act against it. This unnatural emotion can not be resisted except by the Exalted, who can do so by gaining a point of Limit (or Resonance in the case of Abyssals).

ALLURE OF DIVINE BEAUTY

Cost: —; **Mins:** Performance 5, Essence 5; **Type:** Permanent

Keywords: Mirror (Perpetual Incubus Mastery)

Duration: Permanent

Prerequisite Charms: Husband-Seducing Demon Dance

This Charm permanently enhances its prerequisite, changing its type to supplemental. It no longer is a social attack itself, but instead enhances other social attacks, adding (Appearance) extra dice and, apart from the normal effects of the social attack, building an Intimacy of love as described under Husband-Seducing Demon Dance. Solars with Essence 6+ also reduce the mote cost of Husband-Seducing Demon Dance to five, and those with Essence 8+ reduce its cost to zero motes and zero Willpower.

PRESENCE

CUTTING OBSERVATION INTERRUPTION

Cost: 5m, 1wp; **Mins:** Presence 4, Essence 2; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Social

Duration: Instant

Prerequisite Charms: Any Presence Excellency

The Solar Exalted may turn an opponent's words against him, drawing victory from the arguments of their foe. When the Solar is engaged in social combat she may use this Charm in response to any social attack she is aware of, even one that does not target her. She then immediately makes her own social attack, be it Performance- or Presence-based, that must include the original attacker amongst the targets. If this counterattack is successful, those targeted by the original attack need only pay one Willpower to resist the influence even if it was unnatural. This does not make irresistible influence resistible.

GLORIOUS IMPERATIVE

Cost: —; **Mins:** Presence 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Commanding Whisper)

Duration: Permanent

Prerequisite Charms: Hypnotic Tongue Technique

Casual, easy power is natural to the Solar Exalted, just as it is natural for others to follow their commands—even when they don't know that they are doing so. With this Charm, the Solar may remove the Touch keyword from Hypnotic Tongue Technique by issuing the command as a verbal social attack against the target. The target remains unaware of the magical influence behind the command, but is fully aware the the Exalt issued a command.

A second purchase of this Charm at Essence 5+ makes the target's Dodge MDV inapplicable against the influence when it is issued as a verbal command.

HERO-INSPIRING INTERROGATORY

Cost: —(+10m); **Mins:** Presence 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: You Can Be More (*The Manual of Exalted Power—Abyssals*, p. 143)

This Charm permanently enhances its prerequisite, allowing the Exalt to target Essence-users with its Motivation-changing effects. In this case a "new, more heroic Motivation" is one that involves aiding the Solar in some way. Keep in mind that "aiding the Solar" is extremely broad and vague, and more than one unwary Lawgiver of the First Age regretted using this Charm on an intractable and overprotective Lunar mate. The alien mores of demons could produce exceptionally strange results because of this Charm, most of them unpleasant.

RESPLENDENT AURA OF AWE

Cost: —; **Mins:** Presence 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Majestic Radiant Presence

The Lawgivers have more important things to do than toy with those enemies who are not firm in their convictions. This Charm permanently increases the difficulty of overcoming the Solar's Majestic Radiant Presence. If it requires a Valor roll, the difficulty increases by one; if it requires a Willpower roll, the difficulty increases by two. If a foe has paid Willpower to ignore their awe, the Solar may attempt to reestablish its effect without cost. This is a Miscellaneous action and a Charisma + Performance roll against the target's MDV. If this short display of terrifying power is successful, the target is treated as not having spent Willpower to resist previously.

A second purchase of this Charm at Essence 5+ increases the difficulties to overcome by one each. Another purchase at Essence 6+ allows the Exalt to increase the cost of the Charm by one Willpower to set the difficulty of the Valor roll at 5 or the Willpower roll at 6.

INJUNCTION OF THE LAWGIVER

Cost: —; **Mins:** Presence 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Commandment of the Abyss), Social

Duration: Permanent

Prerequisite Charms: Terrifying Apparition of Glory

It is the duty of the Chosen of the Sun to deliver truth into Creation, and their power makes this truth undeniable. The Exalt's Terrifying Apparition of Glory may now enhance social attacks that inflict unnatural influence. In addition and at the Lawgiver's choice, it may also turn natural influence into unnatural influence. A second purchase of this Charm increases the Willpower cost to resist any attacks supplemented by the Charm by one.

AUTHORITY-RADIATING STANCE

Keywords: Combo-OK, Illusion, Social

Note: This is a clarification and modification of the Charm found on *Exalted*, p. 204. It gains the Illusion keyword.

EMINENCE OF THE LAWGIVER

Cost: —; **Mins:** Presence 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Authority-Radiating Stance

This Charm permanently enhances Authority-Radiating Stance, so that it affects anyone whose MDV is lower than the Exalt's Presence + Essence. Another purchase of this Charm at Essence 5+ changes it to Charisma + Presence + Essence.

A third purchase of this Charm at Essence 6+ increases the Willpower cost to resist Authority-Radiating Stance to equal half the Exalt's permanent Essence. This increase in cost does not apply against other Lawgivers.

UNFALTERING ADORATION ACHIEVEMENT

Cost: —; **Mins:** Presence 5, Essence 5; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisite Charms: Worshipful Lackey Acquisition

Giving up one's love for the Lawgiver is like giving up that which makes one whole. People can not help but love the Solar Exalted for the paragons of passion that they are. This Charm permanently enhances the Exalt's relationship with anyone who has an Intimacy of love, respect or loyalty to him, improving all such attachments into unnaturally strong emotions. Such Intimacies can not be voluntarily eroded without spending one Willpower per scene to resist this unnatural emotion. When another's social attack is meant to erode the Intimacy, it automatically fails if it is natural influence and the Willpower cost to resist unnatural influence that would erode the Intimacy is reduced by one, to a minimum of one. If a character has a Motivation that involves loving, being loyal to or respecting the Solar, their Motivation can not be broken (*Exalted*, p. 174) and they must spend four Willpower to ignore this Charm's unnatural influence before spending two experience in order to change their Motivation without completing it.

GILT RETROSPECTIVE FAITH

Cost: —; **Mins:** Presence 8, Essence 8; **Type:** Permanent

Keywords: Illusion

Duration: Permanent

Prerequisite Charms: Unflinching Adoration Achievement

No deed of the Solar Exalted could truly be unworthy. Could it? This Charm permanently enhances the Lawgiver and his relationship with everyone who has formed a Motivation or Intimacy based around him. Whatever the Exalt has done, at any time, those with emotional attachments believe that the Solar was right and just in those actions. No matter how wicked and vile, there were extenuating circumstances or a greater good was served. Even those who hold negative Intimacies or Motivations towards the Solar believe that the Chosen is righteous and that they hold a grudge against a good and honest man, however justified that grudge really is.

This unnatural illusion can be ignored for a week by spending a point of Willpower, during which time the character reexamines the deeds of the Solar and comes to a less biased conclusion on their own. After that week is out, this influence reasserts itself as the target ceases their equivocating and rationalizations, reasoning once again that the Exalt is truly holy in word and action. After spending Willpower for ten consecutive weeks to shuck this illusion, an individual becomes immune to this Charm's effects for a year. Those lacking Motivations or Intimacies focused on the Exalt can examine his deeds in a more objective fashion, even if previously subject to this Charm.

GOLDEN RETINUE-GATHERING SMILE

Cost: 10m, 1wp; **Mins:** Presence 6, Essence 7; **Type:** Simple (Speed 1 in long ticks)

Keywords: Combo-OK, Obvious, Servitude, Social

Duration: Instant

Prerequisite Charms: Worshipful Lackey Acquisition, Hero-Inspiring Interrogatory

The supernal charisma of the Solar Exalted draws lesser heroes to them, attracting bodyguards, lovers and friends nearly as legendary as the Lawgiver herself. This Charm is a social attack made after the Solar completes some deed successfully with a threshold of five or more successes, during which the Exalt poses impressively, smiles confidently or says a few humble words about intended future heroics. While everyone might be

impressed with the display, the Lawgiver is trying to impress a particular target and in so doing rolls her ([Charisma or Manipulation] + Presence), adding (Essence) extra successes, against the target's MDV. If this attack succeeds, the target gains both an Intimacy of respect or love (as appropriate to the character) for the Solar and replaces their Motivation with one for supporting the Exalt's future deeds. A target may pay three Willpower to resist this unnatural servitude, and it has no effect on targets with Essence equal to or higher than the Solar's.

DEVIL-FLAYING PROCLAMATION

Cost: 5m, 1wp; **Mins:** Presence 5, Essence 4; **Type:** Simple (Speed 3 in long ticks)

Keywords: Combo-Basic, Compulsion, Holy, Obvious, Social
Duration: One scene

Prerequisite Charms: Enemy-Castigating Solar Judgment

So hallowed are the Chosen of the Sun their merest dismissal is agonizing pain. This Charm is a Charisma + Presence social attack against another character, adding the Exalt's Essence in extra successes, asserting the holiness of the Solar Exalted and their primacy over all others. If the target's MDV fails to protect them from this verbal onslaught, they can do naught but grovel and beg forgiveness for their presumptions and misdeeds—past, present and imagined—for the rest of the scene. This unnatural influence may be ignored by spending three Willpower. Even if the Exalt or others attempt to harm the target indirectly, through the destruction of people or objects to which the target holds an Intimacy, they will only lay quiet or wail mournfully as they accept their just punishment. However, any real effort on anyone's part to harm the target directly breaks the effects of this Charm, allowing the penitent to act normally.

If the target is a creature of darkness, in addition to being forced to beg forgiveness they lose an amount of temporary Willpower equal to half their own Essence. Should the target lack sufficient Willpower, they lose all available points of Willpower and suffer an aggravated level of damage as their base wickedness burns in the presence of the holiest champions of Heaven. The Willpower cost for a creature of darkness to resist this influence is equal to (Exalt's Essence – target's Essence), minimum three.

CELESTIAL PARTNERSHIP REINFORCEMENT

Cost: 5m, 1wp; **Mins:** Presence 2, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Emotion, Training

Duration: Instant

Prerequisite Charms: None

As accessories to the glory of the Chosen of the Sun, the Chosen of the Moon should listen closely to their lords' words. This Charm is a scene in which the Exalt interacts with his bonded Lunar mate (**The Manual of Exalted Power—Lunars**, p. 20, 110), strengthening the Solar Bond of the Lunar. The Lawgiver rolls his ([Charisma or Manipulation] + Presence) against the Lunar's Dodge MDV, success increasing the Lunar's Solar Bond Background by one dot. The target may ignore this unnatural emotion by spending two Willpower. In games that charge experience for Backgrounds, this is a Training effect with the usual cost of three experience per dot.

A Solar may target his Lunar mate who has Solar Bond 5 to further enhance the effects of the Background. There is no Legendary Solar Bond, but successful application of the Charm, which can initially be resisted at the normal cost of two Willpower, permanently imposes an otherwise irresistible unnatural emotion on the Lunar, which inflicts an internal penalty equal to the Solar's permanent Essence on any dice pool the Lunar uses to knowingly oppose the Solar.

RESISTANCE

GOLDEN PURITY BULWARK

Cost: —; **Mins:** Resistance 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Word of Ghostly Protection)

Duration: Permanent

Prerequisite Charms: Glorious Solar Plate

This Charm permanently enhances the Exalt's Glorious Solar Plate, increasing the soak it provides by her Limit Virtue's rating and its Hardness by half that amount.

UNFAILING TORTOISE TECHNIQUE

Cost: —(+2m, 1wp); **Mins:** Resistance 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: One scene

Prerequisite Charms: Durability of Oak Meditation

This Charm permanently enhances the Solar's Durability of Oak Meditation, allowing him to commit an additional two motes and spend an additional Willpower to extend its duration to the rest of the scene.

ENDURANCE OF TEN THOUSAND CUTS

Cost: 8m, 1wp; **Mins:** Resistance 4, Essence 3; **Type:** Simple (Speed 3, DV -0)

Keywords: Combo-Basic, Obvious

Duration: One scene

Prerequisite Charms: Spirit Strengthens the Skin

Once the Lawgiver withstands misfortune, he can withstand it again ten thousand times over. For the rest of the scene after activating this Charm, the Exalt reduces the levels of damage he suffers from any source (except health level costs of Charms) by an amount equal to half his Essence.

At Essence 5+ this Charm's effects improve automatically. As long as he is not currently suffering from any health levels of damage worse than -0, no single infliction of damage can reduce the Solar past his -4 health level. That is, if the Exalt is lightly or completely uninjured, no single source of damage can render him Incapacitated or worse; he is simply reduced to his -4 health level and ignores all excess levels of damage.

SUSTENANCE OF INNER GLORY

Cost: —; **Mins:** Resistance 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Tireless Sentinel Technique (**The Manual of Exalted Power—Abyssals**, p. 148)

The Lawgivers have more important things to attend to than eating or breathing. This Charm allows the Exalt to endure hardship (**Exalted**, p. 129) and hold his breath (**Exalted**, p. 130) for truly astonishing periods of time.

• The Solar still starves, but slowly, the days he can without food becoming (Stamina + Resistance + Essence), and only

accumulating a -1 penalty only every two days thereafter. With Essence 5+ the interval between penalty increases is extended to (Resistance) days.

- The amount of time the character can hold his breath without effort is now equal to (Stamina x 10) minutes. Rolling his Stamina + Resistance to increase this time is always difficulty 1, and each success increases the amount of time he can hold his breath by 10 minutes each. With Essence 5+, this increases to (Stamina x 30) minutes and 30 minutes per success.

A second purchase of this Charm at Essence 6+ increases the amount of time the Exalt can hold his breath to one day per dot of Stamina and per success on his (Stamina + Resistance) roll. A third purchase at Essence 7+ increases these intervals to one week each, and at Essence 8+ a fourth purchase increases them to one month each.

SOLAR GILLS

One might see Sustenance of Inner Glory as partially redundant with Hardship-Surviving Mendicant Spirit. It is. But committing ten, five or even zero motes to a Survival Charm may not be as useful as being able to forever and always hold one's breath for long periods. Hardship-Surviving Mendicant Spirit allows one to breathe in any environment safely, but it doesn't actually allow you to stop breathing. A spirit whose Possession Charm specifically involves choking the breath from a target would bypass Hardship-Surviving Mendicant Spirit, but not Sustenance of Inner Glory.

BATTLEFIELD WEATHERING STANCE

Cost: —(+4m); **Mins:** Resistance 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: One action

Prerequisite Charms: Unbreakable Warrior's Mastery

This Charm permanently enhances the Exalt, allowing him to spend an additional four motes when activating Unbreakable Warrior's Mastery to extend its duration to one action, allowing him to benefit from it against any Crippling effects during that time.

INDESTRUCTIBLE WARRIOR FRAME

Cost: —; **Mins:** Resistance 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Unbreakable Warrior's Mastery

This Charm permanently enhances the Solar's Unbreakable Warrior's Mastery, allowing it to automatically succeed against mundane Crippling effects and against magical Crippling effects whose source has a permanent Essence that is less than (Exalt's Essence - 2). An Essence 6+ Exalt who knows this Charm also no longer pays Willpower to activate Unbreakable Warrior's Mastery.

PERFECTED CONSTITUTION

Cost: —; **Mins:** Resistance 5, Essence 5; **Type:** Permanent

Keywords: Mirror (Perfected Herald of Contagion)

Duration: One day

Prerequisite Charms: Immunity to Everything Technique

This Charm permanently enhances its prerequisite, extending its duration to one day. Another purchase of this Charm at Essence 6+ reduces the mote cost of Immunity to Everything Technique to (10 - Exalt's Essence). At Essence 7+ a third purchase extends the Charm's duration indefinitely.

WARRIOR'S ADVERSITY DIVESTMENT

Cost: —; **Mins:** Resistance 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Body-Mending Meditation

With this Charm, the Exalt is treated as resting at all times for the purposes of natural healing. This means, with Body-Mending Meditation active, the Solar will heal one bashing level at the end of most scenes, as they are about 15-20 minutes long, and lethal or aggravated levels at a rate of one every half hour (-0s), five hours (-1s), ten hours (-2s) or seventeen hours (-4 or worse).

With another purchase of this Charm at Essence 6+, the Exalt's healing time while Body-Mending Meditation is active is further divided by his Essence (so at Essence 6 he would heal one bashing level every three long ticks, etc.).

THE SUN ALWAYS RISES

Cost: —; **Mins:** Resistance 5, Essence 6; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Warrior's Adversity Divestment (x2)

The Sun may always set, but it always rises again, too. This Charm permanently enhances the Exalt, making it extremely difficult for her to die. Whenever the Exalt would be bodily slain—losing her last Dying health level—she may not actually be dead. Roll the character's Essence; on a success, the Lawgiver is still alive and will heal back to her last Dying level (11 - Essence) actions later, after which she begins healing normally. Until this Dying level is healed, the character appears to be dead in all ways. All of her ongoing Charms lapse and she loses the motes committed to them. Only the soul collectors and Taru-Han know that they are not called for. Utter destruction of the body or soul thwarts this Charm, as do certain types of wounds such as decapitation or a missing torso, and the Exalt may choose not to utilize this Charm's effect if she so wishes.

The Exalt may make a heroic effort to return to the fray even faster by spending a point of Willpower when her last Dying health level returns. She rolls her Willpower and on a success heals all her Dying levels and her Incapacitated health level. At the Storyteller's discretion and with proper incentive in the scene for the character, the Solar may instead channel an appropriate Virtue to achieve a heroic recovery without the need for a roll.

EXTENDED LIFE PRANA

Cost: —; **Mins:** Resistance 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Even the Exalted die...eventually. To delay this horrible tragedy and allow Creation the continued protection of its most experienced heroes, the Lawgivers developed Extended Life Prana. Solar Exalted will die naturally about one hundred years

before or after the age of (Essence x 300). With this Charm, the Exalt will live up to (Essence x 600 + 500) years.

ETERNAL GLORY MEDITATION

Cost: —; **Mins:** Resistance 8, Essence 8; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Extended Life Prana

Like its prerequisite, this Charm extends the Exalt's life span. With this Charm, the Solar's life will end naturally about 1,000 years after living (Essence x 5,000) years. Due to the abbreviated nature of the Age of Splendors, the Charm-enhanced life spans of the Exalted were largely theoretical, so the functionality of this Charm was never put to the test.

SURVIVAL

REFUGE-FINDING INTUITION

Cost: 10m; **Mins:** Survival 5, Essence 3; **Type:** Simple (Speed 5 in long ticks)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Food-Gathering Exercise

Those who follow the Solar Exalted are sheltered from the elements. This Charm is a search for natural shelter from the wilderness for the Solar and a group with a Magnitude no greater than her Essence. She finds sufficient shelter for herself and all members of the group as long as it exists; this may require that her people dig holes in sand, set up branches around a pole or go spelunking, but if the shelter is available it is found.

GREATER BLESSING OF THE DAY

Cost: —(+5m); **Mins:** Survival 5, Essence 5; **Type:** Permanent

Keywords: Obvious, Touch

Duration: Indefinite

Prerequisite Charms: Hardship-Surviving Mendicant Spirit, City-Moving Secrets

This Charm permanently enhances the Solar's Hardship-Surviving Mendicant Spirit, allowing her to spend an additional five motes when activating it to extend its benefits to a group she leads with a Magnitude no greater than (her Essence – 5). Members of the group gain all the benefits of Hardship-Surviving Mendicant Spirit, including any other Charms that upgrade it such as Element-Resisting Prana. If the membership of the group changes, the Charm must be reactivated.

ELEMENT-RESISTING PRANA

Note: This is meant as a clarification of the Charm found in *Exalted*, p. 210. A Solar with Element-Resisting Prana is made immune to *all* forms of environmental damage, whether it comes from a thorny bush, a cloud of poison spores, a pot of boiling pitch or even Kimberly's own acid body.

TWILIGHT

CRAFT

PERPETUAL PRESERVATION PROFICIENCY

Cost: 5m; **Mins:** Craft 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Durability-Enhancing Technique

Rivalled only by the Mountain Folk, the Solar Exalted are masters of precision and care; their tools are longer-lasting merely because they are cared for by a Solar. When the Exalt performs maintenance on an object or repairs an object that requires maintenance, he may enhance the action with this Charm to multiply by 10 the time until the item next requires maintenance. See *The Books of Sorcery, Vol. I—Wonders of the Lost Age* for more on maintenance, as well as a selection of artifacts that require regular maintenance.

CEASELESS CONTRIVANCE COMPETENCY

Cost: —; **Mins:** Craft 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Perpetual Preservation Proficiency

This Charm permanently enhances its prerequisite, allowing it to enhance maintenance performed on structures, such as very large vehicles. To apply this benefit, the Solar must be the only one performing the maintenance, or she must personally lead the maintenance crew in its efforts.

WORTHY PANOPLY INVESTITURE

Cost: —; **Mins:** Craft 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Durability-Enhancing Technique

The tools and weapons of the Lawgivers are proof against all but the greatest threats. This Charm permanently enhances its prerequisite, allowing it to increase the health levels of objects it targets. Each application of Durability-Enhancing Technique now increases the Damaged health levels of an object by one. If the target is a vehicle, this increases the Undamaged health levels of the vehicle by one. No combination of Charms including Durability-Enhancing Technique may increase an item's health levels by more than (Solar's Essence).

At Essence 5+ a Solar may purchase this Charm again, which allows Durability-Enhancing Technique to target structures.

INIMITABLE ASSEMBLY EXERCISE

Cost: —; **Mins:** Craft 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Crack-Mending Technique

This Charm permanently enhances the Lawgiver's Crack-Mending Technique, allowing it to repair up to (Solar's Essence x 2) health levels an item has suffered in addition to any other results of successful repair.

EXPERT FOREMAN DISCIPLINE

Cost: 5m, 1wp; **Mins:** Craft 5, Essence 4; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Crack-Mending Technique, Craftsman Needs No Tools

The Exalted lead through example and instruction. This Charm is the dramatic action of leading a work crew in the construction or repair of a structure or a group of objects, or any other construction project that measures time to completion in man-hours invested. For every real hour the Solar's subordinates work, they effectively complete two hours of work.

This Charm action may be supplemented by other Craft Charms that normally target single objects, such as Crack-Mending Technique. This does not speed the work crew any further, but it allows the Exalt to perform more quickly in the repair of structures, or to apply other Charm effects to the whole project such as Inimitable Assembly Exercise.

DILIGENT ARTISAN'S METHODOLOGY

Cost: —; **Mins:** Craft 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Craftsman Needs No Tools

With careful purpose and fine handiwork, the Lawgiver finds it easy to create even the most spectacular wonders. When performing Create Item/Artifact actions (**Exalted**, p. 133), the Exalt may use the higher of her Dexterity, Perception or Intelligence instead of the lower of the three. The Solar's Craftsman Needs No Tools becomes equivalent to a *master's workshop* (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 27-28). A second purchase of this Charm at Essence 6+ upgrades this to *flawless*, and a third purchase at Essence 7+ makes it an *ideal workshop*.

In addition, if the Solar has Craft and Essence 6+ and has learned Wonder-Forging Genius at least once, she reduces the difficulty of any Craft-based action she performs by one, to a minimum of one, including the difficulty of artifact creation rolls. Upon reaching Craft and Essence 7+ and having learned Wonder-Forging Genius a second time, this reduction increases to two. At Craft and Essence 8+ the reduction in difficulty for each purchase of Wonder-Forging Genius increases to two each (for a possible total of four). This requires no additional Charm purchases.

TENFOLD MASTER LABORER TECHNIQUE

Cost: 10m, 1wp; **Mins:** Craft 5, Essence 4; **Type:** Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Crack-Mending Technique, Craftsman Needs No Tools

If the Solar Exalted make the production of wondrous treasures look easy, it's because, for them, it is. This Charm is a flurry of up to ten dramatic or extended Craft actions, none of which suffer multiple action penalties. The targets of each of these actions must all be in the same workshop or the Solar must be able to reach each project within a few minutes from any other project; greater distance prevents the use of this Charm. If the Exalt is working exclusively on objects, he can instead build or repair as many as (Essence x 10) items at once.

WONDER-SCULPTING ALACRITY

Cost: —; **Mins:** Craft 5, Essence 6; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Crack-Mending Technique, Craftsman Needs No Tools

This Charm permanently enhances both of its prerequisites, allowing a Solar using them to complete (Essence x 5) hours worth of effort for every real hour of work.

GOLDEN PRODIGY EPIPHANY

Cost: —; **Mins:** Craft 6, Essence 7; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Wonder-Forging Genius (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 29)

This Charm permanently enhances the Exalt, making it a casual thing for him to plan and construct never-before-seen wonders. Whenever the Exalt begins constructing an artifact for which he lacks complete plans, even if he has incomplete plans, the Solar's player should roll his (Intelligence + [relevant Craft]) at a difficulty equal to the nascent artifact's rating. The number of threshold successes are treated as incomplete designs, adding themselves to each Craft roll to build the artifact until half the necessary cumulative successes are achieved. If this roll produces more successes than one tenth of those necessary to complete the artifact (e.g., more than 1 for a level 1 artifact, or more than 25 for a level 5 artifact), then the Exalt has conjured up complete plans in his mind, which cuts the cumulative successes necessary to build the artifact cleanly in half. See **The Books of Sorcery, Vol. III—Oadenol's Codex** for more on artifact design and plans.

INVESTIGATION

MISDEED-UNVEILING ILLUMINATION

Cost: 15m, 1wp; **Mins:** Investigation 5, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Obvious

Duration: Instant

Prerequisite Charms: Crafty Observation Method

That which falls under the gaze of the Lawgiver gives up its secrets readily. This Charm is a 15-minute Investigation action as the Exalt wanders an area, observing everything under the light of her caste mark which glows as if she had spent 5-7 motes of peripheral Essence. At the end of this period of observation, the Solar rolls her Perception + Investigation. The Exalt becomes aware of all the gross physical movements and any events that can be discerned from that information that took place in the area for a number of hours in the past equal to the threshold successes on her roll. The Solar will not become aware of every word in a conversation or who any given participant was, but may discern that one person was angry due to the way their almost-invisible footprints and other cues are arranged. This insight does not reveal only those movements that would leave foot- or hand-prints, but also those taken while floating through the air or swimming in water.

Changes to the structure of the locale increase the difficulty of the roll. Rearranging the furniture in a room might add one to the difficulty, while a building burning down would increase the difficulty by five. Magical sources of destruction or concealment would increase the difficulty by an amount equal to their source's permanent Essence, in addition to any penalties imposed by camouflaging Charms. If the scene being investigated is located in the Wyld, the difficulty rises by four in the Middlemarches and eight in the Deep Wyld; this Charm's function is meaningless in Pure Chaos.

TALE OF THE WORLD INTUITION

Cost: —; **Mins:** Investigation 5, Essence 5; **Type:** Permanent
Keywords: None

Duration: Instant

Prerequisite Charms: Misdeed-Unveiling Illumination

This Charm permanently enhances its prerequisite, allowing that Charm to delve into the past up to one day per success. A Solar with Essence 7 may purchase this Charm a second time to increase the interval per success to two days, and at Essence 9+ he may purchase it a third time to increase the interval to five days per success.

EVIDENCE-DISCERNING METHOD

Note: This is a modification and clarification of the Charm found on *Exalted*, p. 213. Pursuant to this document treating DVs as difficulties instead of external penalties, it bears noting that this Charm reduces both external penalties and DVs.

ORACULAR MAGISTRATE UNDERSTANDING

Cost: —; **Mins:** Investigation 5, Essence 3; **Type:** Permanent
Keywords: None

Duration: Permanent

Prerequisite Charms: Evidence-Discerning Method

No secret desire is safe from the probing of the Lawgiver. Learning this Charm permanently enhances the Exalt's Evidence-Discerning Method, allowing her for the rest of the story to apprehend the direct motivations of the target's actions during any scene in which both the Exalt and target are present. Extra successes on the Solar's Investigation roll reveal deeper and clearer information on why and how the target acted. For instance, one success would show that an assassin is a member of a group that intends to kill the Solar, three successes reveal that this group is a Creation-spanning conspiracy of rebellion, five reveal that the conspiracy is itself being manipulated by someone else, and more than five would reveal that the Solar's trusted advisors from Heaven have orchestrated the action.

Normally, Evidence-Discerning Method requires the Exalt have sufficient information to profile a target, but with this Charm and Essence 6+ the Solar needs only the meanest evidence. It is up to the Storyteller to determine exactly where the border lies between "no useful information" and "the tiniest scrap of useful information."

HEART-READING GLANCE

Cost: —(+2m); **Mins:** Investigation 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Evidence-Discerning Method

This Charm permanently enhances the Lawgiver, allowing her when she activates Evidence-Discerning Method to pay an additional two motes (which are not committed) to change the Charm's type from Simple to Reflexive.

LORE

WONDER-WORKING SYLLABUS

Cost: —; **Mins:** Lore 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites Charms: Legendary Scholar Curriculum

This Charm permanently enhances the Exalt's Harmonious Academic Methodology, allowing him to enlighten mortals in large groups. Instead of the usual week, the training takes one season, each week of which the Solar must spend at least ten hours working with his students. At the end of this period the Lawgiver's students become Essence-users of an appropriate type (enlightened mortal, awakened god-blood, etc.). This grants those so enlightened an Essence pool appropriate to them; as a Training effect this enlightenment usually costs four bonus points or eight experience points, being the equivalent of the blight *Enlightened Essence* (*The Compass of Celestial Directions*, Vol. II—*The Wyld*, p. 148), though this is not a mutation or Shaping effect of any kind.

This Charm also allows the Exalt to train Essence-users to increase their permanent Essence, to a maximum of three. This process only takes the usual week. The Solar can't train mortals to become Essence-users at the same time he is training others to increase their Essence.

Finally, the Exalt may also teach others Charms. Teaching Charms takes as much time as raising standard traits, and the Exalt may only teach others Charms in this way that require a minimum Ability 5 or lower and minimum Essence 3 or lower. This does not allow the Exalt to teach others Charms that they could not normally learn, such as teaching Solar Charms to enlightened mortals; nor can the Exalt teach others Charms he could not learn normally, such as those gained through Endowment or the caste power of the Eclipse; nor does it allow Solar Exalted to teach others Sidereal martial arts.

CHAOS-WARDING BENISON

Cost: —; **Mins:** Lore 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Chaos-Repelling Pattern

At Essence 4 a Solar may learn this Charm up to two times, one instance extending Chaos-Repelling Pattern's duration indefinitely, the other increasing its radius to (Essence x 5) yards. A third purchase at Essence 6+ increases its radius to (Essence x 10) yards.

INFINITY-COMPASSING CONQUEST

Cost: —; **Mins:** Lore 6, Essence 7; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Wyld Cauldron Technology

Normally a Solar with Wyld-Shaping Technique can affect changes on his surroundings only up to (Essence) miles away. With this Charm, the maximum scope of his changes increases to (Essence x 5) miles. In addition, he need no longer sacrifice real wealth or experience to shape real land or wealth and he may modify people through Wyld Cauldron Technology within the maximum range of his Wyld-Shaping Technique.

HERO DRAWS A SECOND BREATH

Cost: —; **Mins:** Lore 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Essence-Lending Method

The Solar Exalted understanding of Essence is rooted in their unflappably heroic natures; they can exploit this to draw

power from the natural destiny that surrounds them, bolstering that which they do even further. This Charm permanently enhances the Solar, allowing him perform a DV -0 Miscellaneous action to steel himself, spending a Virtue channel during an emotionally appropriate scene to regain (Exalt's Lore + Virtue) peripheral motes. This surge in Essence is treated as a peripheral expenditure, causing his anima banner to flare. This can not increase the Solar's mote pool beyond its normal maximum, and any excess motes gained from this Charm are wasted.

ELDER-UPLIFTING GENEROSITY

Cost: 20m, 1wp; **Mins:** Lore 5, Essence 4; **Type:** Simple (Dramatic Action)

Keywords: Enlightening, Obvious, Touch, Training

Duration: Instant

Prerequisite Charms: Soul-Enlightening Beneficence (*Scroll of the Monk*, p. 18)

This patronizingly-named Charm was initially developed in the Primordial War to quickly return the Solar's Dragon King allies to their minds after they inevitably fell in battle. Over time its use was refined, and many Lawgivers regularly uplifted their shorter-lived, favorite inhuman companions upon their reincarnation. Executing this technique takes a day of mutual meditation (or forced quiescence for Dragon King stalkers), at the end of which the Exalt touches his companion and elevates their soul. The target trades one dot of permanent Willpower for one dot of permanent Essence, raising the Essence of the non-mortal target to two. Even the rare Essence 1 Exalt, or gods and elementals whose station and purview normally dictates their Essence, may be targeted with this Charm. There is no experience cost for this aspect of the Charm.

This Charm may target Dragon Kings, Mountain Folk and other natural Essence channelers. It may even be used on those Essence-users with Essence 2+ as long as they have other avenues of enlightenment to explore. When used on Essence 2+ Dragon Kings, this Charm initiates them into the Bulb of the Perfected Lotus, allowing them to learn Celestial martial arts. If used on Unenlightened Mountain Folk, this Charm transforms them into Enlightened. For other Essence-users this may or may not have as drastic an effect as that wrought on the Jadeborn (Storyteller discretion advised). For instance, the Storyteller might allow the Exalt to perform the same feat on Dragon-Blooded. This is similar to enlightening a mortal with the *Enlightened Essence* blight, which costs four bonus points or eight experience.

BINDING GOLDEN EDICT

Cost: —; **Mins:** Lore 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Order-Affirming Blow

The Exalt's Order-Affirming Blow now costs (15 – Exalt's Essence) motes, and its Willpower cost is (target's Essence – Exalt's Essence), minimum one.

UNIFIED ESSENCE THEORY

Cost: —; **Mins:** Lore 8, Essence 8; **Type:** Permanent

Keywords: Wyld

Duration: Permanent

Prerequisite Charms: Infinity-Compassing Conquest

Unparalleled understanding of motonic relationships allows the puissant Solar Exalted to reshape reality wherever he is and with lightning speed...much like the ancient Primordials. This Charm permanently enhances the Lawgiver's Wyld-Shaping Technique, allowing him to use it in places other than the Wyld, treating non-Wyld environments as a Bordermarch. If the Exalt is actually within the Wyld, he treats it as being one level more severe (Bordermarches are shaped as Middlemarches, Middlemarches as Deep Wyld and Deep Wyld as Pure Chaos; Pure Chaos is no easier to shape). Combined with a Great Hand of the Maker and protoshinmaic vortex (*Dreams of the First Age, Book II—Lords of Creation*, p. 93, 95), the Solar treats Creation as a Middlemarch for the purposes of Wyld-Shaping Technique.

The Exalt also gains the ability to redefine the fundamental laws of reality with Wyld-Shaping Technique. The following are guidelines, and will certainly require Storyteller involvement.

Aspects: The Exalt may manipulate reality to produce stable expressions of that which is normally found in the Wyld. For every five successes, the Exalt inflicts one overarching aspect of reality on an area. The Exalt may impose up to ten such aspects at a time, and aspects may be interdependent. For instance, the Solar may dictate that air is a liquid in the area; this makes it no less breathable, but it will slosh out of the region unless contained or another aspect dictates that air "flows" much the same whether it is a gas or liquid. A variety of guidelines for creating aspects of Wyld zones can be found in *The Compass of Celestial Directions, Vol. II—The Wyld*.

Geomancy: For every success a Lawgiver spends he may completely transform the geomancy of one square mile. This might transform Creation-based geomancy into Underworld geomancy, or Malfean geomancy, or some heretofore unseen type of Essence flow. This does not actually produce demesnes (which requires a separate use of Wyld-Shaping Technique), but it changes the aspects of any existing demesnes in the area. See *The Books of Sorcery, Vol. III—Oadenol's Codex* for more on demesnes and manses. Existing manses are resistant to the change, losing one dot of power every month until they reach 0, at which point they transform into a manse of the appropriate type and regain one dot per month. Hearthstones provide motes but no special powers after the first dot lost, and once the manse's rating reaches 0 any extant hearthstones crumble to dust.

Changes wrought by this Charm are usually temporary without proper care, and nothing stops an unprepared Solar from destroying himself through imprudent alterations. While this Charm does allow the Exalt to inflict strange and new realities on other realms of existence, the Wyld will eventually devour them, the Underworld will return to its staid procession and Malfeas and other titanic beings are likely to perfectly defend themselves against such presumption.

ETERNAL GOLDEN PANOPLY

Cost: —; **Mins:** Lore 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Immanent Solar Glory

The diversity of the panoply that Creation offers up for its defense can stagger even a Lawgiver. The Exalt's attunement to

orichalcum artifacts can be maintained up to one week without physical contact. In addition, the Solar never need roll his Wits + Lore to gain the material bonuses of artifacts that are not made of orichalcum, and the increase in attunement cost for doing so is lowered by (Solar's Lore), to a minimum of zero.

MEDICINE

WOE-CONQUERING HANDS

Cost: (2 + Magnitude)m, 1wp; **Mins:** Medicine 4, Essence 3; **Type:** Simple (Dramatic Action)
Keywords: Combo-OK, Touch
Duration: Instant

Prerequisite Charms: Any Medicine Excellency

Though conceived as weapons of war, the Lawgivers' natural facility for healing is unparalleled. This Charm is like a normal dramatic action to diagnose or treat a patient, but the action applies to a large group, up to (Essence - 1) Magnitude worth of people. The Exalt works quickly and efficiently, but multiplies the usual time necessary to carry out the dramatic action by an amount equal to the group's Magnitude.

AURA OF SALUBRITY

Cost: —(1m, 1wp); **Mins:** Medicine 5, Essence 4; **Type:** Permanent

Keywords: (Obvious)

Duration: Instant

Prerequisite Charms: Contagion-Curing Touch, Ailment-Rectifying Method, Body-Purifying Admonitions

Merely being present allows the Lawgiver to cleanse the world around her. Forever after, any mundane poison or disease within (Essence) yards that is not currently afflicting someone is automatically neutralized by the Exalt's presence. As a Miscellaneous action, the Lawgiver may spend one mote and one Willpower to flare her anima to the 11-15 level. Pure, golden light bathes the Solar's surroundings, extending the neutralizing aura to (Essence x 5) yards. This enhanced aura may also neutralize magical diseases or poisons present under the same circumstances, the Exalt rolling Essence + Medicine. Magical poisons with a Toxicity less than her successes or magical diseases with lower Morbidity are banished as well. This Charm does not actually inform the Lawgiver of the presence of any diseases or poisons, it only neutralizes them.

PERFECTED LUSTRATION METHODOLOGIES

Cost: —; **Mins:** Medicine 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Wound-Mending Care Technique, Ailment-Rectifying Method, Body-Purifying Admonitions, Wholeness-Restoring Meditation

Bringing surcease to pain is a simple thing for a Lawgiver. This Charm permanently enhances the Exalt, reducing to one the number of successes necessary to apply the effects of Ailment-Rectifying Method, Body-Purifying Admonitions or Wholeness-Restoring Meditation. The Solar may now apply Wound-Mending Care Technique to a patient (Essence) times each day. She may also add the Obvious keyword to Wound-Mending Care Technique to reduce its mote cost by an amount equal to her Essence, to a minimum of zero.

OCCULT

CELESTIAL REFINEMENT TECHNIQUES

Cost: —; **Mins:** Occult 3, Essence 1; **Type:** Permanent

Keywords: Mirror (Grave Affinities)

Duration: Permanent

Prerequisite Charms: Any Occult Excellency

While it is the gods who facilitate it and the Dragon Kings who pioneered its use, as is usually the case the Lawgivers were the ones to truly master and excel in thaumaturgy. This Charm permanently enhances the Exalt, reducing the necessary mote expenditure to lower the Resources cost of thaumaturgical procedures by his permanent Essence, to a minimum of zero (see **Exalted**, p. 138 for more). In addition, when the Solar learns this Charm he chooses one Art of Thaumaturgy which then gains the special benefits outlined below; the Exalt may purchase Refinements of other Arts at a cost 3 experience points, or 1 bonus point during character creation, and a week of training. For more on thaumaturgy see **Exalted**, p. 137 and **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 109.

The Art of Alchemy: With exceptional preservatives and the infusion of Solar Essence to bolster their effects, the Lawgiver's concoctions can do more with less. Each alchemical formula that produces tinctures, potions or other amounts of some substance applied in doses doubles the amount it creates. The shelf-life of all these products is multiplied by five. If the duration of any of such potions is measured in real time—as opposed to story-based time such as scenes, as many are—the amount of time its effects last is doubled. Formulas that create damaging or painful substances—such as Ardent Embrace Resin (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 131) or 8-Scream Devil Powder (**The Books of Sorcery, Vol. I—Wonders of the Lost Age**, p. 74) increase their respective damage done or penalty imposed by one. The Storyteller's discretion may be necessary to determine what if any effects this Charm has on other formulas.

The Art of Astrology: While the Solar can not design better mundane orreries with this Art, she can gather more useful information with them, increasing by one the dice bonus she receives from them on Art of Astrology rolls. Beyond this, the Exalt gains greater detail and accuracy from her predictions, a benefit that lies outside the scope of this Charm to describe. A rough guideline for the Storyteller is that any given prediction from the Lawgiver's rituals will produce information that just barely falls short of the next level of accuracy (as described for the *Divination* rituals on **Exalted**, p. 138). Predictions with other rituals should generally be more of a certainty than they might otherwise be.

The Art of Biothaumaturgy: While still not comparable to the greater art of Craft (Genesis), Solars can achieve astonishing results with the more mundane procedures of Biothaumaturgy. The *Implant* rituals the Solar can perform are all upgraded, so that he can use them to grant a subject one higher level of mutation than normal. [*Pox*] *Implant* can then bestow both poxes and afflictions, [*Affliction*] *Implant* can grant afflictions and blights, and [*Blight*] *Implant* can inflict both blights and abominations. Using a procedure to bestow a higher-level mutation than normal increases the difficulty of the ritual by two.

The Art of the Dead: The Solar Exalted only excel in fields dealing with the Underworld slightly more than their peers. Art of the Dead rituals that require less than an hour to complete instead reduce the time of their execution to a single Miscellaneous action.

The Art of Demon Summoning: The spawn of the Yozis recognize their conquerors, and acquiesce readily. Rituals of the Art of Demon Summoning do not cost any Willpower for the Solar to perform; they are almost as natural as any mundane activity. Summoning, warding and otherwise manipulating demons with this Art requires no consumable components, not even sacrifices normally necessary to summon particular demons. The Exalt can also perform the rites of *Expulsion (Demons)* and *Banish (Species of demon)* (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 142) naturally, without learning those rituals or achieving the requisite Degree in the Art, both as Miscellaneous actions.

The Art of Elemental Summoning: Since they are the natural rulers of Creation, the Solar Exalted can expect obeisance from elementals. Rituals of this Art that take less than an hour to perform take only a single Miscellaneous action for the Exalt. The *Summon (Species)* and *Beckon (Species)* rituals (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 136) are enhanced, adding the Exalt's Essence in extra successes to the relevant rolls. Alternately, the Lawgiver may use those rituals to summon higher-Essence elementals; forgoing the extra successes to summon elementals of Essence 4 or 5 with *Summon (Species)* and those with Essence 6 or 7 with *Beckon (Species)*.

The Art of Enchantment: Any rituals of this Art that take a day or more to complete instead require only (10 – Essence) hours from the Lawgiver, to a minimum of one hour. Those rituals that enchant an object for a limited time, such as [*Lesser Wonder*] (**Exalted**, p. 139) have their duration multiplied by the Exalt's Essence.

The Art of Geomancy: The Exalt adds his Essence in extra successes to rolls for the Art of Geomancy. Any rituals of this Art that take multiple hours to perform instead take one hour, or if they take days or weeks they instead take hours and days, respectively. Procedures that normally take an hour or less can instead be performed as Miscellaneous actions.

The Art of Husbandry: The Celestial Refinement of the Art of Husbandry is not about making the Solar himself better at the Art, but rather making him better at using it for the good of many. The Exalt may instruct a group of people with a Magnitude up to (his Essence) in a number of rituals of this Art equal to (his Occult). These precise directions allow those students to go forth and carry out those rituals even if they do not know them, using the Solar's dice pools if theirs would be lower. These instructions are complex and precise, and if someone does not perform a given ritual at least once a week they forget how to do it properly and must be re-taught. Any given character can have learned rituals in this way from only one Solar at a time; instruction from another Lawgiver forces them to forget the previous instructions.

The Art of Spirit Beckoning: The Creation-Ruling Mandate makes the Solar Exalted the ultimate authority thereof. The difficulty of any rituals in this Art dealing specifically with a god or gods that are officially a part of the Terrestrial Bureaucracy

is reduced to one. If the Solar's Essence is higher than a given Celestial god's (or higher than the highest Essence of a group of Celestial gods), the difficulty of this Art's rituals that deal directly with those gods is reduced by the difference between their Essence traits. The Solar may perform rituals of this Art that require less than an hour as Miscellaneous actions.

The Art of Warding and Exorcism: Any Art of Warding and Exorcism rituals that take less than an hour to complete instead require a Miscellaneous action from the Solar. The Exalt also adds (Essence) extra successes to any rolls involving building or maintaining wards with this Art.

The Art of Weather Working: Knowing the proper forms and having the utmost authority in Creation, the Solar no longer requires extra time nor suffers an increased difficulty for attempting more than one ritual of this Art in the same two-day period. The natural authority of the Lawgiver lends weight to his requests, extending the durations of rituals like *Minor Changes, Transform Weather* and *Major Changes (The Books of Sorcery, Vol. III—Oadenol's Codex*, p. 144) to five hours, one day and one week, respectively. In addition, the effects of such rituals all extend to a radius of up to (Solar's Essence) miles.

Non-Solars, which for the purposes of this Charm does not include Abyssals or Green Sun Princes, can not learn or use all of the Celestial Refinement Techniques, no matter how they manage to learn the Charm. Such lesser thaumaturges can not enhance the Arts of Demon Summoning, Elemental Summoning or Weather Working with this Charm.

While this Charm is a Mirror and so the Solar may teach it to or learn of it from Abyssals, they may only do so in regards to the Art of the Dead. The monofocus of the deathknights make them ill-suited for other pursuits. Therefore, unless the Exalt knows the aspect of this Charm that enhances the Art of the Dead she can not teach it to an Abyssal, nor would an Abyssal teacher be of any help if the Solar wanted to learn Celestial Refinement Techniques involving another Art.

SORCERER'S GILDED INVOCATION

Cost: —(+1m); **Mins:** Occult 3, Essence 4; **Type:** Permanent

Keywords: Holy

Duration: Instant

Prerequisite Charms: Terrestrial Circle Sorcery

Even when taking advantage of Primordial Essence patterns, the actions of the Lawgivers are holy. This Charm permanently enhances the Exalt, allowing him to spend an additional mote when casting any sorcery spell to make the spell Holy. If the spell inflicts damage, that damage becomes aggravated against creatures of darkness; if it imposes influence on a creature of darkness, the target's MDV is halved. This may have uses on spells other than for attack, such as shielding a spell against wicked magics that fail in the face of overwhelming holiness.

EMERALD ESSENCE ASSIMILATION

Cost: —; **Mins:** Occult 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Occult Essence Flow, Terrestrial Circle Sorcery

The Lawgiver must be free to carry out many duties simultaneously. This Charm permanently enhances the Exalt, reducing to 0 the DV penalties of any Shape Sorcery or Cast Sorcery

actions she takes. The sorcerer Exalt may also take voluntary reflexive actions while taking sorcery actions, such as moving; this does not allow the Solar to activate Charms or otherwise spend motes on other powers while casting sorcery, but previously established Charm effects that allow the Exalt to perform reflexive actions such as counterattacks are valid options.

Purchase of this Charm again at Essence 8+ allows the Exalt to spend motes on Charms and similar powers during Cast or Shape Sorcery actions. Even when activating only one Charm this costs a point of Willpower, as if activating a Combo, and for the purposes of Combo-Basic Charms Shape and Cast Sorcery actions are treated as Simple Charms.

SAPPHIRE ESSENCE UNDERSTANDING

Cost: —; **Mins:** Occult 6, Essence 6; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Celestial Circle Sorcery

Building on her understanding of sorcery, this Charm permanently enhances the Chosen, reducing the Willpower cost of casting sorcery spells by one, to a minimum of one.

ADAMANT ESSENCE MASTERY

Cost: —; **Mins:** Occult 7, Essence 8; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Solar Circle Sorcery

Coming to an unprecedented understanding of the way that Essence flows through Creation and herself, the Chosen renders the shaping of sorcery almost trivial. This Charm permanently enhances the Solar, reducing by one the number of Shape Sorcery actions she must take before she may cast any sorcery spell, to a minimum of zero. In the case of Terrestrial Circle Sorcery, this means a spell can be cast simply with a Cast Sorcery action. This does not shorten the casting time of spells that require dramatic rituals.

ASH AND BONE GLORY

Cost: —(+5m); **Mins:** Occult 6, Essence 7; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Shadowlands Circle Necromancy

As incompatible as life- and death-Essence is, the Lawgivers can accomplish just about anything if they simply apply enough *power*. This Charm permanently enhances the Exalt, allowing him to increase the mote cost of a necromancy spell by five to increase one dice pool or other trait-based calculation by his own Essence. This allows him to boost the dice pool for spells like Black Candle Visage, effectively double the area of effect of Flesh-Sloughing Wave, or add his Essence again to the number of zombies he can summon with Raise the Skeletal Horde. Each separate trait-based calculation may be enhanced only once, but the Solar can apply this benefit to the same spell multiple times.

MASTER'S ESSENTIAL CEREMENT

Cost: —; **Mins:** Occult 10, Essence 10; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Labyrinth Circle Necromancy, Ash and Bone Glory

In the First Age, necromancy was a young art. A theoretical understanding of this Charm existed, but it was never actually developed and used before the Usurpation. Upon learning this Charm, a Lawgiver would need to sacrifice both the reality and potentiality of any positive Intimacies strongly tied to one particular Virtue of her choice. Without scouring knowledge of this Charm from her mind, the Exalt would forever after be incapable of forming positive Intimacies based on the chosen Virtue. In return, the Solar gains the capacity to learn and cast Void Circle Necromancy spells. Other than as noted here, this Charm functions identically to other Void Circle Necromancy Charms. For more on necromancy, see **The Books of Sorcery, Vol. II—The Black Treatise**.

While even the most rudimentary thought experiments that would lead to the creation of this Charm obviously account for how unhealthy death-Essence is, none truly knew how devastating tying oneself to the Neverborn's cursed realm could be. A Solar who learns this Charm exacerbates the Great Curse that coils within her. Every scene during which she casts a necromancy spell of any circle, she gains a point of Limit. In addition, the first time during a scene that the Exalt spends Willpower to resist influence when her MDV would've been raised or lowered due to her crippled Virtue, she gains a point of Limit. If that would also be the first time in the scene the Lawgiver resists unnatural mental influence with Willpower, the Limit gain stacks.

It should be stressed that the effects of this Charm are not some insidious plot of the Neverborn. They did not secretly desire to be waked, the knowledge of necromancy torn from their dreams only for some far-off future Solars to be slightly crazier for it. Death-aspected Essence is *unhealthy*. With enough time and effort, assuming they cared about their abandoned humanity, concerted Solar research might produce a version of this Charm that is easier to learn and does not emotionally cripple the necromancer. Such research might even unwittingly remove the aspects of the Charm that aggravate the Great Curse.

HOLISTIC ESSENCE UNDERSTANDING

Cost: 4m, 1wp; **Mins:** Occult 3, Essence 3; **Type:** Simple

Keywords: Combo-OK, Mirror (God-Home Invasion)

Duration: One scene

Prerequisite Charms: Spirit-Cutting Attack

With this Charm, the Exalt becomes capable of interacting with the immaterial and material on equal footing. This allows the Exalt to perform normal physical actions—not just attacks—that affect the immaterial world. While this effect lasts, the Lawgiver reflexively chooses at the beginning of each of his actions whether to interact with the immaterial as if it were material, or to treat immaterial items and beings normally. The Exalt must still activate Spirit-Cutting Attack normally to inflict aggravated damage to spirits or to strike immaterial targets when he is treating the immaterial as intangible.

MAGIC-DEFYING MUDRA

Cost: Varies; **Mins:** Occult 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Mirror (Divinity-Denying Strike), Obvious, Shaping

Duration: Instant

Prerequisite Charms: Spirit-Cutting Attack

No evil power can stand against the might of the Chosen of the Sun, for they can break unrighteous magic with as little as their bare hands. This Charm enhances one of the Solar's physical attacks, which if successful banishes one Charm, spell or other Essence-fueled power that is currently affecting the target. Magic-Defying Mudra can not target permanent Charms or similar effects. Negating a Charm costs a number of motes equal to (3 x target's permanent Essence). If the effect is a spell, the mote cost is (5 x spell's circle). The attack deals damage normally in addition to suppressing the chosen effect.

The Exalt must be able to discern the existence of the effect she wishes to banish before activating this Charm, so she must have prior knowledge of the effect—having seen the spell cast, the Charm is Obvious, etc. Motes spent on or committed to banished effects are lost. Reflexive Charms may be reactivated immediately at normal cost, subject to normal timing rules, and apply their effects normally.

POWER-SEALING CHAKRA STRIKE

Cost: —(+1wp); **Mins:** Occult 6, Essence 6; **Type:** Permanent

Keywords: Crippling

Duration: Instant

Prerequisite Charms: Magic-Defying Mudra

The golden holiness of the Lawgivers seals away the wicked magics of the enemies of Creation. When the Exalt successfully suppresses a Charm, spell or other Essence-fueled power, he may immediately spend one Willpower to seal that power away, denying them future use of that Charm or power. The sealed power does not return naturally; the Crippling effect must be healed magically. Any attempts to heal the effect increase the difficulty of any involved rolls by an amount equal to the Solar's permanent Essence. A merciful Solar may free the victim of her own Power-Sealing Chakra Strikes by touching them and reflexively spending one mote, but this releases all his Chakra Strike bindings on the target.

SPIRIT-CHAINING HERO AURA

Cost: —(+5m); **Mins:** Occult 5, Essence 4; **Type:** Permanent

Keywords: Holy, Mirror (Fetters of Resplendent Apostasy), Obvious, Shaping

Duration: One scene

Prerequisite Charms: Asserting the Mandate (*The Manual of Exalted Power—Abyssals*, p. 163)

This Charm permanently enhances the Solar's Spirit-Repelling Diagram, allowing her to commit an additional five motes when activating it to extend the radius to (Essence x 5) yards. In addition, all spirits within the area are made visible and susceptible to material attacks at no cost to themselves, even if they do not possess the Materialize Charm. The golden halo that surrounds the Solar burns the eyes of the wicked and saps their power, increasing by (Exalt's Essence) the mote cost of Charms used by creatures of darkness in the area.

GOLDEN GAOLER GEASA

Cost: 5m, 1wp; **Mins:** Occult 6, Essence 6; **Type:** Simple (Speed 3 in long ticks)

Keywords: Combo-Basic, Compulsion, Obvious, Social

Duration: Instant or one year

Prerequisite Charms: Asserting the Mandate (*The Manual of Exalted Power—Abyssals*, p. 163)

In their capacity as rulers of Creation, the Solar Exalted can exert authority over the prisoners of Hell. This Charm allows a Lawgiver to invoke this primacy, making it known who and what she is, proclaiming her status as one of the Chosen of the Sun along with her caste and name. Solars of the First Age also made a habit of outlining their pedigree and outstanding deeds of heroism, but this is not necessary. In so doing, she binds an errant demon with the oaths of surrender.

The Exalt lists one or more of a First Circle or Second Circle demon's transgressions, and demands one of two things from the escapee: that they immediately return to Malfeas, vanishing in a gout of green flame, or that they be bound to fix that which they have wrought for a year and a day. Transgressions include: leaving Malfeas without being properly summoned and bound, affecting Fate in any way or performing Charms or Charm-like effects without the express direction of whomever summoned and bound it, or any other action the Storyteller and player can agree technically falls outside the bounds of the Yozis' oaths despite how often such things go unpunished or are even encouraged.

If bound to repair its evil acts, the demon must do its best to undo the consequences of its influence in Creation since it last escaped or was summoned. This unnatural compulsion persists for a year and a day, and the demon may resist by spending two Willpower to gain a day of freedom. Upon completing the task or at the end of this period, the demon vanishes back to Malfeas. Banishment back to the Hell-prison can not be resisted.

Sorcerous binding supersedes this Charm's effects in all ways, except in the case where the summoning sorcerer is no longer alive. This Charm can not be used to banish or compel demons who have been properly bound, having their will broken by an Exalt's or god's use of the respective sorcery spells that summon them. If the spell did not successfully bind the demon, or it was summoned or escaped Malfeas in some other way, Solars with this Charm may bind or banish a demon with impunity.

VICTORY OVER PRIMORDIALS MUDRA

Cost: 50m, 3wp + 10m, 1wp per banishment; **Mins:** Occult 10, Essence 10; **Type:** Simple (Speed 4)

Keywords: Compulsion, Holy, Obvious

Duration: Indefinite

Prerequisite Charms: Golden Gaoler Geasa

As the Unconquered Sun and his fellow gods did at the close of the Primordial War, the Solar Exalted can arrange their Essence and hands in the occult patterns that bind the incomprehensible powers of the Yozis in Hell. But this law of the universe was written before the Yozis were debased, and it is against all such titanic beings that the Solar Exalted may use it—be they Primordial or Yozi or, oddly enough, unshaped Fair Folk. Upon making the Victory Over Primordials Mudra, any such expansive beings within ten miles, and any such beings' Third and Second Circle souls (or Emanations in the case of unshaped) must cease all hostile activities—including the environmental damage that occurs naturally within them. This Charm does not force environmental entities to do anything other than lie quiescent, ready for negotiation or reimprisonment. Commoner raksha, minions, First Circle demons and the like are so minuscule that they are not bound by this Charm's effect.

The Lawgiver maintains the Mudra as long as he wishes,

and its effects are just as lasting. In the event that someone assaults a subsidiary being, that sub-soul or noble alone may respond in kind. If a titan or its fetich—or an unshaped or its ruling Emanation—are directly assaulted, the entire being and all its sub-entities are released from the binding and can not be bound again until another scene has begun. By performing a Miscellaneous action and spending ten motes (which are not committed) and one Willpower, the Exalt may compel a single Yozi or unshaped, or any single such beings' subsidiary entities, to flee back to Hell or the Deep Wyld, respectively. Beings so banished must make all haste to fulfill the order, and must take along its subsidiary entities of status (i.e., Second and Third Circle demons, noble raksha). First Circle souls, commoners and minions are normally carried along for the ride at the being's own initiative.

The effects of this Charm, whether binding or banishing, are an unnatural compulsion. Unfortunately for the Yozi, the oaths that they swore on their defeat make it impossible for them or their souls to defy this compulsion, even with Charms that allow resistance against irresistible influence. Unshaped raksha and Primordials may resist either or both compulsions this Charm produces by spending five points of Willpower. Resisting the compulsion to lie quiescent breaks this Charm's hold over a target, causing subsequent attempts to banish a target to fail until this Charm can be reestablished in another scene.

ESSENTIAL NATURE DISCOVERY

Cost: —; **Mins:** Occult 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Soul-Measuring Glance)

Duration: Permanent

Prerequisite Charms: All-Encompassing Sorcerer's Sight

The world is full of clues to the wondrous nature that lies beneath. When the Exalt has All-Encompassing Sorcerer's Sight active, gauging a manse or artifact's rating or a person's Essence successfully also informs the Lawgiver as to their basic nature and type: demon (and of which Circle), Dragon King, elemental (and of which element), Exalt (and of which type), Fair Folk, ghost, god (Terrestrial or Celestial), and so on. Even without All-Encompassing Sorcerer's Sight active, the Exalt may attempt to scrutinize an item or person with the usual Intelligence + Occult roll, but its difficulty increases by two. When any of this information is relevant to piercing a disguise, the Solar gains two extra successes on rolls to do so.

NIGHT

ATHLETICS

NIMBLE FOOTWORK

Cost: —; **Mins:** Athletics 2, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Graceful Crane Stance

This Charm permanently enhances the Exalt's Move and Dash actions, ensuring that no penalties can ever reduce them below (Dexterity) yards per tick and (Dexterity + 6) yards per tick respectively. This does not prevent the Solar from voluntarily reducing her speed to cover less ground. The Exalt also automatically receives one success on any and all attempts to maintain footing on unstable terrain (*Exalted*, p. 155).

IMMOVABLE RIGHTEOUSNESS

Cost: —; **Mins:** Athletics 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Graceful Crane Stance

While the Solar's Graceful Crane Stance is active, any Knockback effect reduces the distance it throws him by (Dexterity + Athletics) yards, to a minimum of zero. While active, the Solar may also reflexively pay one Willpower to negate all Knockback from an attack, no matter how severe.

IMPLACABLE WARRIOR THEWS

Cost: —(2m); **Mins:** Athletics 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Monkey Leap Technique

No quarry escapes the determined Lawgiver. As long as the Solar's Monkey Leap Technique is active, whenever a target performs an action to move away from the Solar, he may pay two motes to leap after them, reflexively covering up to his maximum leaping distance in pursuit. Valid targets include foes in combat or simply someone the Solar is chasing. In long-term pursuits that call for contesting Athletics rolls, the Exalt can activate this Charm on any given roll to gain (his Essence) extra successes.

CRASHING RETRIBUTION BLOW

Cost: —; **Mins:** Athletics 4, Essence 3; **Type:** Permanent

Keywords: Knockback, Mirror (Foe-Prostrating Technique)

Duration: Instant

Prerequisite Charms: Thunderbolt Attack Prana

Against the unmitigated strength of the Solar Exalted, even the best-defended foe is subject to terrible force. Whenever the Exalt uses Thunderbolt Attack Prana to enhance an attack against an object or being, he may choose to increase the difficulty to resist knockback (*Exalted*, p. 153) from the attack by his own Essence. If the target successfully defends against the attack, the Exalt may reflexively pay two motes to release the force of his attack in a burst of golden Essence. This secondary effect drives the target back (Exalt's Essence) yards despite their successful defense. This Charm is ineffective against those who benefit from perfect balance, such as Solars using Graceful Crane Stance.

SUNBEAM-PURSUIING ALACRITY

Cost: —; **Mins:** Athletics 4, Essence 3; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Lightning Speed

With such speed and grace, it is difficult to tell whether the Chosen truly move as humans do, or simply will themselves to where they need to be. Moving at impossible speed, the Solar seems to merely glance at his destination before arriving there. In addition to its base effect, the Solar's Lightning Speed now also doubles his movement speed.

A second purchase of this Charm allows the Exalt to spend a Willpower when activating Lightning Speed to increase the multiplier to (Essence).

CASTLE-TOPPLING SHOVE

Cost: —; **Mins:** Athletics 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Home-Wrecking Fury)

Duration: Permanent

Prerequisite Charms: Increasing Strength Exercise

Displays of awesome power are a casual thing for the Solar Exalted. While Increasing Strength Exercise is active, the Exalt may perform feats of strength to break objects (*Exalted*, p. 127) as Miscellaneous actions.

UNCONQUERED MIGHT

Cost: —; **Mins:** Athletics 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Increasing Strength Exercise

No barrier is too strong, no obstacle too heavy, that the Solar Exalted can not break it or lift it. As long as the Lawgiver's Increasing Strength Exercise is active, when spending Willpower to enhance a feat of strength instead of rolling Willpower the Exalt simply adds her Willpower to her Strength + Athletics. This increase does not count as a bonus from Charms, and it is not compatible with normal expenditures of Willpower to boost a feat of strength.

Exalts with Essence 6+ may instead pay three motes to gain this benefit, instead of spending Willpower.

ADAMANT-CRUSHING GRIP

Cost: —; **Mins:** Athletics 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Unconquered Might

Even the greatest gates of the most wicked fortress are but paper in the hands of the Solar Exalted. While the Exalt's Increasing Strength Exercise is active, he multiplies his Strength + Athletics for feats of strength by (Essence). Also while Increasing Strength Exercise is active, he may attempt to break indestructible objects with a feat of strength when he spends a Willpower to enhance the action, ignoring or contesting effects that make the target invulnerable as appropriate.

INDOMITABLE SINEWS

Cost: 10m; **Mins:** Athletics 5, Essence 5; **Type:** Simple (Speed 5, DV -3)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Unconquered Might, Hill-Hurling Might (*The Manual of Exalted Power—Abyssals*, p. 165)

Nothing is too large that the Solar Exalted can not lift it. This Charm is a feat of strength to lift or throw something, but instead of an object the Lawgiver may attempt to lift or throw a structure. The structure will be whole and undamaged by the Solar's might, structural integrity is not an issue despite the prodigious force being applied to a small area. The same can not be said if the Exalt chooses to throw the structure; see *Scroll of Kings*, p. 43 for guidelines on crashing, which can be used to model the effects of a rough landing for a townhouse or obelisk. The same rules for pinning a foe with Hill-Hurling Might apply, but structures often end up damaging and pinning multiple targets depending on their size and shape.

AWARENESS

TREASURE-WARDING CAUTION

Cost: —; **Mins:** Awareness 4, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Keen (Sense) Technique

The savvy Solar Exalted knows to keep his hand on his purse, even in a metaphysical and metaphorical sense. This Charm permanently enhances the Lawgiver, adding (his Essence) extra successes to any rolls he makes to oppose attempts to steal objects he owns and carries on his person. If an effect attempts to steal the Exalt's possessions without a roll, this Charm forces a contested roll.

INSUPERABLE CLARITY OF (SENSE)

Cost: —; **Mins:** Awareness 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Unsurpassed (Sense) Discipline

Nothing evades the notice of the Solar Exalted, no matter how fast or quietly it may sneak. This Charm is a cluster of three separate Charms, one each for sight, hearing and smell, each of which requires the appropriate Unsurpassed (Sense) Discipline. It permanently sets a lower bound for the range of the Exalt's sense equal to his permanent Essence in yards. Any stimulus in that range is always difficulty 1 to detect before the application of magical penalties or difficulty increases. This does not make the Exalt capable of perceiving things through otherwise impermeable barriers; he can not see through opaque surfaces or hear in a truly soundless area. However, the loudest sound will not make it any more difficult to hear other sounds within range, nor will the heaviest blizzard or darkest night reduce the short-range clarity of his vision.

When the Exalt has activated Keen (Sense) Technique, the range of his sense is increased by (Essence x 5) yards, which is added to the normal clear range of his sense instead of setting a lower bound. For instance, as per the visibility conditions on *Exalted*, p. 135, a blizzard at night would set clear vision at 0 yards and a full moon over the desert would set it at 50 yards. With Essence 3, Insuperable Clarity of Sight and Keen Sight Technique, the Exalt could see clearly in the blizzard up to 15 yards and up to 65 yards in the desert.

A second purchase of this Charm at Essence 5+ extends the minimum range of the Exalt's clear sense to (Essence x 5) yards, while with Keen (Sense) Technique it becomes one mile. It is difficult to assimilate so much information at once, however, so when the Lawgiver chooses to take advantage of this power (which is an optional, reflexive choice from action to action), he suffers a -2 internal penalty to all Awareness rolls.

At Essence 6+ a third purchase of this Charm extends the minimum clear range of the Exalt's sense to (Essence x 10) yards, while increasing the clear range with Keen (Sense) Technique to (Essence ÷ 2) miles.

CREATION-SPANNING (SENSE)

Cost: —(1wp); **Mins:** Awareness 7, Essence 8; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Insuperable Clarity of (Sense) (x3)

Ruling the world requires that one know it intimately, and none have so probing a sense of ownership as the Chosen of the Sun. This Charm is a cluster of three different Charms, one for sight, smell and hearing, each of which requires the appropriate Insuperable Clarity of (Sense) as a prerequisite. By straining to concentrate, which is a Miscellaneous action that calls for the expenditure of one Willpower, the Exalt can attempt to perceive one specific stimulus of the given sense that is currently within the same realm of existence (i.e., Yu-Shan, Creation, Hell). The Exalt perceives the stimulus and ongoing similar stimuli for the duration of the Miscellaneous action. If a chosen stimulus is sufficiently widespread, the Storyteller may impose a -4 internal penalty on all of the Exalt's actions for the duration of the action due to sensory overload.

For the purposes of "realms of existence," the Bordermarches, Middlemarches and Deep Wyld are part of Creation. Pure Chaos is so mutable that this power is useless there. If the stimulus is within her local reality this Charm allows the Exalt to perceive it as if she were right next to it, as well as informing her where it is. Like its prerequisite, this Charm fails against effects that make the given sense completely useless, such as solid walls or odorless beings.

When the Exalt is taking advantage of Keen (Sense) Technique to perceive many miles around herself, as per Insuperable Clarity of (Sense), use of this Charm's effect does not cost a point of Willpower. However, by spending a point of Willpower, the Solar's perception can cross the boundaries of reality, allowing her to sense things in differing realms of existence. The realm of existence must be a place that can be reached with some regularity from the Exalt's current realm, such as any of Creation, Malfeas, Yu-Shan or the Underworld. Autochthonia can not be perceived from other realms until the Seal is broken, and locations in Elsewhere are each their own realm which may or may not be a valid target for scrutiny. For instance, divine sanctums can be regularly reached from Creation, but places Pressed Beyond the Veil of Time (*The Books of Sorcery, Vol. II—The White Treatise*, p. 93) can not.

ATTENTIVE COURTIER ATTITUDE

Cost: —(+1m); **Mins:** Awareness 5, Essence 3; **Type:** Permanent
Keywords: Social

Duration: Permanent

Prerequisite Charms: Surprise Anticipation Method

This Charm permanently enhances its prerequisite, allowing Surprise Anticipation Method to be used to detect unexpected assaults that do not actually pose a mortal threat by spending an additional mote when activating it. This extends the Charm's utility to the social arena, where unexpected social attack are generally not an immediately fatal threat. Detecting such threats as these, unlike normal activations of the Charm, rely on there being some immediate intent behind the attack. For instance, a glass of wine carrying a delayed-acting poison does not present immediate mortal danger and is an entirely passive threat, preventing the use of this Charm.

In addition, the Lawgiver may activate Surprise Anticipation Method to notice unexpected events inflicted on others. This follows all the same rules as a normal activation of Surprise Anticipation Method when the Solar is the target of the attack—it requires that the Solar be capable of making a valid

Awareness roll to notice the attack—but it allows the Exalt to potentially activate protective Charms on behalf of the target (such as the Dodge Charm Shaded Ally Intercession).

DODGE

DANCING SHADOW EVASION

Cost: —(+3m); **Mins:** Dodge 5, Essence 4; **Type:** Permanent
Keywords: Mirror (Howling Wind Dance)

Duration: One tick

Prerequisite Charms: Flow Like Blood

While Flow Like Blood is active, the Solar may extend the duration of her Seven Shadow Evasion by adding three motes to its activation cost. She then perfectly dodges every attack of which she is aware for the rest of the tick, even those that are undodgeable. All of these dodges are still subject to the Flaw of Invulnerability of the Exalt's normal Seven Shadow Evasion.

At Essence 5+ the Solar may spend an additional point of Willpower to extend the duration of this protection to the rest of the action.

SINUOUS SHADOW ESCAPE

Cost: —(+2m); **Mins:** Dodge 6, Essence 6; **Type:** Permanent
Keywords: Mirror (Fulgurating Smoke Evasion)

Duration: Permanent

Prerequisite Charms: Dodge Essence Flow, Flow Like Blood

Increasing its cost by two motes allows the Lawgiver to activate Seven Shadow Evasion as if it were not a Charm for the purposes of other Charms and Combos.

SHADED ALLY INTERCESSION

Cost: 4m; **Mins:** Dodge 5, Essence 3; **Type:** Reflexive (Step 2)
Keywords: Combo-OK, Mirror (Unfortunate Bystander Maneuver), Obvious

Duration: One action

Prerequisite Charms: Leaping Dodge Method

The mercy of the Solar Exalted puts them in danger that their faithful followers can not hope to face. For the remainder of the action after activating this Charm, the Exalt may take the place of the target of an attack or flurry of attacks that is within jumping distance. The character must be aware of any attack he is protecting a target from, and the Exalt performs this feat reflexively in Step 2 of combat resolution.

LARCENY

HALL OF MIRRORS PRACTICE

Cost: —(1wp); **Mins:** Larceny 5, Essence 3; **Type:** Permanent
Keywords: None

Duration: Instant

Prerequisite Charms: Flawlessly Impenetrable Disguise

At need, the clever members of the Night caste could play a veritable cavalcade of villains when they insinuated themselves into criminal organizations. This Charm permanently enhances the Exalt, making it much easier to magically disguise herself. The Solar may spend an additional Willpower point when activating Flawlessly Impenetrable Disguise—or Perfect Mirror if she knows that Charm—to shorten their activation time from long ticks to short ticks.

If the Solar has Essence 4+ she may also change from one disguise to another more easily. By spending a point of Willpower while disguised with Flawlessly Impenetrable Disguise—

or, again, Perfect Mirror—the Exalt may switch their alter ego without activating the Charm normally. Instead, the motes remain committed to the previous activation, and the disguise simply changes; the Solar again rolls ([Wits or Manipulation] + Larceny) to determine the quality of the new façade, and this takes the usual six long ticks. By spending two Willpower to switch personae, the Exalt may do so in short ticks instead.

IMPENETRABLE LIFESTYLE MASQUERADE

Cost: —(1wp); **Mins:** Larceny 5, Essence 4; **Type:** Permanent
Keywords: None

Duration: Permanent

Prerequisite Charms: Perfect Mirror

As infiltrators of the inscrutable Primordial slave-masters of prehistory or the amusingly bothersome Fair Folk courts of the First Age, few could surpass the Solar Exalted. This Charm permanently enhances the Solar, extending the durations of his Flawlessly Impenetrable Disguise and Perfect Mirror to one week and one day, respectively. He may “reestablish” such disguises at the end of their durations by reflexively paying a Willpower point and keeping the motes committed, abrogating the need to reactivate the Charm or roll to determine the quality of the disguise again.

DISTRACTING GLORY LEGERDEMAIN

Cost: 1m; **Mins:** Larceny 3, Essence 2; **Type:** Supplemental
Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Any Larceny Excellency

Ironically to some, the glorious skill of the Lawgiver can be used to make his actions unnoticed. This Charm enhances an attempt to perform small feats of prestidigitation (**Exalted**, p. 128), making such tricks impossible to spot or confound without Charms. Even when an observer does use a Charm, the difficulty to detect or foil the sleight-of-hand increases by four.

ELSEWHERE FINGERS

Cost: —(1m); **Mins:** Larceny 5, Essence 4; **Type:** Permanent
Keywords: None

Duration: Permanent

Prerequisite Charms: Flawless Pickpocketing Technique

This Charm permanently enhances the Solar’s Flawless Pickpocketing Technique, allowing him to confiscate items that are hidden Elsewhere. Doing so requires a normal attempt to pickpocket and the attempt is considered to be a contest between the Exalt’s Flawless Pickpocketing Technique and the Charm or effect that sent the item Elsewhere. The Solar still can not steal attuned artifacts, unless the possessor is an extra.

The Solar may now also store items Elsewhere freely, with a reflexive commitment of one mote per object, but only those objects that he could normally hold in one hand and conceal on his person. Retrieving hidden objects requires the release of the mote and a Miscellaneous action to grab it; without such an action the object instead falls to the ground near the Solar.

WONDER-APPROPRIATING CONCENTRATION

Cost: —(+1wp); **Mins:** Larceny 5, Essence 5; **Type:** Permanent
Keywords: None

Duration: Permanent

Prerequisite Charms: Stealing from Plain Sight Spirit, Elsewhere Fingers

This Charm permanently enhances the Exalt’s Stealing from Plain Sight Spirit, allowing her to reach items that are farther away than (Essence) yards, up to the distance she could cover with two Move actions. In addition, by spending an extra point of Willpower upon activating Flawless Pickpocketing Technique, Stealing from Plain Sight Spirit or Elsewhere Fingers, she may steal attuned artifacts from heroic characters, as long as the item is not literally in active use (being handled or used, as opposed to simply being attuned).

WALL-SURPASSING METHOD

Cost: —(+5m, 1wp); **Mins:** Larceny 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Door-Evading Technique

No barrier, great or small, may bar the Lawgiver from pursuing her foe. This Charm permanently enhances the Exalt, allowing her when she activates Door-Evading Technique to increase its cost by five motes and one Willpower to pass through any barrier even if it is not a portal. Particularly thick or magical barriers might still thwart the Solar’s advance. If the wall is more than (Exalt’s Essence) yards thick, the Exalt automatically fails to activate this Charm.

If the obstacle is magical, such as an artifact or an energy field, a contested roll is called for; the hulls of First Age transports or the walls of a manse roll twice their rating against the Solar’s (Essence + Larceny), while conjured barriers roll a pool appropriate to the Charm or spell that created them. Things specifically warded against teleportation call for an appropriate contested roll. For any of these contested rolls, the Exalt gains extra successes equal to her permanent Essence.

STEALTH

THE SUN IS ALWAYS THERE

Cost: —; **Mins:** Stealth 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Mental Invisibility Technique

No matter how oblivious the populace may be, no matter how dark the night, the Sun is never truly gone. The Exalt’s Mental Invisibility Technique no longer recedes entirely when she joins battle. Only those who Join Battle in the conflict with the Solar pierce the effect, while bystanders must deal with the Charm normally. In addition, unless they overcome the Charm’s compulsion even those in conflict with the Lawgiver increase the difficulty of any Awareness rolls to notice the Solar by four.

Another purchase of this Charm at Essence 4+ indefinitely extends the duration of the Solar’s Mental Invisibility Technique.

SURREPTITIOUS GOLDEN NEEDLE

Cost: —; **Mins:** Stealth 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Vanishing from Mind’s Eye Method

No authority can hold sway over the Solar Exalted, nothing can forever know their movements. Not even Fate. While the Solar’s Vanishing from Mind’s Eye Method is active, she

is considered to be outside Fate; none of her actions are dictated, manipulated or predicted by the Loom. This makes her immune to any effect that targets only those that are a part of Fate, including Sidereal astrology and many Sidereal Charms. The Exalt can not be found by searching the Loom, and any of her activities during this Charm's duration are not accounted for even after the Charm lapses. See **The Manual of Exalted Power—Sidereals** for more on Fate and the Loom.

Another purchase of this Charm at Essence 5+ extends the duration of Vanishing from Mind's Eye Method indefinitely.

SLIPPING ELSEWHERE TRICK

Cost: 10m, 1wp; **Mins:** Stealth 5, Essence 5; **Type:** Simple

Keywords: Combo-Basic

Duration: (Essence) actions

Prerequisite Charms: Vanishing from Mind's Eye Method

The most undetectable place to be is somewhere else. This Charm allows the Exalt to slip Elsewhere for a short period, where he is completely undetectable. After all, he isn't actually anywhere. When the Charm ends, the Exalt reemerges in the same location as he left, or the nearest open space. He can vaguely perceive the place he left from his hidey-hole, but any rolls he makes to discern the outside world while concealed in another dimension suffer a -1 external penalty. The place the Exalt goes is a nondescript, gray expanse; attempting to move around in it gets the character nowhere.

ECLIPSE

BUREAUCRACY

HALO OF MINISTERIAL DOMINION

Cost: 10m, 1wp; **Mins:** Bureaucracy 5, Essence 4; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Mandate, Social, Training

Duration: Instant

Prerequisite Charms: Speed the Wheels

Any institution has a place for the Solar Exalted, especially when the Exalt puts her mind to it. This Charm is a day-long dramatic action of bureaucratic wrangling with a group, after which the Solar rolls her Intelligence + Bureaucracy; anyone who opposes the Solar may roll their own Intelligence + Bureaucracy as a contested roll. On a success, the Solar gains a position of as little or great import as she wishes, short of making herself leader of the group. This grants her an appropriate Backing rating in the group, and may come with other Backgrounds. In the Mandate of Heaven this allows the Solar to become the legitimate sorcerer for a turn in a targeted dominion, regardless of her Backgrounds and any competing sorcerers. Unless negated by another Charm, this one counts as one of the dominion's first actions for the turn. If the Storyteller charges experience for Background dots, this Charm may act as a Training effect.

MARKET-COMMANDING PROCLAMATION

Cost: 12m, 1wp; **Mins:** Bureaucracy 5, Essence 4; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Mandate, Mirror (Market-Slaying Confidences)

Duration: Instant

Prerequisite Charms: Frugal Merchant Method, Insightful Buyer Technique, Speed the Wheels

Solar economists do not predict trends, they create them. This Charm is a day-long dramatic action as the Exalt manipulates an economy, buying, selling or gossiping to do so. She then sets a commodity's value at a certain level of Resources expenditure, no matter what it used to be. If someone opposes her the two make contesting Intelligence + Bureaucracy rolls, and on a failure the Solar's machinations do not change the price. Successful use of this Charm can bolster or cripple those who are heavily invested in the commodity the Solar manipulates, raising or lowering their Resources background by an amount appropriate to both the new value of the commodity and how deep their investment was. It takes a number of months equal to the Exalt's Essence for the market to stabilize and prices to return to normal.

In the Mandate of Heaven, this Charm is a dominion action (and so the Solar must be a sorcerer in the dominion). This dominion action calls for a roll of the dominion's Culture + Bureaucracy against a difficulty of a target dominion's Culture + Temperance. A dominion may target itself with this action. For every extra success on this roll the target dominion gains or loses an external bonus point at the Solar's discretion. If the dominion does not have sufficient bonus points to meet the loss, it must immediately reduce an appropriate amount of Attributes or Abilities to make up for the loss. If this trait reduction still does not match the loss, the target dominion gains an amount of Limit equal to the remaining bonus points to be lost.

CREATION-RULING PRONOUNCEMENT

Cost: 15m, 1wp; **Mins:** Bureaucracy 5, Essence 5; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Compulsion, Mandate, Obvious, Social

Duration: Indefinite

Prerequisite Charms: Bureau-Rectifying Method, Halo of Ministerial Dominion

When irresponsible gods or lesser Exalts run roughshod over a country, it is up to the Lawgiver to seize control and guide society back to its rightful path. This Charm is a dramatic speech to a group or dominion that resides in Creation (which includes the Bordermarches of the Wyld), as the Chosen of the Sun reminds their lessers that he holds the Creation-Ruling Mandate. The Exalt rolls his ([Charisma or Manipulation] + [Bureaucracy or Presence]), applying an external penalty equal to the group or dominion leader's MDV plus the target organization's Magnitude. Success impels the natural subordinates of the Lawgiver to obey him.

This exerts an unnatural compulsion on the leader of the group and the group itself, forcing the leader to step down (to an advisory capacity, or leaving the group entirely, as that character desires), granting full leadership rights to the Solar. The

Solar is in all ways treated as the leader of the group, gaining any appropriate Backgrounds (like Backing) and under the Mandate of Heaven rules making him the legitimate sorcerer for the duration of the Charm. Groups and dominions with leaders whose Essence is equal to or higher than the Solar's are immune to this Charm, as are organizations led by other Solars of any Essence level.

The group can not resist this unnatural compulsion, but their leader can by spending four points of Willpower. In so doing, a power struggle ensues, requiring more intricate maneuvering to determine who is in charge and potentially leaving someone else as leader in the interim or even after, or simply grinding the group's processes to a halt. If the Exalt releases the motes committed to this Charm the group will return to their old ways and old leader, unless they have been properly reorganized to recognize the Solar as their leader without magical compulsion.

VOICE OF THE PEOPLE

Cost: —(1wp); **Mins:** Bureaucracy 5, Cult 1, Essence 6; **Type:** Permanent

Keywords: Messianic, Touch

Duration: Permanent

Prerequisite Charms: Creation-Ruling Pronouncement

By taking advantage of the underlying nature of Creation, the Lawgivers can, much like gods, listen to the entreaties of the people under their charge. Upon learning this Charm, the Exalt can hear any prayer directed at him with a successful prayer roll (**Exalted**, p. 132). Exceptionally popular Solars might get too many prayers to clearly understand, but they may suppress the noise to a soothing hum when they wish to avoid distraction. This Charm also allows a Lawgiver to invest someone as a priest in his name, allowing them a difficulty decrease on their prayer rolls when praying to him. This requires that the Exalt touch the priest-to-be and spend a point of Willpower.

Knowledge of and taking advantage of this Charm, just as having a Cult, was illegal in the First Age, but that hardly stopped most Solars. It was difficult—or at least not worth their time—to suppress cults in their name, and if the worshipers were going to be there anyway why not put it to use?

FORGETFUL BUREAUCRACY TECHNIQUE

Cost: 3m or 5m, 1wp; **Mins:** Bureaucracy 4, Essence 2; **Type:** Simple (Speed 6 in long ticks)

Keywords: Combo-OK, Compulsion

Duration: Indefinite or instant

Prerequisite Charms: Indolent Official Charm

The Lawgiver may take advantage of the labyrinthine and insular habits of a bureaucracy to conceal anything. As long as the item or information in question is managed or otherwise overseen by the same bureaucracy, it is squirreled away and shuffled around, with too much or too little paperwork. Officials have poor recollections, or none at all, and the forms were improperly filed. Whatever the actual difficulties, anyone searching for the concealed item is unlikely to find it. This is an unnatural compulsion that the group may resist if the leader spends four Loyalty.

After the Solar places the target of this Charm into the bureaucracy, as long as three motes remain committed to the effect, the subject is shuffled around and a confusing array of paperwork surrounds it. Any non-magical attempts to track it

down through bureaucratic means fail automatically, and magical attempts face a difficulty increased by the Exalt's Essence.

Should the Solar choose instead to spend five motes and a Willpower, the bureaucracy suffers a major dysfunction that hides the object or information. Paperwork is lost, destroyed or entirely erroneous, contradicting the various recollections of any involved bureaucrats. This permanently destroys existing information that would lead to the recovery of the subject in question, whether it is an item or information itself. New information that enters the bureaucracy later is not affected.

LINGUISTICS

GOLDEN AUTHOR'S SEAL

Cost: —(1m [+1wp]); **Mins:** Linguistics 3, Essence 3; **Type:** Permanent

Keywords: Obvious

Duration: Instant

Prerequisite Charms: Whirling Brush Method

This Charm permanently enhances the Solar, allowing her to write without writing utensils, on any surface. The Exalt pays a single mote to enhance the dramatic action of writing, her anima seeping through her fingers to leave behind golden script. This writing is a pattern of Essence lightly imbedded into the receiving surface, it can not be washed away by the elements or by hand, though erosion of the surface itself may remove it and paint may cover it. Essence-users may pay a single mote to erase such script, which takes about as long as it would to thoroughly smear freshly-penned ink.

The Solar can spend an additional Willpower when writing something in this anima-ink to imbed a mystical signature in the text. Anyone who has analyzed such a signature before with Charms such as All-Encompassing Sorcerer's Sight may immediately recognize works penned by the Solar in this way. Attempts to counterfeit such magics have their difficulty increased by four.

GUIDING WORDS OF SOLAR WISDOM

Cost: 10m, 1wp; **Mins:** Linguistics 4, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Training

Duration: Instant

Prerequisite Charms: Flawless Brush Discipline

The insight of the Lawgivers is unparalleled and opens up the minds of those willing to pay attention. This Charm is the dramatic action of writing an instructional text. In that text the Solar embeds some of his knowledge, allowing others the opportunity to learn from it; the Exalt chooses one of the following Abilities: War, Performance, Survival, Craft, Lore, Medicine, Occult, Larceny, Bureaucracy, Linguistics, Sail or Socialize. Alternately, the Solar's text may instruct others in up to three different Specialties that all fall under one of the aforementioned Abilities.

Reading the manual thoroughly is the equivalent of training with a tutor and acts as a Training effect, allowing the reader to incur experience debt. Anyone training with the manual may increase the Ability up to a maximum of the Solar's own rating at the time of writing, a lesser rating of the Solar's choice, or four, whichever is lower. Repeated study provides deeper understanding, allowing for repeated use.

Writing one of these books takes an amount of time equal to that required to learn the maximum allowed rating in the chosen Ability (treating caste and favored Abilities as if they were not caste or favored) or one dot of each Specialty. These instructions need not be in book form, either. It might be a collection of sutras or a giant mural. Without special effort—such as the use of Craft Charms—the manual is no sturdier than its mundane counterparts, nor any prettier.

INFINITE POTENTIAL TREATISE

Cost: —; **Mins:** Linguistics 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Guiding Words of Solar Wisdom

This Charm permanently enhances its prerequisite, so that the Solar's texts can train others in any Ability in which he has a rating of 4 or more. Instead of Abilities or Specialties, the Exalt may write a manual that teaches others a single Solar Charm, or a Terrestrial or Celestial martial arts Charm, with a minimum Ability no higher than 5 and minimum Essence no higher than 3. The Solar must know the Charm and anyone who wishes to learn it must be capable of doing so in the first place.

Alternately, the Exalt may pen a book that teaches others the Savant Background (*The Manual of Exalted Power—Sidericals*, p. 106 or *Dreams of the First Age, Book II—Lords of Creation*, p. 44). It takes one week of study to increase Savant by one dot, and if the Storyteller charges experience for Backgrounds it also costs three experience per dot. Such books can not confer mastery of Savant to readers, only ratings up to four dots (or the Exalt's own rating if it is lower).

Charm instructions take a number of weeks to write equal to the minimum Essence of the Charm. Passing on the knowledge of the Savant Background requires weeks of work equal to the maximum rating that can be trained through the text.

GOLDEN PARADISE DIALECT

Cost: 20m, 2wp; **Mins:** Linguistics 5, Essence 4; **Type:** Supplemental

Keywords: Emotion, Training

Duration: Instant

Prerequisite Charms: Excellent Emissary's Tongue, Twisted Words Technique

Language reflects how people think, and in turn affects their thinking. This Charm enhances one of the Exalt's attempts to invent a language; it may be an entirely new language family or a peculiar dialect of a known language. In addition to providing another way to communicate, this language may also change the way people think. To influence others, the Solar still must encourage its use in the first place. Speaking the language with regularity for a month imposes one or more changes on the speaker; the Exalt chooses what these changes are when inventing the language. Each type of change (Ability, Specialty, Intimacy) only affects a speaker once every month, but all three may be in effect at the same time.

Abilities: The Exalt chooses up to two Abilities, each of which may be decreased to a minimum of one or increased to a maximum of four, as a Training effect. The speaker chooses each month which Ability they will train, but they can not choose to train an Ability they already have at the minimum or maximum

to avoid increasing or decreasing one that is not. Storytellers may provide compensatory experience for lowered Abilities.

Specialties: Just as with Abilities, though the Exalt simply chooses up to three different Specialties, each of which may be trained up to three times each (for a total of nine "dots").

Intimacies: Up to (Solar's Linguistics) Intimacies may be built or eroded, one at a time. Each month counts as a scene building or eroding a given Intimacy, and the speaker gets to choose which they are adopting or shedding each month. As with Abilities and Specialties, a character can not choose to build an established Intimacy or erode one she lacks to avoid reinforcing or suppressing another. These scenes of growth stack with normal scenes of building or eroding Intimacies.

The language's influence is natural. Heroic mortals may avoid this manipulation by spending one Willpower at the end of any month they regularly speak the language. Essence-users may ignore or benefit from the Ability and Specialty manipulation as they wish, but they too must spend Willpower to avoid building or eroding Intimacies. If a heroic character is the leader of a group speaking a Golden Dialect, they may spend a point of Loyalty each month to shield members who are extras, but heroic members must deal with the language on their own.

HARMONY OF WORD AND DEED

Cost: —; **Mins:** Linguistics 6, Essence 6; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Golden Paradise Dialect

With a transcendent understanding of communication and how it affects the speaker, the Solar creates a language that can thoroughly reshape a people. This Charm enhances its prerequisite, expanding its capacity to train a populace. The number of Abilities and Specialties the Solar's languages can alter both increase to an amount equal to half the Exalt's Linguistics. The Solar may now use his languages to suppress or bolster a particular Motivation as well. Any month during which a subject speaks the language regularly, that person and their Motivation is protected or weakened. If the Motivation is being suppressed, the character's will is broken (*Exalted*, p. 174) at any time their temporary Willpower is reduced to zero, not just (Essence + Willpower) days after a social attack opposing the Motivation reduces them that low. If the Motivation is being encouraged, no amount of natural influence can break the character's will, nor can any unnatural influence that costs a single Willpower to resist.

RIDE

HEROIC COURSE FAMILIARITY

Cost: —; **Mins:** Ride 1, Essence 1; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The important thing is not that a Solar has learned to pilot a vehicle or tame a mount, but whether she does what her nature calls her to do. This Charm permanently enhances the Exalt, allowing her to ignore any penalties due to lack of appropriate Abilities (required Ride, Lore, etc.) when attempting to pilot a Ride-based vehicle. When she stunts to control an animal or pilot a Ride-based vehicle, she converts any stunt dice gained

into automatic successes.

ATTENDANT CHARIOT GESTURE

Cost: 5m, 1wp; **Mins:** Ride 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Obvious, Touch

Duration: Indefinite

Prerequisite Charms: Heroic Course Familiarity

With this Charm, the Exalt can have a machine of war ready no matter where he goes. This Charm banishes to Elsewhere a Ride-based vehicle the Exalt owns. By releasing the committed motes the Solar can summon the vehicle back instantly, and he may even reflexively be inside or atop the vehicle, ready to pilot it. Any animals or other supplements required for the vehicle to operate are not banished by this Charm.

IMPOSSIBLE MANEUVER EXECUTION

Cost: 3m; **Mins:** Ride 2, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Mirror (Dark Rider Aptitude)

Duration: Instant

Prerequisite Charms: Any Ride Excellency

This Charm may be used to enhance a Ride action to pilot a vehicle or mount, adding (the Solar's Essence) extra successes to the roll.

PILOT'S STEADY HAND

Cost: 4m; **Mins:** Ride 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Impossible Maneuver Execution

Spinning a wagon around in mid-gallop, riding skis around the inside of an ice cavern—such displays of daring come easy to the Solar Exalted. For the rest of the scene after activating this Charm, subtract half the Solar's Essence from the difficulties of any piloting maneuvers the Exalt makes with loyal animal mounts or Ride-based vehicles that he owns. This reduces a mount's Control rating for the purposes of handling it.

NARROW ESCAPE STRATEGY

Cost: 6m; **Mins:** Ride 4, Essence 3; **Type:** Reflexive (Step 8)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Impossible Maneuver Execution

Making things look *too* easy wouldn't be impressive enough, would it? The Solar pilot of a Ride-based vehicle or mount uses this Charm when an attack successfully hits (or when making a ramming attack with a vehicle), adding his (Ride + Essence) to the conveyance's soak and Hardness. Vehicles may still appear to suffer the effects of damage they ignore; this is cosmetic, serving to look cool and agitate technicians and grooms.

MAJESTIC BEARING INTUITION

Cost: 6m, 1wp or 0m, 1wp; **Mins:** Ride 5, Essence 4; **Type:** Simple (Speed 3, DV -0)

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Pilot's Steady Hand

"Second nature" does not begin to describe how deftly the Solar Exalted handle their conveyances. For the rest of the scene after activating this Charm, the Exalt makes Ride rolls to control vehicles or mounts as a reflexive instead of Miscellaneous action. This benefit is universal at the normal cost of

six motes and one Willpower, but the Solar may activate the Charm at no mote cost, restricting its benefit to loyal animals and vehicles he owns (see **Exalted**, p. 238).

WORLD-CROSSING STAMINA

Cost: —; **Mins:** Ride 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Unceasing Terror Stamina)

Duration: Permanent

Prerequisite Charms: Phantom Steed, Wind-Racing Essence Infusion

This Charm permanently extends the durations of Phantom Steed and Flashing Thunderbolt Steed to a number of days equal to the Solar's permanent Essence. Their durations are extended into weeks instead of days at Essence 6 or more.

SAIL

EXPERT PILOT CONCENTRATION

Cost: —; **Mins:** Sail 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Bloody Reaver Expertise)

Duration: Permanent

Prerequisite Charms: Storm-Weathering Essence Infusion

There are no vehicles the Solar Exalted can not control, and they control them all with unsurpassed finesse. This Charm permanently enhances the Exalt's Storm-Weathering Essence Infusion, increasing the bonus it provides to (Solar's Essence). When the Exalt is personally piloting a vessel—not simply commanding a crew—this Charm adds its bonus successes to all Sail-based piloting rolls the Solar makes, even if they do not serve to aid the ship's survival.

INVINCIBLE SOLAR VESSEL

Cost: 4m per Resources dot, 2wp; **Mins:** Sail 5, Essence 4; **Type:** Simple (Speed 10 in long ticks)

Keywords: Mirror (Dark Souls Fly Sails), Obvious

Duration: One year

Prerequisite Charms: Shipwreck-Surviving Stamina

It is impossible for the Solar Exalted to be stranded. This Charm conjures out of the Exalt's anima a Sail-based vehicle. It may be any mundane vessel, with a Resources cost no more than the Exalt's permanent Essence. Conjured ships have no weapons unless they are a standard part of every model of the ship, such as an Imperial trireme's ram. See **Scroll of Kings** for more on mundane vehicles.

When the Solar first learns this Charm, he understands how to summon a single mundane vehicle that he is familiar with. Learning to summon other vehicles costs three experience points each.

SUN-RACING CLIP

Cost: 5m, 1wp; **Mins:** Sail 4, Essence 2; **Type:** Simple

Keywords: Combo-OK, Mirror (Screaming Wind Voyage)

Duration: Varies

Prerequisite Charms: Perfect Reckoning Technique

The glorious vitality of a life at sea fills not just the crew, but the vessel itself. Using this Charm, the Solar directs the course of a ship, with the Charm's effect ending as soon as the Solar is no longer in charge or no longer personally directing the ship's course. While the Exalt captains the vessel, its maximum speed increases by (Solar's Essence x 2)/(Solar's Essence x 4)mph.

GOLDEN COVE TRICK

Cost: 8m, 1wp; **Mins:** Sail 6, Essence 6; **Type:** Simple

Keywords: Combo-OK, Obvious, Touch

Duration: Indefinite

Prerequisite Charms: Sea Ambush Technique

With some effort, the Lawgiver learns to hide his ship from all the world. At least, until it is needed and called for again. The Solar uses this Charm to banish a vehicle he owns to Elsewhere, which must have no crew or passengers on it and must fit within a mile-radius sphere. When the motes are released, the ship will appear in the nearest open space big enough to house it; if no such space exists within a mile, the ship fails to appear and the connection to Elsewhere is lost, dooming the vessel to float endlessly outside Creation. This Charm does not affect manses with the Mobile power.

SOCIALIZE

UPLIFTING TRIALS OF THE PERFECT

Cost: 8m; **Mins:** Socialize 4, Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Emotion, Mandate

Duration: Instant

Prerequisite Charms: Wild Revelry Approach

With kings such as the Solars, what people could truly be swayed by the enemy? The Solar activates this Charm in response to any attack that targets a group he leads. If that attack fails to overcome the target's DV or some other value the group opposes the attack with, the group gains two points of Loyalty, even if this would exceed the leader's Willpower rating. Loyalty in excess of the leader's Willpower dissipates one per day.

In the Mandate of Heaven, an Exalted savant or sorcerer may activate this Charm when another dominion's action fails to impose Limit or trait loss on the Solar's dominion. This allows the Lawgiver's dominion to reduce its current Limit by one or to regain a single Virtue channel.

DRAGON-SHAPING ENTHUSIASM

Cost: 5m, 2wp; **Mins:** Socialize 4, Essence 3; **Type:** Simple (Dominion Action)

Keywords: Combo-OK, Mandate

Duration: Instant

Prerequisite Charms: Taboo Inflicting Diatribe

With subtle whispers or glorious commandment, the Solar Exalted guide the structures of nations. This Charm is identical to the Dragon Rearranges Scales Maneuver (*Exalted Storytellers Companion*, p. 148) except that its duration is instant. A savant Solar may use this Charm on behalf of his dominion.

MASTER OF SOCIETY TECHNIQUE

Cost: —; **Mins:** Socialize 5, Essence 4; **Type:** Permanent

Keywords: Mandate

Duration: Permanent

Prerequisite Charms: Wise-Eyed Courtier Method, Wild Revelry Approach, Taboo Inflicting Diatribe

This Charm permanently enhances the Solar's Wise-Eyed Courtier Method, Wild Revelry Approach and Taboo Inflicting Diatribe, reducing the effective Magnitude of groups the Exalt targets with those Charms by (her Essence). When those Charms are used under the Mandate of Heaven rules, a target dominion's effective Magnitude is only reduced by one.

GLORIOUS AFFIRMATION STANCE

Cost: 4m; **Mins:** Socialize 5, Essence 5; **Type:** Simple

Keywords: Mandate

Duration: Indefinite

Prerequisite Charms: Master of Society Technique

Who could but love their Solar rulers? As long as this Charm is in effect, any time a group under the Exalt's leadership would need to spend more than one Loyalty to resist a social attack or social Charm's effects, they need spend only one Loyalty to do so. When another dominion's actions would force the Solar's to gain Limit, either through it's reaction or as a direct result of the action, the amount of Limit gained is reduced by one, to a minimum of zero. The Exalt must be a legitimate sorcerer in the dominion to apply this Charm's effects. If the Lawgiver is ever not the leader or legitimate sorcerer of the dominion, this Charm lapses.

GOLDEN COURTIER MISDIRECTION

Cost: —; **Mins:** Socialize 3, Essence 2; **Type:** Permanent

Keywords: Mirror (Tomb-Soul Quietude)

Duration: Permanent

Prerequisite Charms: Mastery of Small Manners

Court is a dangerous place to display one's passion without calculation. The Lawgiver's Mastery of Small Manners adds (Socialize) to the difficulty of attempts to discern or read her intentions, Intimacies, Motivation, Virtues or other social qualities. See *Exalted*, p. 131 for more on reading a person. While active, it also becomes impossible to tell if the Solar is lying. If such perfect lies meet a perfect truth-discerning effect, the Solar's player adds (Exalt's Essence) to their contesting roll.

UNDERSTANDING THE COURT

Cost: 4m, 1wp

Keywords: Combo-OK, Mirror (Tension-Discerning Scrutiny)

Duration: One story

Note: This is a modified and clarified version of the Charm found in *Exalted*, p. 239. It has a reduced mote cost and increased duration (and gains a Mirror found on p. 72). Pursuant to this document treating DVs as difficulties instead of external penalties, it bears noting that this Charm reduces both external penalties and DVs.

EYE FOR PASSIONS SCRUTINY

Cost: —; **Mins:** Socialize 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Understanding the Court, Mastery of Small Manners

Any action of desire reveals the truth of a person. When someone has made a social attack in the Exalt's presence while Mastery of Small Manners is active, even if the Lawgiver is otherwise uninvolved, she learns much about the participants. If the attack is meant to encourage others to support or adopt the attacker's Virtues, Intimacies or Motivation, or if the defender is gaining a bonus to MDV from the same, or both, all such supporting traits are revealed to the observant Exalt. She may read or be read the relevant traits from the characters' sheets.

LORD-AND-VASSALS AGREEMENT

Cost: 5m; **Mins:** Socialize 4, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Social

Duration: Instant

Prerequisite Charms: Gathering the Congregation

Those that attach themselves to the Solar Exalted bask in reflected glory. This Charm is a coordinate social attacks action, except that it is reflexive, so it suffers and imposes no multiple action penalties and imposes no DV penalty. The participants must still wait for the Exalt's next action to make their attack.

SLUMBERING-BEAR-WAKES ATTENTIVENESS

Cost: 10m, 1wp; **Mins:** Socialize 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Mandate

Duration: Instant

Prerequisite Charms: Gathering the Congregation

The nations of the Lawgivers take swift, decisive action. This Charm enhances a dominion action taken by a dominion that the Solar leads as a sorcerer, reducing the activation time of that action to instant if it would be longer. At Essence 6+ this Charm's mote cost is reduced to five.

TIGER-IN-THE-RUSHES RALLY

Cost: 10m, 1wp; **Mins:** Socialize 5, Essence 3; **Type:** Simple (Dominion Action)

Keywords: Combo-OK, Mandate

Duration: Instant

Prerequisite Charms: Slumbering-Bear-Wakes Attentiveness

From out of the smallest villages, Solar heroes forge warrior-nations. This Charm is a single, normal dominion action taken by a dominion that the Solar is currently residing in. This action occurs regardless of the dominion's Magnitude and any other actions it has taken. For the purposes of this action, the Exalt is treated as the legitimate sorcerer of the dominion, despite any other sorcerers and their legitimacy. If another character is the real legitimate sorcerer for the dominion, they may choose to prevent this dominion action by increasing the dominion's Limit by one.

A second purchase of this Charm at Essence 5+ increases the Limit cost of suppressing the Solar's action by two, and makes it impossible for the true legitimate sorcerer to suppress the action if their Essence + Socialize is less than the Solar's Essence + Socialize.

CHAPTER TWO

LUNAR CHARMS & KNACKS

KNACKS

FORM ACQUISITION: HUMAN

TASTE OF LIKE MINDS

Prerequisites: Intimate Training Recollection, Essence 6, Intelligence 5

With the touchstone of familiarity, the Lunar Exalted can expand their horizons with astonishing ease. Whenever the Exalt makes use of Intimate Training Recollection, she may now assign the “floating” Ability dots to Abilities she already possess ratings in. When activating the Knack, she may stack the two Ability dots in the same Ability, though the resultant rating can not exceed that which the original form’s owner possessed.

SKY-HEART MASTERY

Prerequisites: Flickering Star Infusion, Essence 5, Manipulation 5

Humanity is not the only race governed by Fate, but it is one of the weakest and closest to the Lunar’s basic nature. This Knack permanently enhances the Exalt’s Flickering Star Infusion, allowing its effect to extend to any false shape she learns and adopts thereafter, not just to human forms.

When the Lunar takes advantage of this capability to adopt the destiny of an immortal soul, such as those of the Dragon Kings or Mountain Folk, the cumulative difficulty of finding the Exalt with the Loom of Fate (**The Manual of Exalted Power—Sidereals**, p. 62) is reduced by an amount equal to the permanent Essence of the current true bearer of that soul. This reduction does not apply if the original bearer of the destiny has truly had their soul destroyed, a fate many Dragon King souls suffered during the Primordial War and Fair Folk Invasion.

HOLISTIC REALITY VISAGE

Prerequisites: Flickering Star Infusion, Essence 5, Manipulation 6

Invented long ago by the Lunars of the First Age as a simple experiment, this Knack became a necessity for the powerful Stewards of the Second Age as the treacherous Sidereals attempted to cut off their ties with Creation. Holistic Reality Visage extends the rhetoric of the infinite interconnectedness of all things to a practical application, as the Exalt’s destiny-defying Essence expands and insinuates itself into his surroundings, masking its presence behind local mundanity. This Knack permanently enhances the Exalt when he takes on a form from his Heart’s Blood library; it doesn’t apply when he adopts a true form.

While in a false shape the cumulative difficulty of finding the Lunar when searching the Loom (**The Manual of Exalted Power—Sidereals**, p. 62) is not reduced by any amount due to the Exalt’s permanent Essence. Lunars with Essence 7+ may purchase this Knack a second time, actually *increasing* the difficulty of searching for him through the Loom by his Essence rating as long as he wears a Heart’s Blood shape, or negating the difficulty decrease due to his Essence even if the Exalt adopts one of his true forms.

FOREIGN WEAVER’S APPRENTICE

Prerequisites: Sky-Heart Mastery, Essence 6, Manipulation 7

This Knack permanently enhances the Exalt’s Flickering Star Infusion, allowing it to apply to the alien destinies of those from realms not governed by the Loom. When adopting the forms of beings such as Second Circle demons or unshaped Fair Folk, the Lunar is considered outside fate as is normal for such beings. If she takes on the form of an entity with conditional fate, such as First Circle demons or ghosts, she is subject to destiny when in Creation and outside fate when elsewhere. When adopting a form beholden to a similar but alien destiny, such as an Autochthonian, she is subject to the alien realm’s version of Fate but not to the Loom’s, and so is outside fate when in Creation. The Exalt’s usual destiny and fate become impossible to find until she returns to a fate-bound form. See **The Manual of Exalted Power—Sidereals** for more.

FORM ACQUISITION: SUPERNATURAL

LOST PET PHANTASM

Prerequisites: Essence 3, Perception 3

This Knack expands the potential targets of the Steward’s sacred hunt to plasmics, those not-quite-ghost denizens of the Underworld.

AM I IMMATERIAL?

Some Knacks, such as Stygian Mask, allow a Lunar to take on the forms of beings that are naturally immaterial. None of these Knacks specify whether or not the Lunar becomes immaterial when adopting those forms, though it does not appear to be an Essence-based power. On the other hand, changing one’s state in regards to the Chasm of the Material is an Essence-based power. This document doesn’t attempt to answer the question, leaving it up to the individual Storyteller to determine the answer both for those Knacks found in official material and those found here.

STYGIAN MASK

Prerequisites: Lost Pet Phantasm, Essence 3, Perception 4

The dread expanses of the Underworld long posed new challenges to the Exalted, requiring special attention from those few who paid it any mind at all. This Knack makes ghosts valid targets for the sacred hunt, which takes half a day and requires the consumption of one of the ghost's fetters or the destruction of its corpus by the Lunar. The Lunar does not gain any Essence-based powers of the ghosts she hunts. A Lunar must be at least Essence 5 to target specters and nephwracks for the sacred hunt.

A Lunar with this Knack and Heart-Theft of the Behemoth may hunt and take the shapes of the hekatonkhire that lurk in the Labyrinth.

FACES OF THE FIRST

Prerequisites: Essence 4, Intelligence 5

As adaptive hybrids of human and animal Essence, the Lunar Exalted find it easy to take on human and animal forms. Not so for the shapes of other servitor races of antiquity. This Knack can be learned multiple times, each time permanently adding one non-human, non-animal race to the list of beings that are valid targets of the Lunar's sacred hunt. Potential targets include Dragon Kings and Mountain Folk, and if any were to be found in the Second Age truly pure-blooded Lintha and the extinct Alaun. Any number of other servitor races may have been created by the Primordials and not completely wiped out by the triumphant Exalted—such as the innumerable Darkbroods—and those too would be valid targets. Apart from the types of being it targets, this Knack functions as Prey's Skin Disguise.

It is important to note that the People of the Air, Earth and Sea are technically human, as are beastmen, most god-bloods and the vast majority of seemingly inhuman humanoids that survive during the Second and First Ages. As such, the Exalt only needs Prey's Skin Disguise to target any of those for the sacred hunt. This Knack is for truly alien beings who are yet natives of Creation, and so not divinities or scions of Chaos.

OUTWARD TURMOIL DISGUISE

Prerequisites: Luna's Hidden Face, Essence 4, Appearance 5

Truly masters of form, the Lunar Exalted can mimic even the insane bodies of the Fair Folk. This Knack makes raksha nobles and commoners who have adopted an Assumption valid targets for the Exalt's sacred hunt, which takes about half a day. Sometime prior to the end of this hunt, though it need not be during, the Lunar must have acquired and come to own the raksha's Heart Grace artifact. At the climax of this predation, the Lunar swallows the Heart Grace, absorbing the Fair Folk's assumed form. Without other Knacks such as Changing Plumage Mastery, this form remains the same no matter the nature or Charms of the raksha, making long-term masquerades as one of the Faerie difficult. While the Lunar does not gain any of the Essence-based powers of the target, he is considered to be under the ongoing effects of the Assumption Charm that gave the Fair Folk its form as well as any additional Assumption effects. He still may not spend motes, Willpower or other resources on effects granted as parts of those Charms.

A Lunar with Essence 6+ and Intelligence 7+ may gain access to a raksha form's Essence-based powers through the Knack Essential Mirror Form (Shaped Raksha) (**Dreams of**

the First Age, Book II—Lords of Creation, p. 68). While the Exalt technically has access to every Charm the raksha knew, he is forbidden use of any Charms that a Lunar or Eclipse Solar could not learn, with the exception of the Assumption Charms that gave the Fair Folk its shape. The Exalt may now also spend motes and other resources to power secondary effects that come with the Assumption Charms that made up the raksha. Without using a Charm that actually produces a shaping action, this doesn't allow the Lunar to take shaping actions if he has not had Graces forged for him, nor will he be very good at most of the things raksha do without any Graces.

See **Graceful Wicked Masques—The Fair Folk** for more on Fair Folk and Fair Folk Charms.

MANIFOLD STORIES SELF

Prerequisites: Emerald Grasshopper Form, Towering Beast Form, Illimitable Beast Declaration (**Dreams of the First Age, Book II—Lords of Creation**, p. 67), Outward Turmoil Disguise, Laurels-and-Ivy Technique, Essence 8, Wits 8

Having learned to devour and mimic people who are themselves stories made manifest, the Lunar Exalt moves on to devour and mimic whole stories of many people. This Knack makes unshaped raksha valid targets for the Lunar's sacred hunt. Absorbing and mimicking the form of a Chaos Lord is extremely difficult and complex compared to acquiring other forms. To gain said form the Lunar must defeat each of the unshaped's Emanations, acquiring their forms, all within the same week during the same story. This usually necessitates fighting one's way to the unshaped's Heart Emanation, subjugating it and devouring the Heart Grace artifacts of all the other Emanations, then finishing with the Heart Emanation (slaying the Heart Emanation too soon dissolves the unshaped and aborts the sacred hunt).

A Lunar who has acquired the form of an unshaped raksha can adopt its "shape" when located at any uncapped demesne or when in the Wyld. **Adopting the form of an unshaped raksha costs ten committed motes and one Willpower.** The place the Exalt becomes is identical to the one in which he fought and devoured the Emanations thereof, except as follows:

- The number of waypoints that make up the freehold body begin at a minimum of five, one for each standard Grace. Each of these is populated, for free, by the form of the Emanation that controlled it. The Exalt may evoke further waypoints that existed in the unshaped at the time of its defeat, each additional waypoint requiring the commitment of three motes. The Lunar may disperse or summon any number of waypoints beyond the base five at will, but each instance of doing so costs one Willpower.

- As stated, each of the five primary waypoints of the freehold body are populated by the controlling Emanations. These Emanations, like shaped raksha the Lunar can take the form of, have the same traits as the Lunar. However, they have no volition without the attention of the Exalt, and performing actions through more than one Emanation at a time is difficult, counting as a flurry with normal multiple action penalties. The Exalt may use Charms to enhance the actions of Emanations normally. Like the Emanations of actual unshaped raksha, the ones that populate the Lunar's false location-form can not venture outside its boundaries.

Emanations all suffer damage separately, and no actions the Lunar takes through them suffer wound penalties. However, whenever the Exalt returns to a more coherent shape any and all damage remaining on his Emanations is transferred to him. In addition should any Emanation be killed, even though the Exalt is merely an indefinable presence, he suffers one level of aggravated damage.

- The Lunar may populate his freehold-self with any other raksha forms he knows, including other Emanations of the unshaped that he devoured or of other unshaped. Each of these cost three uncommitted motes to conjure up, and they may appear anywhere in the freehold. Such simulacra follow all the same rules outlined above for the core Emanations.

As usual, the Steward lacks any Essence-based powers of the unshaped or its Emanations, unless he also learns the Essential Mirror Form (Unshaped) Knack (**Dreams of the First Age, Book II—Lords of Creation**, p. 68). Essential Mirror Form (Shaped Raksha) still allows him to use the Charms of any non-Emanation raksha he extrudes, but only through those particular bodies that came from shaped raksha.

INNUMERABLE SOUL COMMUNITY

Prerequisites: Heart-Theft of the Behemoth (x2), Root and Branch Mastery (**Dreams of the First Age, Book II—Lords of Creation**, p. 68), Manifold Stories Self, Essence 10, Charisma 11

Like most Solar and Lunar powers that affect the titans specifically, this one is powerful and probably untested. This Knack seems to make whole titans valid targets for the Lunar's sacred hunt. These may be Primordials or Yozis, but not Neverborn, as their tainted tomb-bodies are too corrosive for a Lunar to take into himself. Much like taking the form of an unshaped with Manifold Stories Self, the Lunar would have to use Green Sun Child to take the forms of all of the Third Circle souls of the titan, as well as any Second Circle or lower souls he'd like to later populate himself with, saving the fetich soul for last. There is no known time constraint on when each soul must be slain, but if the titan's nature were irrevocably changed (through fetich death or true death of another Third Circle soul) the process would need to begin again from the start.

The Lunar would not need to be in any particular place to be able to take on the form of the titan, which would require the commitment of 20 motes and an additional expenditure of 30 motes and four Willpower. It is unlikely the Exalt would have any finer control over his movements than a real Primordial, and so his passage would be devastating to Creation. He would necessarily and for no mote cost be populated by all of the Third Circle souls of the titan whose form he adopted, and for an additional uncommitted cost of three motes each could extrude copies of any other demon forms he knew to crowd his vast selfdom. These would follow all the rules for populating one's freehold body with Emanations as outlined under Manifold Stories Self.

The actual form and function of the physical body of a titan varies by its nature. Each titanic body has traits based on the evolution of its Charms. These Charms are not necessary to adopt such a form, else this Knack would not be possible, but they help describe the form. Storytellers and players will need to look elsewhere for specifics.

WANDERING SOUL HOMEBODY

Prerequisites: Manifold Stories Self or Innumerable Soul Community, Essence 8, Charisma 9

Purchasing this Knack, the Lunar improves her Manifold Stories Self or Innumerable Soul Community Knack; the Exalt may purchase this Knack a second time to upgrade both. So enhanced, the appropriate Knack allows the Exalt to extend her Emanations outside of the environment her body has become. By committing five motes a simulacrum that populates her may venture outside her place-body, up to (Exalt's Essence) miles away. These conjured sub-entities follow all the normal rules as described under Manifold Stories Self, except that their permanent Essence is half that of the Exalt's and any Attributes or Abilities in excess of the wandering soul's own Essence are reduced to equal its Essence, even if this would lower physical traits below those of the form the phantasm is built from.

The Lunar still has full control of these phantasms, but can not make use of Knacks or Charms through them for which their newly lowered traits do not meet minimums. These conjured beings may be obliterated with any Necromancy counter-magic spell or with Sapphire or Adamant Circle Countermagic. The loss of any such beings outside the bounds of the Lunar's body, even if the Steward voluntarily releases the three motes committed to their existence, inflicts two unsoakable levels of aggravated damage on the Exalt.

SHAPESHIFTING REFINEMENT

SNAKE-HAND STYLE

Prerequisites: Internal Form Mastery, Essence 3, Dexterity 4

Plasticity and adaptability are not just abstract concepts to which the Lunar Exalted hew. With this Knack the Steward can perform a normal shapeshifting action to commit three motes for the scene, and during that time she may manipulate items as if she had the hands of a human, no matter what form she takes. She suffers no penalties or difficulties in handling an item with one "hand," and it is up to the player, Storyteller or both just how her form handles items. This does not allow the Exalt to use items while in a form that has absolutely no capacity or is too small or large to manipulate items; if the Lunar takes the shape of the Infinite Prison (**The Compass of Celestial Directions, Vol. IV—The Underworld**, p. 141) or the body of a housefly, this Knack will not allow her to wield a sword.

HIDDEN MOON-WARRIOR FACE

Prerequisites: Subtle Silver Declaration, Essence 5, Manipulation 5

Even in false shapes, the natural capacity for the Chosen of Luna to conceal their true form does not prevent them from making impressive displays of power. This Knack permanently enhances the Lunar so that instead of being constrained to her true forms after spending eight or more peripheral Essence, she may spend up to 15 peripheral motes before being form locked. A second purchase of this Knack at Manipulation and Essence 8+ allows her to spend up to 25 peripheral motes before being restricted to her true forms.

TEN THOUSAND FACES GLORY

Prerequisites: Hidden Moon-Warrior Face, Essence 7, Stamina 7

The line between physical identities blur ever more as the Lunar treads the path of enlightenment. This Knack permanently enhances the Exalt so that motes spent on shapeshifting and Knacks do not count towards her peripheral expenditures with regards to being locked into true forms. These motes still count as peripheral expenditures for all other purposes.

WAR FORM

MAN-ANIMAL PERFECTION

Prerequisites: Perfected Hybrid Interaction, Essence 5, Stamina 5

Though coming from a single source, the Lunar facility for shapeshifting is distinctly different from their capacity for Charm use. This Knack blurs that distinction, changing the way the Steward can adopt his war form. When he does so he may pay a point of Willpower to better integrate his Gift Charms into the form, making them more like normal shapeshifting. This allows him to benefit from Gift Charms without committing Essence to their use; he may adopt Gift Charm effects that would normally require the commitment of up to (Essence) total motes by simply spending the motes, respiring them normally. Any Gift effect paid for in this way must benefit in full from this discount; the Exalt can't activate a Gift effect by paying part of it's cost and committing the rest.

STRENGTH

ATTACK ENHANCEMENT

DEVASTATING BLOW

Cost: 3m or 5m; **Mins:** Strength 3, Essence 2; **Type:** Supplemental
Keywords: Combo-OK, Fury-OK, Knockback, Obvious
Duration: Instant

Prerequisite Charms: Any Strength Excellency

The prodigious might of the Lunars can not be denied. When this Charm enhances an attack, for three motes, even if the target successfully parries they are subject to knockdown as if the attack had hit and dealt more damage than their (Stamina + Resistance). By spending an additional two motes when activating this Charm the difficulty of the target's Athletics roll to avoid falling prone is increased by the Lunar's Strength. See **Exalted**, p. 153 for more on knockdown. Should a target successfully dodge the attack this Charm has no effect.

When activated as part of Relentless Lunar Fury, this Charm does not automatically impose knockdown on all targets, but it increases the difficulty of rolls to resist knockdown from the Lunar's attacks by (the Exalt's Strength).

DAMAGE ENHANCEMENT

RED-CLAWED PREDATOR SPIRIT

Cost: —(1wp); **Mins:** Strength 5, Essence 4; **Type:** Permanent
Keywords: None
Duration: Instant

Prerequisite Charms: Unstoppable Lunar Wound

When the Exalt activates Unstoppable Lunar Wound, she may pay one Willpower to receive a discount on the total mote

cost of the Charm, reducing its cost by (Strength) motes, to a minimum of zero. Even if it costs no motes, Unstoppable Lunar Wound is still a normal Charm activation in all ways.

At Essence 6+ another purchase of this Charm allows it to provide a mote discount of (Strength + Essence).

SHIVERING SOUL INFLICTION

Cost: —; **Mins:** Strength 6, Essence 6; **Type:** Permanent

Keywords: Sickness

Duration: Permanent

Prerequisite Charms: Besieging the Bastion of Form

Whether Wyld-taint or simply the mercurial Essence of the Chosen of Luna, a mere touch from an Exalt can blight the very souls of the wicked. This Charm permanently enhances the Lunar's Form-Destroying Touch, allowing it to inflict a First or Second Circle spiritual disease (**Scroll of the Monk**, p. 153) instead of its normal effects. When the Exalt first learns this Charm, she also learns one such disease; she may learn or invent more by spending two experience points. There is no mechanical penalty for coming up with new diseases the moment the Charm is used, but for the sake of gameplay it is advised that the player keep a list of favorites handy.

TWISTING ESSENCE MALADY

Cost: —(+5m); **Mins:** Strength 7, Essence 8; **Type:** Permanent

Keywords: Sickness

Duration: Permanent

Prerequisite Charms: Shivering Soul Infliction

This Charm permanently enhances the Lunar, allowing him to inflict Third Circle spiritual illnesses through Form-Destroying Touch. This functions exactly as Shivering Soul Infliction, though it increases the mote cost of the Charm by five. The Exalt learns one Third Circle spiritual disease when purchasing this Charm, and may learn more at a cost of two experience each.

FEATS OF STRENGTH

YEDDIM CARAVAN BACKBONE

Cost: —; **Mins:** Strength 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Yeddim's-Back Method

This Charm permanently enhances its prerequisite, allowing it to quadruple the effective Strength + Athletics of the user. At Essence 6+ the Lunar's base calculation for all feats of strength becomes (Strength + Athletics + Essence); this is not considered a dice bonus from Charms. The dice limit for the Exalt to enhance feats of strength increases to (Strength + Essence), or (Strength + Essence x 2) during Relentless Lunar Fury.

MOUNTAIN RELOCATION TECHNIQUE

Cost: —(+5m, 1wp); **Mins:** Strength 6, Essence 5; **Type:** Permanent

Keywords: None

Duration: Indefinite

Prerequisite Charms: Yeddim's-Back Method

This Charm permanently enhances the Exalt, allowing him to increase Yeddim's-Back Method's cost by five motes and one Willpower to allow him to perform feats of strength to lift structures as well as objects. Most structures can not withstand

this kind of pressure, so unless the target is extremely sturdy or of First Age construction the feat can simultaneously be considered an attempt to break the target. Apply the Strength + Athletics total of the Lunar as dice of damage against the structure, but keep in mind the limited threat rule in *Scroll of Kings*, p. 41.

The Steward may also use this Charm to perform feats of strength to throw a structure, which has much the same effect as a vehicle crashing (*Scroll of Kings*, p. 43). Using structures as weapons will usually strike more than one target, and anyone who can not avoid the attack is normally knocked prone and pinned; victims must perform a feat of strength as a DV -2 Miscellaneous action to escape the weight. As some compensation, those pinned under a structure usually benefit from full cover until they extricate themselves.

DEXTERITY

BALANCE AND GRACE

DEER-FOOTED GRACE

Cost: 4m, 1wp; **Mins:** Dexterity 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Any Dexterity Excellency

The light step of the Lunar Exalted ensures their prey is none the wiser until the last second. For the remainder of the scene after activating this Charm, the Exalt adds (Dexterity) extra successes to her Larceny, Stealth or other appropriate rolls to conceal her presence. This only enhances the character's attempts to completely conceal herself or her trail, not to disguise herself as another person.

STALKING WIND CADENCE

Cost: 3m; **Mins:** Dexterity 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Fury-OK

Duration: Instant

Prerequisite Charms: Deer-Footed Grace

Like the wind that caresses the face of Creation, few can truly know the path of the Lunar Exalted. This Charm enhances a physical action the Exalt performs, making the action itself perfectly silent, though any consequences of the action produce noise as normal. For instance, the Lunar may fire a flamepiece soundlessly, but as soon as it hits a nearby bale of hay the resultant "whoosh" of flame is perfectly audible. This Charm makes it impossible for others to detect the Lunar by sound.

When activated as part of a Relentless Lunar Fury, the Exalt takes advantage of the unnatural silence to reestablish surprise with great ease. For the duration the difficulty of contesting Awareness rolls increase by (half the Exalt's Essence).

CRAFTING

LUNA'S UBIQUITOUS PANOPLY

Cost: —; **Mins:** Dexterity 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Weapon-Shaping Method

This Charm permanently enhances its prerequisite, so that any weapons it creates gain the magical material bonus for attuned moonsilver artifact weapons.

MERCURIAL ARMADILLO CONCENTRATION

Cost: —; **Mins:** Dexterity 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Lunar Blade Reconfiguration

This Charm permanently enhances its prerequisite, allowing that Charm to reconfigure attuned moonsilver armors as well. Making use of Lunar Blade Reconfiguration allows the Exalt to transform weapons into armor, armor into weapons, and armor into other types of armor. The same basic constraints of size and magical powers still apply. The Steward can not make use of this Charm to repurpose magitech armors at all, even if they are made wholly out of moonsilver.

If the Exalt also knows Luna's Ubiquitous Panoply, then this Charm also enhances Weapon-Shaping Method, allowing it to produce armor that has no mobility penalty. Such armor must still be donned normally, though stunt potential abounds put on armor much faster.

DEFENSIVE

FEROCIOUS WARDER APPROACH

Cost: 6m, 1wp; **Mins:** Dexterity 4, Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Fury-OK, Obvious

Duration: One scene

Prerequisite Charms: Wind-Dancing Method

With unsurpassed vigor the Lunar Exalted protect their close allies. Each time the Lunar activates this Charm she chooses an ally to protect for the rest of the scene. Whenever that ally is the target of an attack, and the Lunar would be able to reach them with one of her reflexive movements (whether or not she has already moved during the tick), the Lunar may replace them as the target of the attack. The Lunar must be aware of the attack to replace its target, and this replacement occurs in Step 2 of attack resolution.

This Charm may be activated as part of Relentless Lunar Fury, having the same effect but a shorter duration. The Exalt may activate Ferocious Warder Approach multiple times as part of the same frenzy, attempting to protect many targets.

MOTHER BEAR ATTITUDE

Cost: —; **Mins:** Dexterity 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Ferocious Warder Approach

When the Lunar learns this Charm, he chooses one of his protective Intimacies or his Motivation. Mother Bear Attitude reduces the mote cost of activating Ferocious Warder Approach by (Exalt's Essence), to a minimum of zero, as long as the target of the Charm is the subject of the chosen Intimacy or Motivation. If the Intimacy or Motivation is rendered inapplicable, the Steward may choose a new one for this Charm to be based on at the end of the current story. Alternately, the Exalt may spend one point of experience to instantly switch the Intimacy or Motivation. A Lunar may learn this Charm twice.

When the Exalt has learned this Charm twice and makes use of the Fury-OK function of Ferocious Warder Approach, a single Fury activation of Ferocious Warder Approach serves to protect both of the Lunar's chosen charges.

EVERY-SON GUARDIANSHIP

Cost: —(+ [unit's Magnitude]m, 1wp); **Mins:** Dexterity 5, Essence 5; **Type:** Permanent

Keywords: War

Duration: One scene

Prerequisite Charms: Ferocious Warder Approach

This Charm permanently enhances its prerequisite, allowing it to be used to protect a mass combat unit with another unit that the Lunar is leading. This increases the cost of the Charm by a number of motes equal to the Magnitude of the unit the Steward wishes to protect. The Exalt can not use this Charm as a solo unit. This effect is not compatible with the Fury version of Ferocious Warder Approach unless the Exalt has also learned Relentless Lunar Horde (**Dreams of the First Age, Book II—Lords of Creation**, p. 70).

FLOWING BODY ASCENSION

Cost: —(+4m, 1wp)

Note: This is a modified version of the Charm found in **Dreams of the First Age, Book II—Lords of Creation**, p. 69. It costs an additional four motes and one Willpower instead of two motes.

MOVEMENT

FLEET GAZELLE EXERCISE

Cost: 3m; **Mins:** Dexterity 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Fury-OK

Duration: One action

Prerequisite Charms: Instinct-Driven Beast Movement

With their easy agility, the Stewards bound across a battlefield as if they were weightless. For the rest of the action the Lunar's Jump, Dash and similar actions all become reflexive, though this does not allow the Exalt to perform any more of one action than normal (e.g., no Move and Dash action on the same tick; only one Jump per action). When used with Relentless Lunar Fury, this effect persists for the duration of the frenzy.

FURIOUS HOUND PURSUIT

Note: This is a modification of the Charm found on **The Manual of Exalted Power—Lunars**, p. 152. This Charm does not allow the Lunar to automatically exceed the speed of his target. Instead, it allows the Exalt to ignore any penalties to his movement rates. Every time the target moves away from the Lunar he may perform a reflexive action himself to keep up, moving up to his maximum Dash speed. At Essence 3+ the Lunar adds (his Essence) extra yards to his maximum speed in pursuit of the target.

SINGULAR SILVER PACK CONCENTRATION

Cost: —; **Mins:** Dexterity 5, Essence 4; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: Furious Hound Pursuit

This Charm permanently enhances its prerequisite, allowing the Lunar to designate up to (Essence ÷ 2) targets with each invocation of Furious Hound Pursuit. The Exalt may now gain the benefits of more than one activation of the Charm at once, as it gains the Stackable keyword.

SPEED AND EXTRA ACTION

HORIZON-TO-HORIZON LIGHTNING

Cost: —(+1m); **Mins:** Dexterity 4, Essence 3; **Type:** Permanent

Keywords: Artillery

Duration: Permanent

Prerequisite Charms: Any Dexterity Excellency

This Charm permanently enhances the Exalt, allowing him to increase the mote cost of any of his Charms by one to add the Artillery keyword to them, as long as the Charm could otherwise validly apply to an artillery attack. This Charm is identical to the Wits-based version and so either one can count as the similarly-named prerequisite for Charms from either Dexterity or Wits.

STAMINA

ENDURANCE

GRIZZLED CUB REJUVENATION

Cost: —; **Mins:** Stamina 6, Essence 7; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Bear Sleep Technique

This Charm permanently enhances the Exalt, effectively reversing the aging process when she makes use of Bear Sleep Technique. The Lunar actually ages backward, physically, while hibernating. This can not reduce the age of a Steward who has not achieved maturity, nor can it turn an adult into an adolescent or child, and the Exalt can never reduce her physical age to less than half her real age in this way (though, remember, time spent in Bear Sleep Technique does not count towards the character's age anyway). For reference, Lunar Exalted naturally live about (Essence x 300) years, give or take a century. Like Solar life-extending Charms, the impact of Grizzled Cub Rejuvenation is largely theoretical, and what little experimentation has been carried out in the short 5,000-year history of the Exalted is complicated by use of this Charm's prerequisite (not to mention the Time of Cascading Years and Primordial War).

QUICKSILVER FORTRESS FORM

Cost: 6m; **Mins:** Stamina 5, Essence 3; **Type:** Reflexive (Step 8)

Keywords: Combo-OK, Fury-OK

Duration: One scene

Prerequisite Charms: Unstoppable Juggernaut Incarnation

With unmatched fortitude the Stewards protect Creation, even after suffering the most dire wounds. For the rest of the scene after activating this Charm, the Exalt becomes resistant to Crippling effects. The number of health levels necessary to inflict any such effect on the Exalt increase by an amount equal to her Essence. If the Crippling effect does not rely on damage dealt, any rolls the attacker must make to inflict the effect have their difficulty increased by the same amount. As part of Relentless Lunar Fury, this Charm has the same effect, though its duration is shorter.

Example: Normally, to cripple a target with an attack one must inflict enough health levels of damage to kill the target. Against a Lunar using this Charm, the attacker must deal enough damage to kill the Steward plus an additional (Exalt's Essence) health levels of damage to inflict the same effect.

RAGING POSSUM ENDURANCE

Cost: —; **Mins:** Stamina 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: One scene

Prerequisite Charms: Luna's Fortitude

The Exalt may appear dead—*should* be dead—but she will not stop until she takes her foes with her. When the Exalt is slain while under the effects of Luna's Fortitude, the benefits of that Charm are immediately extended for free to the rest of the scene. The Exalt will still be dead once the scene ends, but it costs her nothing to continue fighting until she is somehow subdued or her mission is complete. At Essence 6+ this Charm is automatically improved to extend the Exalt's unstoppable fortitude to a full day after dying. At Stamina 7+ a repurchase of this Charm extends its duration to (Willpower) days.

For the duration of this Charm's effect the Lunar suffers the penalties for taking non-combat actions as if she were under the effects of Relentless Lunar Fury, even if she does not know that Charm. She may attempt to end this effect prematurely, which is just like attempting to end Relentless Lunar Fury early, and if successful she finally dies.

ENVIRONMENTAL

FIVE CORNERS ADAPTABILITY

Cost: —; **Mins:** Stamina 5, Essence 5; **Type:** Permanent

Keywords: Wyld

Duration: Permanent

Prerequisites: (Directional) Mastery Technique (x2)

This Charm permanently enhances all the (Directional) Mastery Techniques that the Lunar knows, reducing their mote costs to three. If the Exalt is actually in the appropriate region of the Wyld associated with a (Directional) Mastery Technique (or on the Blessed Isle for Center Mastery Technique) then that Charm's mote cost is reduced to zero. Entering or exiting the Wyld requires that the Lunar reactivate the Charm at the appropriate cost.

ESSENCE-REGAINING

SCAVENGER-WINS-THE-EGG DEFENSE

Cost: 1m; **Mins:** Stamina 3, Essence 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Fury-OK, Obvious

Duration: Instant

Prerequisite Charms: Any Stamina Excellency

The Stewards draw strength from the trials of protecting their wards. If the Lunar successfully defends herself from an attack during which she activated this Charm, by meeting or exceeding the attacker's successes with her DV, the Exalt may roll a number of dice equal to the attacker's Essence. For each success she rolls, up to a maximum of (her Stamina) successes, the Exalt regains (her Essence) motes in either pool. The Chosen may not regain more than a total of 20 motes during any one action through the use of any combination of Charms including this one. This Charm may not be used in conjunction with Flowing Body Evasion, Wound Mastering Body Evolution (when it applies) or other effects that perfectly defend against an attack. The Lunar draws strength from the risk of injury.

When activated with Relentless Lunar Fury, the Steward regains (her Essence) motes each time an attack is thwarted by

her DV without the use of Charms that perfectly defend her. She may still never regain more than a total of 20 motes in a single action through this Charm or a combination of Charms including this one. She may activate the Charm normally, but the Exalt may not regain motes from both effects during the same attack.

FURY

CRASHING BEAST-STORM FACE

Cost: —; **Mins:** Stamina 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Relentless Lunar Fury

With bottomless fury the Lunar Exalted decimate their foes. This Charm permanently enhances the Exalt, increasing the number of Fury-OK effects she may benefit from with Relentless Lunar Fury by two. Lunars with Essence 5+ may purchase this Charm a second time, increasing the number of extra Fury effects they may activate to (Stamina ÷ 2).

HEALING

HALTING THE SCARLET FLOW

Note: This document assumes Halting the Scarlet Flow is a normal reflexive action, not a miscellaneous one. As a Gift effect, the Exalt commits three motes and may reflexively heal one lethal level of damage each action. If the Gift effects of both Halting the Scarlet Flow and Bruise-Relief Method are active, Bruise-Relief Method is enhanced so that it can heal up to (Stamina) bashing levels during an action.

LUNAR PERSEVERANCE INFUSION

Cost: 6m, 1wp, 1lhl; **Mins:** Stamina 4, Essence 3; **Type:** Simple (Speed 5, DV -2)

Keywords: Combo-OK, Obvious, Touch

Duration: Instant

Prerequisite Charms: Bruise-Relief Method

The changeable blood of the Lunar Exalted can temporarily empower those who drink it. Activating this Charm, the Lunar transfers the benefits of one of her other known Healing Charms to a target, as long as that Charm has a mote cost no greater than six and is of instant duration. The target benefits from the chosen Charm as if they knew and had activated the Charm themselves by spending up to six motes. The rest of the activation cost of the Charm is unnecessary. The Lunar must pay a lethal health level to activate this Charm, but its use need not be bloody; the effect may be delivered with just about any fluid exchange, though beneficiaries rarely appreciate more than a few of the possibilities.

UNREACHABLE BERSERKER CORE

Cost: —; **Mins:** Stamina 4, Essence 3; **Type:** Permanent

Keywords: Fury-OK

Duration: Permanent

Prerequisite Charms: Halting the Scarlet Flow

The Stewards can overcome their bloody travails with little more than single-minded purpose. This Charm permanently enhances its prerequisite, allowing it to be activated as part of Relentless Lunar Fury. When it is activated as such, the Exalt heals up to (Essence) lethal or bashing health levels reflexively each action until the Fury ends. The Gift and Fury-OK effects

of Halting the Scarlet Flow and Bruise-Relief Method are incompatible, and the Exalt may benefit from only one or the other effect during any given action (much as Fury-OK and normal Charm activation are exclusive). Use of this Charm counts as a Fury-OK version of Bruise-Relief Method for the purposes of stacking their effects.

LIGHTNING STARFISH CONCENTRATION

Cost: 5m, 1wp; **Mins:** Stamina 5, Essence 4; **Type:** Reflexive

Keywords: Combo-OK, Fury-OK, Gift, Obvious

Duration: Instant

Prerequisite Charms: Halting the Scarlet Flow

No matter how deep the wound, the Lunar Exalted can quickly recover. The Steward activates this Charm in an attempt to heal a Crippling wound, rolling (Stamina + Essence) against a difficulty equal to the Essence of whoever inflicted the wound. On a success, the Crippling effect is banished, and whether or not he succeeds the Exalt also heals one level of lethal or bashing damage.

The Lunar may activate this Charm as a Fury or Gift effect, in the latter case committing three motes. Either way, for its extended duration this Charm allows the Lunar to reflexively spend a point of Willpower to attempt to rid himself of a Crippling effect as described above.

BLOOD-AND-SOUL FORTIFICATION

Cost: —; **Mins:** Stamina 6, Essence 6; **Type:** Permanent

Keywords: Fury-OK, Gift

Duration: Permanent

Prerequisite Charms: Purging the Tarnished Silver (*Dreams of the First Age, Book II—Lords of Creation*, p. 70)

This Charm permanently enhances its prerequisite, adding the Gift keyword. When adopting her war form the Lunar may commit five motes to this effect to reflexively heal one level of aggravated damage every action. This is incompatible with normal activations of Purging the Tarnished Silver; the Exalt's player must choose one or the other for the action.

If the Steward knows Unreachable Berserker Core, this Charm also adds the Fury-OK keyword to Purging the Tarnished Silver. As part of Relentless Lunar Fury, Purging the Tarnished Silver allows the Exalt to reflexively heal up to two levels of any type of damage each action, but only if she forgoes taking advantage of any other healing effects her Charms provide, making this healing incompatible with normal activations of itself, its Gift effect or the normal, Fury-OK or Gift effects of Bruise-Relief Method or Halting the Scarlet Flow.

Upon reaching Essence 8+ the Lunar may purchase this Charm a second time, enhancing both its uses. As a Gift effect, the Charm now heals two aggravated health levels each action; as part of a Fury, it heals (half the Exalt's Stamina) levels.

SOAK ENHANCEMENT

FOES-LIKE-FLIES STANCE

Cost: —; **Mins:** Stamina 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Frenzied Bear Fortification

Lunar Exalted excel when they are challenged, and they excel all the more when they are almost, but not quite, beaten. This Charm permanently enhances the Steward's Frenzied Bear For-

tification, so that it reduces the levels of damage he suffers from any source by an amount equal to the health level penalty he is currently suffering, plus one. Effects that increase, decrease or otherwise manipulate health level penalties do not change the amount of damage the Exalt ignores with this Charm.

CHARGING RHINO DISMISSIVENESS

Cost: —(+1wp); **Mins:** Stamina 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: One action

Prerequisite Charms: Stone Rhino's Skin

This Charm permanently enhances the Lunar, allowing him when he activates Stone Rhino's Skin to increase its cost by one Willpower to extend its duration to the rest of the action.

TITAN'S FOOTSTEP REJECTION

Cost: —(+2m); **Mins:** Stamina 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Stone Rhino's Skin

As the Primordials passed across the face of Creation, as the behemoths of the Wyld crawled across the plains at the edge of the world, the Lunar Exalted stood firm and did not move. When activating Stone Rhino's Skin, the Exalt may increase its cost by two motes to add (Stamina) to the bashing and lethal Hardness it provides. At Essence 6+ the Steward may purchase this Charm again, doubling the extra Hardness it provides.

SUBSTANCE

SCORPION AND TOAD MASTERY

Note: This is a clarification of the Charm found in *The Manual of Exalted Power—Lunars*, p. 161. It is assumed that when a Lunar uses Scorpion and Toad Mastery to reproduce a spiritual disease that was inflicted on him, he replicates the exact same disease, with the Virulence based on the Essence of the attacker at the time the disease was inflicted. See *Scroll of the Monk*, p. 153 for more on spiritual diseases.

INCIDENTAL CARRIER GENESIS

Cost: —; **Mins:** Stamina 5, Essence 4; **Type:** Permanent

Keywords: Gift, Sickness

Duration: Permanent

Prerequisite Charms: Scorpion and Toad Mastery

Like many life forms, the Lunar Exalted can make diseases a natural part of their defenses and offenses, infecting their foes. This Charm permanently enhances the Exalt, granting him a mundane or supernatural disease (*The Manual of Exalted Power—Lunars*, p. 211) that he may reproduce normally with Scorpion and Toad Mastery. The Lunar may invent a new or existing disease without having been exposed to it previously. The Exalt may learn or invent further diseases by paying four experience points, or two bonus points at character creation. The diseases produced by this Charm are magical but otherwise natural, and so have a specific Virulence, unlike spiritual illnesses as described in *Scroll of the Monk*.

As a Gift Charm, Incidental Carrier Genesis allows the Exalt to commit five motes to make a particular disease intrinsic to all of his natural attacks while in his war form. The Lunar must change forms again to get rid of this benefit.

CHARISMA

HOLY

LUNAR GUARDIAN DECLARATION

Cost: —(+2m); **Mins:** Charisma 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Outworld-Forsaking Stance

The words of a Steward can stay the insidious magics of the enemies of Creation. When a creature of darkness makes an attack against a target within (Essence x 5) yards of the Exalt, and the Lunar is aware of the assault, the Lunar may activate Outworld-Forsaking Stance at an increased cost of five motes on behalf of the target. The target gains the same benefits of the Charm as if the Steward activated the Charm for herself.

INTERACTION

SILVER HEART INFLECTION

Cost: —(+5m); **Mins:** Charisma 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Perfect Fear Scent, Terrifying Lust Inflection

This Charm permanently enhances the Exalt, allowing her when she activates either of its prerequisites to spend an additional five motes to expand the range of emotions those Charms may impose. When enhanced this way, Perfect Fear Scent may inflict any “negative” emotion (fear, hate, envy, anger) while Terrifying Lust Inflection may create any “positive” emotion (love, hope, sympathy). This reduces the Willpower cost to resist either of these Charm’s effects by one, to a minimum of one.

SOCIAL UNIT

COMMUNITY-INSPIRING STEWARDSHIP

Cost: 3m; **Mins:** Charisma 2, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Mandate

Duration: Permanent

Prerequisite Charms: Any Charisma Excellency

The inherent capabilities of the Lunar Exalted are not well suited to the sprawling, fabricated structures of statecraft and cultural warfare. However, as with all obstacles, Stewards learn to adapt and persevere. When a Lunar sorcerer replaces his dominion’s Ability with his own (**Exalted Storytellers Companion**, p. 139), he may enhance that action with this Charm to instead replace the Ability with an appropriate Attribute. Normally, Charisma or Manipulation are valid choices for most dominion actions, though mental Attributes can easily apply to espionage or constructive actions. Physical Attributes are the least applicable, but it should not be difficult for the Exalt to stunt the use of Strength to inspire conquest actions or similarly justify nearly any Attribute for any dominion action.

When a dominion’s Ability is replaced by his Attribute, the Exalt may enhance the action with Attribute-based Charms as appropriate, such as Excellencies.

NATION-HERDING EXULTATIONS

Cost: 10m, 1wp; **Mins:** Charisma 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Mandate

Duration: Instant

Prerequisite Charms: Community-Inspiring Stewardship

Through the leadership of a Steward, whole nations can be made adaptable in the fashion of Luna. This Charm enhances a dominion action led by the Exalt, reducing its activation time by one step (decade to year, year to season, season to month, month to instant). Instant dominion actions can not be sped up by this Charm.

A second purchase of this Charm at Essence 5+ adds the Stackable keyword, allowing it to reduce the activation time of dominion actions by more than one step.

TERRITORY

INEXTRICABLE GUARDIAN UNDERSTANDING

Cost: —; **Mins:** Charisma 7, Essence 6; **Type:** Permanent

Keywords: Wyld

Duration: Permanent

Prerequisite Charms: Boundary-Marking Meditation

With the close relationship of protector and protected, there comes a measure of control. This Charm permanently alters the Steward’s relationship with his territories claimed by Boundary-Marking Meditation, allowing him to treat those areas as the Bordermarches of the Wyld for the purposes of activating his other Wyld Charms. If the territory is actually part of the Wyld this Charm allows the Exalt to treat it as being one level more severe for the purposes of using his other Wyld Charms.

MANIPULATION

DEFENSE & DISSEMBLING

ELIDING THE GLAMOURIZED OUTLOOK

Cost: 5m; **Mins:** Manipulation 5, Essence 4; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Commanded to Fly

As the Stewards of Creation, the Lunar Exalted must contend with its innumerable external threats. This Charm makes the Exalt’s mind slippery like an eel, requiring a light touch to grasp and wriggling free under too much pressure. For the rest of the scene after activating this Charm, when someone targets the Lunar with unnatural influence they find their greatest powers pushing the Exalt’s mind away rather than drawing it in, making it harder to influence her.

The difficulty of any rolls necessary to inflict unnatural influence on the Exalt increase by the highest minimum Essence of any Charms involved in imposing that influence. If the influence comes from a source that is not a Charm and no Charms are involved in the attempt at influence, the difficulty of any of the attacker’s rolls increases by the difference between the attacker’s Essence and the Lunar’s. This does mean that being close to the same Essence is preferable to being either higher or lower than the Lunar.

APPEARANCE

DISGUISE

WORLD-BLENDING INFILTRATION ATTENTIVENESS

Cost: —; **Mins:** Appearance 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Any Appearance Excellency, Hide of the Cunning Hunter

With Hide of the Cunning Hunter, the Lunar conceals her distinguishing bodily marks; with World-Blending Infiltration Attentiveness she conceals the distinguishing mark of her body altogether. By altering her appearance, the Exalt blends in seamlessly with her environment. This Charm permanently enhances the Steward, allowing her to apply her Appearance Excellencies to a Larceny or Stealth action to remain unseen or change her look. The dice or successes gained from Appearance Excellencies in this way are not subject to normal dice caps; the Exalt may benefit from any other Excellencies or other sources of dice to their maximum and still buy up to (Appearance) dice or half that many successes through this Charm. Should the roll already be Appearance-based, this Charm does not allow the Exalt to “double up” on her Excellency.

MANY-MOONS FACE

Cost: 5m, 1wp; **Mins:** Appearance 5, Essence 4; **Type:** Simple

Keywords: Shaping

Duration: One month

Prerequisite Charms: Any Appearance Excellency

Changeable and ready to adapt to any situation, just like their patron, the Lunars of the First Age were not so tied to their castes as the other Exalted. For the duration of this Charm, the Steward alters her caste. The Exalt may change into any other Lunar caste, but that caste is set until she ends this Charm to regain her former caste or to adopt a different one. Changing caste does not alter one’s caste Attributes for the purposes of experience expenditures on those traits or Charms based on them, but it does lower training times and allows the Lunar to make use of a different anima power. The Lunars of the First Age could not become Changing Moons, nor did becoming a No Moon make them a priest; likewise, Lunars of the Second Age can not adopt the characteristics of the lost castes.

This Charm serves a different function and is ill-used in the Second Age. It is incompatible with the moonsilver tattoos that fix a Lunar’s caste, and so can only be used by the casteless. To their benefit, however, for the duration of this Charm a casteless Lunar evokes only the anima power of the caste they have chosen with this Charm, and they reduce the training times for appropriate Attributes as if they had normal caste Attributes.

INTERACTION

NEW FRIEND AROMA

Keywords: Combo-OK, Emotion, Social

Note: This is a modified version of the Charm found on *The Manual of Exalted Power—Lunars*, p. 177. The Charm gains the Emotion keyword.

LINGERING SILVER SCENT

Cost: —; **Mins:** Appearance 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: New Friend Aroma

This Charm permanently enhances the Exalt, allowing him when he uses New Friend Aroma to change its duration to instant and making the Intimacy it imposes as permanent as a normal Intimacy, at no additional cost. This enhanced version of the Charm can only be used against those to whom the Exalt has an Intimacy or who are the subject of his Motivation. The Exalt may ignore this limitation by spending a point of Willpower when activating the Charm.

TERRIFYING BEASTMAN FACE

Cost: 5m; **Mins:** Appearance 5, Essence 3; **Type:** Simple

Keywords: Combo-OK, Emotion, Fury-OK, Obvious

Duration: One scene

Prerequisite Charms: Glance-Oration Technique

Adopting the attitude of the Bloody Huntress, the Lunar can end a fight bloodlessly by cowering others through primal fear. For the rest of the scene after activating this Charm, those who would attack the Lunar are subject to an unnatural fear of the Exalt. Those with Valor 2 or less can not bring themselves to attack at all, while those with Valor 3+ suffer an internal penalty on their attacks equal to the difference between their Valor and the Exalt’s Appearance. In either case, an attacker may overcome the influence for the rest of the scene by spending two Willpower.

When activated as part of Relentless Lunar Fury, this Charm only lasts as long as the fury and imposes a -1 internal penalty on attackers regardless of their Valor.

PERCEPTION

CRAFT

WOUNDED WARD EXAMINATION

Cost: —; **Mins:** Perception 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Flaw-Finding Examination

Discerning the pattern of a thing’s nature, the Steward can better understand how to restore it to its fullest potential. This Charm permanently enhances the Exalt, cutting in half the time it takes her to repair an item or treat a patient to which she is tied by an Intimacy or Motivation. This shortened time can be reduced further by use of Flaw-Finding Examination (in the case of items), or other Charms.

PERSON EXAMINATION

FLY-ON-THE-WALL VANTAGE

Cost: —; **Mins:** Perception 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Motive-Dissecting Eye

During the Primordial War the Lunar Exalted were particularly well-suited to spying on the gods’ slavemasters, both due to their seemingly insignificant sizes and shapes and their innate facility for understanding others. Body language is oddly

paradoxical in conveying deeper feelings more readily than the complexities of spoken language. As long as the Steward can hear the speaker, he may now use Motive-Dissecting Eye to discern the meaning, in all its complexity, behind a spoken social attack or equivalently long non-attack utterance. This works functionally like granting the Steward temporary fluency in the language, but the idiosyncracies remain foreign. If he would be a valid target, the Lunar becomes susceptible to any such social attack he listens to, but his MDV is +2 against the attack (this does not count as a bonus from Charms). This does not modify the Fury effect of Motive-Dissecting Eye.

WYLD PERCEPTION

SLIPPERY REALITY ESCAPE

Cost: —; **Mins:** Perception 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Wyld-Sensing Instincts

Though the Lunars have never developed Charms that make them immune to the ravages of Wyld mutation, their common forays to the edges of the world led them to invent many that made the Wyld much less dangerous. This Charm permanently enhances the Exalt's Wyld-Sensing Instincts, so that those that fall under its protection can avoid the stronger radiations of the Wyld and thereby stave off mutation. This allows those so protected to check for Wyld mutation only as often as if they were in a Wyld zone of one less severity; checking daily in Pure Chaos instead of every minute, for example. Excursions into Bordermarches still call for those under this Charm's aegis to roll to resist mutation, but they need do so only seasonally. See *Exalted*, p. 283 and *The Compass of Celestial Directions, Vol. II—The Wyld*, p. 140 for more information on mutation.

WAXING STEWARD LUNACY CONQUEST

Cost: 15m, 1wp; **Mins:** Perception 5, Essence 5; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Obvious, Wyld

Duration: Instant

Prerequisite Charms: Eagle-Fish Transition Prophecy

Within the Wyld lies boundless potentiality, and with their will and purpose the Stewards can tame the roiling chaos for the protection of Creation. Some even take this outer madness into themselves and turn it to Creation's survival. This Charm is a vision-, power- or treasure-quest into the Wyld (see *The Compass of Celestial Directions, Vol. II—The Wyld*, p. 139-141), though it always takes a single day no matter where in the Wyld the Lunar quests. The Exalt rolls for a vision-quest at the end of the day, regardless of how many times she had been called to resist Wyld exposure, and the roll may be enhanced by Excellencies if they are in a Combo with this Charm. Forcing the Wyld into patterns, and doing so quickly, is difficult; the difficulty of vision-quests pursued with this Charm are reversed (Bordermarches are difficulty 7, Pure Chaos difficulty 3, etc.). When power- or treasure-questing with this Charm, the player makes an Intelligence + Occult roll rather than the normal Willpower + Essence roll; however, all the difficulties listed on the table are increased by two.

INTELLIGENCE

CRAFTING & ORGANIZATION

CLEVER LUNAR FORMATION TECHNIQUE

Cost: 12m, 1wp; **Mins:** Intelligence 4, Essence 3; **Type:** Simple

Keywords: Combo-OK, Social

Duration: One project

Prerequisite Charms: Instinctive Intelligence Unity

Moonsilver is mutable, filling many needs at once; the Lunar Exalted are similar, and can complete many tasks with amazing ease due only to their ready adaptability. The Exalt activates this Charm before beginning work on an Intelligence-based action or extended action meant to build, repair or organize an object, structure or group. The time necessary to create or maintain an object or group is cut in half, to a minimum of one hour. If the project involves a structure, then the Lunar does the work of (Essence) laborers.

IMPOSSIBLE CONJUNCTION SCULPTURE

Cost: —; **Mins:** Intelligence 5, Essence 5; **Type:** Permanent

Keywords: Shaping, Wyld

Duration: Permanent

Prerequisite Charms: Clever Lunar Formation Technique

This Charm permanently alters the Lunar's Clever Lunar Formation Technique, allowing the Exalt to take advantage of the malleable nature of reality in the Wyld to enhance its effect. When in a Middlemarch, the time necessary for the project is reduced by three-fourths instead of one-half. In the Deep Wyld and Pure Chaos, the project time is instead divided by an amount equal to the Exalt's permanent Essence. In the case of structures, the Lunar does the work of (Essence x 2) men in Middlemarches or (Essence x 4) men in the deeper Wyld.

This Charm is a Shaping effect inflicted upon the surrounding Wyld, though not necessarily on the target of the project itself. It manipulates time and probability and otherwise incorporates the Wyld's mutability into the work but does not infect the result unless that is part of the project's goal. As such, this Charm does not function in stabilized bubbles of the Wyld, such as those created by Ritual of Lunar Stability or Chaos-Repelling Pattern (*Exalted*, p. 216).

INFINITE INGENUITY OF LUNA

Cost: —(3m, 1wp); **Mins:** Intelligence 6, Essence 5; **Type:** Permanent

Keywords: None

Duration: One project

Prerequisite Charms: Clever Lunar Formation Technique, Luna's Blessed Hands

The insight and resourcefulness of the Lunar Exalted is unbounded. This Charm permanently enhances the Steward, allowing her when she begins a Craft project to commit three motes for the duration of the project and spend one point of Willpower, to extend the benefits of Luna's Blessed Hands to the project even if it contains little or no moonsilver. If the item being constructed is composed primarily of moonsilver, the Exalt receives (Essence) bonus successes on all Craft actions to complete the project.

SILVERED ARTIFICER'S DEFTNESS

Cost: —; **Mins:** Intelligence 6, Essence 6; **Type:** Permanent
Keywords: None

Duration: Permanent

Prerequisite Charms: Infinite Ingenuity of Luna

When the Exalt enhances his work on a Craft project with Infinite Ingenuity of Luna, instead of the lower of Dexterity, Perception or Intelligence the Lunar may use his Intelligence to perform the action regardless of how high or low it is.

A second purchase of this Charm allows the Exalt to use the higher of any of the three Attributes.

RITUAL OF LUNAR STABILITY

Prerequisite Charms: Form-Fixing Method or Form-Fixing Meditation (see Intelligence Wyld Charms)

Note: This is a modified version of the Lunar Charm found in *The Manual of Exalted Power—Lunars*, p. 187. It adds Form-Fixing Meditation as an alternative prerequisite, which is found under the Intelligence Wyld Charms in this document.

DEVOURING THE FAT BELLY OF MADNESS

Cost: 25m, 2wp (+10m); **Mins:** Intelligence 6, Essence 5; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Obvious, Shaping, Wyld

Duration: Instant

Prerequisite Charms: Ritual of Lunar Stability

To the horror of the Fair Folk, the Lunar Exalted can draw the Wyld-infected lands that they guard closer to the stabilizing protection of Creation proper. This Charm is a dramatic day-long meditation at the center of a waypoint that the Exalt owns (as with Boundary-Marking Meditation, *The Manual of Exalted Power—Lunars*, p. 170 or *Exalted*, p. 238). The Exalt rolls Intelligence + Occult against a difficulty of 5 if the waypoint is in the Middlemarches and 10 if it is in the Deep Wyld. Stealing a home from Pure Chaos is impossible, and this Charm can not turn a location in the Bordermarches into a true part of Creation.

This Charm transforms the waypoint into a less chaotic one, turning Deep Wyld locations into Middlemarch waypoints and Middlemarch waypoints into Bordermarch locales. As the severity of Wyld influence on the locale decreases it slides closer to Creation to join the majority of other waypoints of the same severity. The Storyteller should decide just what effect this has on the physical and metaphysical nature of the environment. It should remain thematically the same, but as per the descriptions of each type of Wyld environment in *The Compass of Celestial Directions, Vol. II—The Wyld*, as the severity of Wyld-taint decreases the level of insanity and nonsense should decrease as well.

During this transition into a more stable form, the Lunar may help shape the land to be more suitable for him, dictating certain features as the waypoint draws closer to Creation. The desired changes need not be subtle, but they must be consistent with the directional properties of the local Wyld (trees in the East, water in the West, etc.). Directing the Wyld in this way makes the already daunting task of taming it even more difficult. The Storyteller should assess how contrary to the “themes” of the local Wyld the changes are and how sweeping they are in general, assigning a difficulty increase of one to five for the Lunar’s Intelligence + Occult roll.

These changes may even include very particular alterations, increasing the Resources value of the land or “discovering” a cave full of treasure. The Resources value of these conjurations are added as an increase to the difficulty of the roll. The Exalt may even conjure artifacts into the land to be “found.” Producing these artifacts increases the difficulty of the Lunar’s roll by (Artifact rating + 2), and the severity of the local Wyld limits the power of potential artifacts. Only Artifact • and •• items may be conjured when transforming Middlemarches into Bordermarches, while Deep Wyld waypoints being turned into a part of the Middlemarches can produce Artifact ••• items.

Like anything born of the Wyld, the bounties extracted by this Charm are not entirely real. As with other dreamstuff, such treasures will disperse if taken too far from the Wyld, though the Exalt can use Harmony with Reality Technique to shield them.

When he decreases the Wyld influence on a waypoint with this Charm, the Lunar may reflexively commit an additional ten motes to affect the location with Ritual of Lunar Stability. This acts as a normal invocation of Ritual of Lunar Stability, though it costs no Willpower. A waypoint affected by Ritual of Lunar Stability can not be targeted by this Charm, even if the Lunar does own it.

INSIGHT

SILVER-FACED SUCCOR

Cost: —(+1wp); **Mins:** Intelligence 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Inevitable Genius Insight, Flaw-Finding Examination (*The Manual of Exalted Power—Lunars*, p. 178)

The natural facility of the Lunar Exalted can bolster the panoply and allies they hold dear. When the Lunar uses Inevitable Genius Insight to enhance a project to repair an item or treat a patient, the target is healed of one extra bashing or lethal level of damage after its repair or convalescence. During a patient’s convalescence under this Charm’s effect, they gain a bonus die on any Resistance rolls to survive disease or poison.

By spending a point of Willpower at the beginning of each interval of work, the Exalt instead heals the target of up to (half the Lunar’s Intelligence) levels of bashing or lethal damage; or converts all the aggravated levels of damage the target is currently suffering to lethal; or grants them (Intelligence) extra dice to Resistance rolls to survive disease and poison.

SORCERY, NECROMANCY & THAUMATURGY

SILVERED PROTECTOR PROCEDURES

Cost: —; **Mins:** Intelligence 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Any Intelligence Excellency

It lies within the nature of Stewards to rally even the basic functions of Creation to better protect their wards. This Charm permanently enhances the Exalt, granting him greater facility with the Arts of thaumaturgy as long as he performs rituals in pursuit of protecting or nurturing a subject of one or more

of his Intimacies or Motivation. When the Exalt first learns this Charm, he gains one of the below Protector Procedures; he may learn more at a cost of three experience or one bonus point each.

The Arts of Alchemy and Enchantment: When producing items with the express purpose of being used by the Lunar's charge, the time necessary to complete those rituals is divided by the Exalt's Essence, to a minimum of one hour. This is a single Protector Procedure that affects both Arts.

The Art of Astrology: Any rituals of this Art that pertain to the Lunar's charge have their difficulty reduced by two, to a minimum of one. As long as he regularly interacts with his charge, the Lunar may perform the *Compile Chart* procedure (*Exalted*, p. 138) as a reflexive mental action. Charts produced in this way are all in the Exalt's head and unavailable to others unless he takes a few minutes to commit the chart to writing.

The Art of Biothaumaturgy: When the Lunar uses this Art to modify or care for a character or group who is the subject of his Intimacies or Motivations, the difficulty of the procedure is reduced by half the Exalt's permanent Essence, to a minimum of one.

The Art of Geomancy: When using the Art of Geomancy to tend, maintain or otherwise care for a demesne or manse that is the home or somehow important to protecting the Lunar's charge, the difficulty of those rituals are reduced by two, to a minimum of one. With the Steward's aid a character who is his charge may perform the rituals *Magical Attunement* and *Bathing in the River Meditation* even if they do not know them (both rituals found in *The Books of Sorcery, Vol. III—Oadenol's Codex*, p. 138). If the charge has no Essence pool, they may instead commit a single point of Willpower to attune an item. Helping his charge do so requires that the Lunar be present for the ritual's duration, giving advice and instruction.

The Art of Husbandry: The Exalt may maintain wards that protect a charge with a Miscellaneous action of touching the ward to perform the maintenance ritual. Rituals of this Art that the Exalt uses on his charge reduce their difficulty by two, to a minimum of one. If the Steward's charge is a valid target of the various summoning rituals, the difficulty for the Exalt to perform those rituals is reduced by two, to a minimum of one, and they require no Willpower expenditure.

The Art of Warding and Exorcism: When maintaining wards to protect his charge or to perform an *Expulsion* on a charge, the Exalt may do so as a Miscellaneous action with no Resources cost, requiring only a touch from the Exalt.

This Charm does not enhance the Arts of the Dead, Demon Summoning, Elemental Summoning or Spirit Beckoning.

MILLION EYE-AND-HAND VIRTUE

Cost: 1wp; **Mins:** Intelligence 5, Essence 5; **Type:** Reflexive

Keywords: Combo-Basic, Obvious

Duration: (Lunar's Intelligence) actions

Prerequisite Charms: Terrestrial Circle Sorcery

Sorcery is a mastery not only of the outer world, but the inner one as well; the Lunar Exalt tames both her own essential nature as well as the chaos around her, shaping it as she sees fit. By spending one Willpower the Exalt gains a small window of time during which she may make easier use of sorcery. While this Charm is in effect, the Lunar treats Shape and Cast

Sorcery actions as Miscellaneous actions which can be flurried normally. Making use of sorcery still prevents the use of Charms or other Essence-based powers, but the Exalt can take other actions while she shapes and releases a spell. This effect is too short-lived to be compatible with spells that require a dramatic ritual, nor is it compatible with necromancy.

SILVER SOUL TRANSITION

Cost: —; **Mins:** Intelligence 6, Essence 6; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Million Eye-and-Hand Virtue

When weak in some area, draw strength from another. This is versatility, it is adaptability and it is survival. This Charm permanently enhances the Exalt, allowing her to spend five motes in place of any Willpower point necessary to cast a sorcery spell, or to spend one Willpower in place of five motes of a spell's cost. The Exalt may transform motes into multiple points of Willpower or Willpower points into motes, though he can not reduce the mote cost of casting the spell below half nor the Willpower cost to less than zero.

SILVER-HORNED-WALKER PRANA

Cost: —(1wp); **Mins:** Intelligence 8, Essence 8; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Million Eye-and-Hand Virtue

By paying one Willpower per action, when the Lunar uses Million Eye-and-Hand Virtue she may also activate one reflexive Charm during that action at normal cost.

WYLD

FORM-FIXING MEDITATION

Cost: 7m, 1wp; **Mins:** Intelligence 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Fury-OK, Wyld

Duration: One month

Prerequisite Charms: Any Intelligence Excellency

All but forgotten in the Second Age, this Charm allows the Lunar to absorb the Essence of his surroundings to bolster his own self-imposed destiny. The irony is not lost on knowledgeable savants. This Charm protects the Exalt's selfdom, making him immune to Shaping effects he does not impose on himself. When used in the Wyld, this Charm is empowered further, as the Exalt feeds off of its boundless potentiality. Every action during which the Lunar spends motes of Essence to activate a Charm or Knack, he regains a number of motes depending on the strength of the local Wyld: one for Bordermarches, two for Middlemarches, three for the Deep Wyld, four for Pure Chaos. This can not increase the character's mote pools beyond their maximum.

When activated as part of Relentless Lunar Fury, the Exalt becomes immune to external Shaping for the duration of the Charm. In addition, as long as he is in the Wyld he regains one mote every action during which he spends Essence.

BREATHE DEEP THE WORLD

Cost: —; **Mins:** Intelligence 6, Essence 5; **Type:** Permanent

Keywords: Wyld

Duration: Permanent

Prerequisite Charms: Form-Fixing Meditation

This Charm permanently enhances the Exalt's Form-Fixing Meditation. In addition to providing motes while in the Wyld, it also reduces the Willpower cost of any Wyld Charms he uses by one, to a minimum of zero. When activating Charms geared towards use in other realms of existence, this enhanced version of Form-Fixing Meditation reduces their Willpower cost as well as long as the Exalt is within the specified realm.

FORM-RESTORING MEMORY INVOCATION

Cost: —; **Mins:** Intelligence 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Burgeoning Wyld Infliction

Despite any common examples of the Wyld, the power to change can return the insane to mundanity. With this Charm the Lunar's Burgeoning Wyld Infliction is permanently enhanced, allowing it to suppress Shaping in the same way that it inflicts it. This occurs just as a normal activation, only instead of inflicting points of mutation equal to the rolled successes, the Exalt suppresses the same number of mutation points. The Lunar can only suppress whole mutations, and can not "downgrade" those that are normally stackable by removing only some of the point value of a costly mutation. Targets may shed a mutation permanently by spending experience equal to the amount they would pay in order to keep it.

If the Lunar also knows Eternal Wyld Gift (**Dreams of the First Age, Book II—Lords of Creation**, p. 70), doubling the activation cost allows her to permanently suppress mutations on her own initiative, and in the Wyld permanent suppression is mandatory and does not double the cost of the Charm.

WITS

REACTION

SERPENT'S TOOTH REPLY

Keywords: Combo-OK, Counterattack, Social

Note: This is a modification of the Charm found on **The Manual of Exalted Power—Lunars**, p. 193. The Charm gains the Counterattack keyword.

NEST OF VIPERS RESPONSE

Cost: —(+2m, 1wp); **Mins:** Wits 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Serpent's Tooth Reply

In social scenes, a single mistake can be the signal for any potential rivals to gang up on someone in a weak position. This Charm permanently enhances the Lunar, allowing her to activate Serpent's Tooth Reply at an increased cost of seven motes and one Willpower. Doing so allows her to invite others to join her in her counterattack. Each extra counterattacker makes a normal Presence-based social attack against the original attacker at their full dice pool, suffering a -1 DV penalty. No more than (Lunar's Wits) additional characters may join in.

SNAKE-PIT DELIBERATION

Cost: —(+1wp); **Mins:** Wits 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Nest of Vipers Response

When making a group social counterattack, the Lunar may increase the cost of Serpent's Tooth Reply by another Willpower to attempt to make the group counterattack coordinated. The Lunar uses his full dice pool on the Charisma + Socialize roll and suffers -1 DV for the attempt, and its effects occur immediately instead of during a later tick, but he otherwise follows the normal rules for coordinating social attacks.

SPEED AND EXTRA ACTION

HORIZON-TO-HORIZON LIGHTNING

Cost: —(+1m); **Mins:** Wits 4, Essence 3; **Type:** Permanent

Keywords: Artillery

Duration: Permanent

Prerequisite Charms: Any Wits Excellency

This Charm permanently enhances the Exalt, allowing him to increase the mote cost of any of his Charms by one to add the Artillery keyword to them, as long as the Charm could otherwise validly apply to an artillery attack. This Charm is identical to the Dexterity-based version and so either one can count as the similarly-named prerequisite for Charms from either Dexterity or Wits.

MANY-ARMED MONKEY STYLE

Note: This is meant as a clarification of the Charm found on **The Manual of Exalted Power—Lunars**, p. 193. Many-Armed Monkey Style only provides combat-scale or otherwise short-tick actions, though it can be used under normal restrictions in mass combat as well (as a solo unit, etc.).

CHITTERING MONKEY PATTERN

Cost: —(+1wp); **Mins:** Wits 4, Essence 3; **Type:** Permanent

Keywords: Social

Duration: Instant

Prerequisite Charms: Many-Armed Monkey Style

With astonishing speed, the Lunar makes many points in a short time. This Charm permanently enhances the Steward, allowing him to add one Willpower to the activation cost of Many-Armed Monkey Style to add the Social keyword to the Charm and use it to perform magical flurries of social attacks or other social actions.

FLITTING MOONLIGHT COMPLETION

Cost: 5m, 1wp; **Mins:** Wits 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Many-Armed Monkey Style

Luna's changeable nature leads many to think her as flighty as the Maiden of Journeys, but her adaptability actually allows her to do what she must at amazing speed. Like her Chosen. This Charm may supplement any dramatic action that takes an hour or less to complete, such as providing medical treatment, whittling a spoon, cooking a meal, or building a crude lean-to. The action need not be Wits-based. When an action is enhanced by this Charm, it becomes a Speed 5 Miscellaneous action in long ticks. If the action were already that fast or faster, such as making a medical diagnosis, it instead becomes a Speed 10 Miscellaneous action in short ticks.

FRANTIC MONKEY EXERCISE

Cost: —; **Mins:** Wits 4, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Many-Armed Monkey Style

This Charm permanently enhances its prerequisite, allowing it to ignore any Rate restrictions or other restrictions on the number of times the Exalt may perform a non-reflexive action. For instance, the Lunar may exceed the Rate of his weapon in making a flurry of attacks and perform more than one Jump action in a flurry.

TWISTING INFINITY STRIKE

Cost: —(+10m); **Mins:** Wits 6, Essence 6; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Blinking Eye of Chaos

By straining her predictive abilities and preternatural sense for the Wyld's eddies, the Lunar can slip her enemies from one stream of slow-time to another. This Charm permanently enhances the Exalt, allowing her to spend an additional ten motes when activating Blinking Eye of Chaos to increase the number of independent actions it provides to (half her Essence). This Charm's effect is inapplicable in the Bordermarches of the Wyld and can only provide a maximum of three independent actions in the Middelmarches. There is no special limit to the number of independent actions the Exalt can take in the Deep Wyld or Pure Chaos.

CHAPTER THREE

TERRESTRIAL CHARMS

GENERAL CHARMS

EXPANSIVE (ABILITY) PROWESS

Cost: —; **Mins:** (Ability) 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Any (Ability) Excellency

Because their power comes from archetypal focus, the clever Dragon-Blooded have managed to expand their minds to focus on more than one thing to the same degree as even the greatest mortal focuses on just a few. This Charm grants the Terrestrial an additional Specialty in (Ability), even if she already has three Specialties in that Ability. The character still can not actually gain more than three dice on any roll due to Specialties.

For every dot by which the character's permanent Essence exceeds four, she may purchase another extra Specialty through this Charm. If the Ability is aspect or favored, this costs four experience per Specialty; if not, it costs six experience. Learning these Specialties takes one week of normal training time. The total number of normal Specialties and Specialties gained with this Charm can't exceed the character's rating in (Ability).

AIR

LINGUISTICS

IMMACULATE CLARITY INSCRIPTION

Cost: 4m, 1wp; **Mins:** Linguistics 5, Essence 4; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Martyr

Duration: Instant

Prerequisite Charms: Craft Icon

The Terrestrial Exalted can not always be present in person to aid their fellows in tasks that want for their knowledge. This does not prevent them from lending a hand. This Charm is an hours-long dramatic action during which the Exalt pens an instructional text on a specific dramatic action another character is meant to take. The instructed action must be exactly duplicated from the text, meaning that if the Terrestrial directs the reader to build a house, anyone who follows the text's directions creates the exact same house as any other reader. Performing the action exactly to specifications allows the reader to replace any or all of their Abilities or relevant Specialties for that action with the Exalt's. This does not count as a dice bonus from Charms, and the reader can enhance the action with their own Charms normally.

The effects of this Charm extend beyond allowing others to benefit from higher than normal dice pools, allowing the reader to treat the Exalt's traits as his own when meeting minimum requirements for building certain things. Such tasks include manse construction, mundane item creation and artifact creation (*Exalted*, p. 133-134), though the reader can only produce the exact same item described by the text. Relevant texts created with this Charm even count as complete instructions for building an artifact, reducing the cumulative difficulty of the project by half (see *The Books of Sorcery, Vol. III—Oad-enol's Codex*, p. 18).

The Martyr effect of this Charm allows a Dragon-Blood with Essence 5+ to produce a glorious opus before dying quietly as he sets aside his pen. This produces the same text described above, but the Terrestrial may enhance the actions of the reader with a Charm or Combo that could validly apply to the instructed action. The Exalt must know any Charms they wish to apply to the action, but he need not have learned the specific Combo to include in the text. When benefiting from this magically-enhanced text the reader may spend one Willpower to activate the Charm effects, but otherwise pays nothing. Charms with variable effects, such as the Second Excellency, have their level of effect set when the Exalt writes the manual and can not exceed the maximal effect the Dragon-Blood could have produced. Normal Charm use and timing rules apply to the action and to the user, so the instructional magic will usually prevent the reader from activating their own Charms. Books with such extensive instruction are Artifact •• and can be recognized as such.

MELA'S BANNER-BEARER STANCE

Cost: 4m, 1wp; **Mins:** Linguistics 5, Essence 3; **Type:** Simple (Speed 3 in long ticks)

Keywords: Combo-OK, War

Duration: One scene

Prerequisite Charms: Wind-Carried Words Technique

For the rest of the scene after activating this Charm, the Dragon-Blood functions as if she were up to (Essence) relays for the purposes of keeping a mass combat unit functioning. The Exalt may act as a special character or even the commander of the unit, but this reduces the number of relay roles she fills by one. The majority of the unit must be within a mile of the Exalt for this Charm to be effective.

This Charm may be activated in conjunction with Charms—such as The Dragonlord-and-his-Winglords Consolidation below—that allow her to act as a commander of more than one

unit, but this does not enhance the effect of this Charm. Only a unit the Dragon-Blood is personally leading can benefit from Mela's Banner-Bearer Stance.

THE DRAGONLORD-AND-HIS-WINGLORDS CONSOLIDATION

Cost: 5m per unit, 2wp; **Mins:** Linguistics 5, Essence 5; **Type:** Simple (Speed 3 in long ticks)

Keywords: Combo-OK, Obvious, War

Duration: One scene

Prerequisite Charms: With One Mind, Mela's Banner-Bearer Stance

Wrapping his army in the sweet whispering winds of Mela, the Exalt can command vast numbers of soldiers with ease. The Exalt invokes this Charm by targeting a number of mass combat units which have a total Magnitude no greater than (the Dragon-Blood's Linguistics + Essence). For the rest of the scene, for the purposes of changing formation, rallying and other mass combat Miscellaneous actions the unit treats the Exalt as its commander, using his dice pools and Charms to form ranks and maintain coherence. The Exalt may issue commands to distant units (up to [Essence] miles away) reflexively, as long as they remain within line-of-sight. The Dragon-Blood may also reflexively spend three motes to shore up the spirits of the troops in any of the affected units, reducing their effective Magnitude by one for the purposes of hesitation and rout.

LORE

ANCESTOR-HERO REVERBERATION

Cost: 10m, 1wp; **Mins:** Lore 4, Breeding 3, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Dynasty, Martyr, Purity, Training

Duration: Varies

Prerequisite Charms: Eternal Mind Meditation

The epic deeds of Terrestrial heroes echo through their children and uplift them. This Charm is a five-day meditative training regimen during which the Terrestrial learns a Specialty or increases an Ability that a progenitor of his knew. The Exalt may not increase these traits higher than the ratings which his progenitor had, and only progenitors who used the Martyr effect of this Charm are valid "teachers" for the purposes of this Charm. A Terrestrial may also use this Charm to learn certain Charms that an ancestor knew (see below), as long as he could learn the Charm normally. An Exalt using this Charm must have some knowledge of the ancestor and his deeds to tap into this wellspring of power; Ancestor-Hero Reverberation can't be used to fish around for convenient teachers.

With Breeding 4+ and Essence 4+ a Dragon-Blood who knows this Charm may also increase his Virtues and Willpower with this Charm. Those traits do not require training, but it does allow the character to enter experience debt when increasing them. At Essence 5+ any Dragon-Blood who knows this Charm may, when they die, become a valid teacher for the purposes of this Charm. The Exalt may also choose up to (Compassion) of his Charms that may be learned through this Charm. Unlike most Martyr effects, this one may be activated along with other Martyr effects regardless of their number or the Dragon-Blood's permanent Essence.

Finally, Essence 7+ Terrestrials may purchase this Charm again. The number of Charms they may pass on when they die

increases to (Essence + Compassion), and when one of their descendents has great need (Storyteller's discretion), they may learn from said ancestor without any knowledge of them.

OCCULT

METHODOLOGIES OF GAIAN AFFINITY

Cost: 3m; **Mins:** Occult 2, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Elemental, Obvious

Duration: Instant

Prerequisite Charms: None

Though fundamentally different in a number of ways, gods, elementals and Terrestrials all owe their existence ultimately to Gaia, and so all are related. This Charm enhances a ritual from the thaumaturgical Arts of Elemental Summoning, Geomancy or Spirit Beckoning. If the ritual summons, commands or detects a spirit, demesne or manse that shares the elemental aspect of the Dragon-Blood, this Charm reduces the difficulty of that ritual by (the Exalt's Essence + Breeding), to a minimum of one. Rituals enhanced in this way include *Alloyed Essence Indicator* and *Beckon (Elemental)*.

On the other hand, rituals that expel, ward against or are otherwise adversarial towards the target increase their efficacy against targets who are aspected to an opposing element. (Air opposes Water, Earth opposes Air, Fire opposes Wood, Water opposes Fire and Wood opposes Earth.) The Exalt adds extra successes equal to his Essence to rolls for the ritual if his element opposes the target's. Such rituals include *Expulsion (Elementals)* and the various *Wards*.

This Charm applies equally well to elementals and to gods who are strongly associated with an element; however, it provides no benefit against a Celestial god, no matter how tied to the elements it is. It also provides no benefit against demons, Fair Folk or other things from beyond Creation, no matter how closely they may appear to be tied to an element. See *Exalted*, p. 137 and *The Books of Sorcery, Vol. III—Oadenol's Codex* for more on these Arts and thaumaturgy in general.

DRAGON'S OLDER BROTHER RAPPORT

Cost: —; **Mins:** Occult 5, Breeding 3, Essence 5; **Type:** Permanent

Keywords: Purity

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery, Methodologies of Gaian Affinity

Their command of the elemental aspects of Creation extend beyond simple personal power, and allow Dragon-Bloods to command extant elements throughout the world. This Charm permanently enhances the Exalt, reducing the mote cost of elementally sympathetic spells she casts by (Essence x 2) motes, to a minimum of half the normal mote cost of the spell. This only reduces the total mote cost of the spell, so those with variable costs only receive this discount once.

Sympathetic spells are those that summon or deal primarily with the element of the Terrestrial's aspect. For instance, a Wood aspected Exalt casting Summon Elemental would receive a discount when she uses the spell to bind a Wood elemental, but not when binding any other elementals. If the Exalt's permanent Essence is 7 or more, she may also reflexively spend an extra point of Willpower when casting the spell to apply the

discount a second time; this still does not allow her to reduce a spell's mote cost to below half its normal cost.

DRAGONSEED SOUL-COMPANION

Cost: 15+m, 2wp, 1lh; **Mins:** Occult 5, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Elemental, Obvious, Shaping, Training

Duration: Instant

Prerequisite Charms: Methodologies of Gaian Affinity, Spirit-Chaining Strike

With a brief but powerful effort of Essence and will, the Exalt can inject a bit of her soul into the world around her, creating an imbalance that produces an elemental bound to her. This Charm is a scene-long interaction with a place expressive of the elemental aspect of the Dragon-Blood, at the end of which an elemental Familiar for the Exalt rises from an appropriate example of that element. The base mote cost of this Charm produces a three-dot Familiar elemental, while every extra five motes increases the Familiar's rating, to a maximum rating of five or the Exalt's Essence, whichever is lower.

This elemental has all the normal properties of an elemental of its type, along with those of a Familiar of its rating. In addition, the elemental gains an extra Motivation to "Serve my Dragon-Blooded master loyally." Three-dot Familiar elementals created with this Charm are usually Essence 1 or 2, while those rated at four may be Essence 3. Five-dot elemental Familiars are at least Essence 3, and rarely Essence 4. Consult your Storyteller, and see **Exalted**, p. 300 and **The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I** for specimens and guidelines for creating elementals.

As usual, the character may only have one Familiar, whether through use of this Charm or acquiring a more mundane animal companion. If players are required to spend experience points to acquire Backgrounds for their characters, this Charm acts as a Training effect, imposing experience cost or debt of (Familiar rating x 3).

WEIGHT OF THE DRAGON'S DISPLEASURE

Cost: 5m, 1wp; **Mins:** Occult 5, Essence 4; **Type:** Simple (Speed 4)

Keywords: Combo-Basic, Obvious, Shaping, Touch

Duration: One scene

Prerequisite Charms: Spirit-Grounding Shout, Fivefold Resonance Sense

The Dragon-Blooded have a natural control over jade and artifacts made from jade. This Charm is an attack which must normally be made with Martial Arts to touch the target, but the Terrestrial may make a Melee attack instead if he is using an attuned jade weapon. As long as the attack is successful, whether or not it inflicts any damage, the resonance of the Elemental Dragons in their children and their material substance weighs down the enemy of the Dragon-Blooded Host. If the target is carrying any jade items, their weight becomes unbearable. This inflicts an external penalty on all of the target's physical actions equal to half the Exalt's Essence, doubles the fatigue value of any jade armor the target is wearing and causes any activity the target carries out while weighed down in this way to count as strenuous (**Exalted**, p. 130). The increased weight of a few jade coins is noticeable but not significant enough to actually impose this penalty; Storyteller discretion is advised.

This Charm's effects can be mitigated in a few ways, most obvious of all being to avoid the use of jade items. Throwing away a jade sword would suffice to divest one of its weight, while a suit of jade armor would have to be doffed. Artifacts and other items made only partially of jade do not inflict this penalty, though the common alloy of jade and steel that makes up most jade artifacts is considered pure jade for the purposes of this Charm.

FAMILIAR GAIAN RESONANCE

Cost: —; **Mins:** Occult 5, Breeding 1, Essence 5; **Type:** Permanent

Keywords: Purity

Duration: Permanent

Prerequisite Charms: Weight of the Dragon's Displeasure

The Dragon-Blood with this Charm is more in tune with the powers of jade and geomancy than almost any other being. When the Dragon-Blood learn this Charm he chooses one pure jade or jade-and-steel alloy artifact that he owns; thereafter, the cost for him to attune the item is reduced by an amount equal to his permanent Essence, to a minimum of one. An Exalt may learn this Charm up to (his Breeding) times, each iteration reducing the cost for him to attune to a different artifact.

If the specified item is destroyed or the Dragon-Blood no longer owns it, he may choose a different artifact to resonate with at the end of the current story. Alternately, the Exalt may pay one experience point at any time to immediately target a different artifact with the Charm, though he must still own the new target prior to applying Familiar Gaian Resonance.

THROWN

TIGHTENING GRASP OF THE FIVE WINDS

Cost: 4m; **Mins:** Thrown 4, Essence 3; **Type:** Reflexive (Step 6)

Keywords: Artillery, Combo-OK, Stackable

Duration: One scene

Prerequisite Charms: Loyal Weapon

This Charm attaches a current of air to a fired missile, which can help to guide later shots against the same target. When the Exalt makes a ranged attack with a personal-scale or artillery weapon against a target she may activate this Charm to better guide her subsequent attacks. Each use of this Charm adds one extra success to future attacks against the target, to a maximum of (Essence) extra successes. This Charm may enhance both Archery- and Thrown-based attacks.

When the Exalt is directing an artillery weapon that is locked into place for bombardment (**Scroll of Kings**, p. 137), this Charm adds to the threshold of the attack, increasing its raw damage as if the attack had rolled extra successes normally.

BOULDERS-LIKE-RAINDROPS SHOWER

Cost: —; **Mins:** Thrown 5, Essence 3; **Type:** Permanent

Keywords: Artillery

Duration: Permanent

Prerequisite Charms: Deadly Blades of the Five Dragons, Tightening Grasp of the Five Winds

This Charm permanently enhances the Exalt, allowing him to use his Thrown Charms normally with a specific type of mundane artillery weapon, such as siege slings or onagers. The Dragon-Blood may pay three experience each, or one bonus

point during character creation, to add another weapon to the list of those she can affect with Thrown Charms. See **Scroll of Kings** for more on mundane artillery.

SCREAMING CLAWS OF HEAVEN

Cost: —(2m); **Mins:** Thrown 5, Essence 5; **Type:** Permanent

Keywords: Artillery

Duration: Instant

Prerequisite Charms: Boulders-like-Raindrops Shower

This Charm permanently enhances the Dragon-Blood, so that she may reflexively spend two motes when making an attack with a Thrown-based artifact artillery weapon to apply any of her other Thrown Charms to the attack. The Exalt may also use this Charm on mundane Thrown-based artillery to apply the elemental effects of Deadly Blades of the Five Dragons to an attack.

DRAGONCLAW GALE

Cost: 7+m, 1wp; **Mins:** Thrown 5, Essence 4; **Type:** Simple

Keywords: Combo-Basic, Elemental, Martyr, Obvious

Duration: One scene

Prerequisite Charms: Deadly Blades of the Five Dragons, Elemental Armor Technique

The presumption of associating the Dragon-Blooded with the Wyld is likely to get one killed, but the comparison is not without merit. The weapon storms of the North are famed far and wide, but their like can be seen anywhere with this Charm. The activation of this Charm is a normal Thrown attack with one of the Exalt's weapons. This weapon, upon completing the attack, whirls back through the air to return to the Dragon-Blood, all the while trailing crystalline phantoms of itself. These phantoms multiply and multiply, gathering round the Exalt and forming a deadly storm.

The Dragon-Blood activates this Charm by spending seven motes and a Willpower, creating a cloud of weapons around himself that surrounds the character, extending up to (Essence) yards plus another (Essence) yards for each additional mote spent activating the Charm. The Terrestrial may not spend more motes to extend the radius than his permanent Essence. This cloud inflicts environmental damage on everything in the area, with Damage (weapon's damage)/action, Trauma (Exalt's Essence). The Exalt may reflexively vary the actual radius of the storm, up to the maximum distance he paid for when activating the Charm or to a minimum of one yard. If he wishes to expand the maximum radius of the Charm after its initial activation, the Terrestrial must release the motes committed to the Charm and reactivate it at a higher cost.

Anyone suffering damage from this hazard is also subject to the unique elemental effects of having been injured with a weapon created by Deadly Blades of the Five Dragons. As an elementally-based storm, Dragon-Bloods of the same aspect are immune to the environmental damage this Charm inflicts, as are others who can boast immunity to the Exalt's element (such as soldiers protected by Enfolded in the Dragon's Wings). The Exalt is also protected from damage by this storm as if he had paid one mote to activate Elemental Armor Technique. This effect stacks with normal activations of Elemental Armor Technique.

By sacrificing his life to activate this Charm with the Martyr effect, an Essence 6+ Exalt's body sublimates into sparkling

motes that form the weapons of the storm. When activated in this way, the Thrown weapon that makes up the storm can be any one that the Exalt has ever wielded in their life, though only its damage is significant. The storm extends out to the maximum space the Exalt could have affected with a normal activation of the Charm, unless he chooses to make the storm smaller. Such a storm lasts much longer than normal, decreasing in radius by a number of yards equal to the Exalt's Essence every scene (or 15-20 minutes) until it disappears.

EARTH

CRAFT

(ELEMENT) DRAGON ARCHITECTURE

Cost: 5m; **Mins:** Craft 5, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Elemental, Obvious

Duration: Instant

Prerequisite Charms: Stone-Carving Fingers Form

Though associated with the aspect of Earth, all the aspects of the Dragon-Blooded can excel in the art of making wonders, and each is an expert in its own field. This Charm enhances a Craft action using the specific mundane Craft Ability that matches the Exalt's aspect. In addition to the aspect-specific effects, this Charm reduces the difficulty of the action by one.

Air is delicate but unceasing, and those things the Exalt makes with Craft (Air) are the same, requiring no regular maintenance. **Earth** is strong and eternal, so the items made by the Exalt with Craft (Earth) are immune to damage from attacks or feats of strength that are not enhanced by Charms or made with artifacts or that have as its source things foreign to Creation (demons, Fair Folk, etc.). **Fire** promotes passion and vigor, so when the Exalt makes a tool with Craft (Fire) it provides a bonus die to appropriate actions when it is used, even if the item is already of perfect quality—such as increasing the Accuracy of a weapon or the dice gained from a set of lock picks. **Water** is adaptive, so when the Exalt uses Craft (Water) to produce a potion or poison, every time the imbiber fails a Resistance roll against its effects they suffer a cumulative -1 internal penalty on further Resistance rolls against the concoction until it has run its course. **Wood** survives, and so do the Exalt's creations made with Craft (Wood), as they are immune to mundane environmental damage, from the fires set by an angry mob to the battering storm-winds of the North.

ENDURING EARTH DRAGON DESIGN

Cost: 3m per 1L/1B soak; **Mins:** Craft 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Flaw-Finding Examination

One of the greatest qualities of Earth is its stability, and the Dragon-Blooded can lend some of that power to the tools they use. Every three motes spent on this Charm to enhance a Craft (Earth) or Craft (Fire) action to build an object increases the object's soak by one, to a maximum of (Terrestrial's Essence). The Strength + Athletics total needed to break the object increases by half this amount (round down). No combination of effects including Enduring Earth Dragon Design may increase these values for an object by more than the Exalt's Essence.

INTEGRITY

OATH OF THE TEN-THOUSAND DRAGONS

Note: This is a clarification or modification of the Charm found on *The Manual of Exalted Power—Dragon-Blooded*, p. 144. When the character's Oath would no longer be valid, because the group has been destroyed or otherwise dissolved, the Terrestrial may transfer her loyalty to a new group at the end of the current story.

MAJORDOMO'S TIGHT-LIPPED DEDICATION EXAMPLE

Cost: —; **Mins:** Integrity 3, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Oath of the Ten-Thousand Dragons

Be it the First or Second Age, every mortal in the world is like to see a Dragon-Blood rather than any kind of Anathema. Terrestrials are the ones who truly lead the people, Exalted who know the importance of one's subordinates and peers. When the Dragon-Blood has made an Oath of the Ten-Thousand Dragons to a group that he is not the leader of, he bolsters the solidarity of other members of the group with his example. This Charm permanently enhances one of the character's Oaths of the Ten-Thousand Dragons. When an outsider makes a social attack that would cause the target to betray the expressed, perceived or even conjectured (by the target) policies of the group in question, that social attack increases its difficulty by two.

An Exalt may learn this Charm only once, and it applies to only one of his Oaths of the Ten-Thousand Dragons. If the Dragon-Blood wishes to transfer its effects from one Oath to another, he may do so only when the currently affected Oath has become invalid and will be applied to a new group at the end of the story.

ETERNAL ENMITY EDICT

Cost: —(+5m, 1ahl); **Mins:** Integrity 6, Breeding 3, Essence 7; **Type:** Permanent

Keywords: Compulsion, Dynasty, Martyr, Purity

Duration: Permanent

Prerequisite Charms: Thicker Than Stone (*Dreams of the First Age, Book II—Lords of Creation*, p. 79)

One wroth Dragon-Blood is much the same as one wroth Dragon-Blood and ten thousand of his friends. This Charm permanently enhances the Exalt, allowing him to spend an additional five motes and an aggravated health level when activating Unflagging Vengeance Meditation to increase its efficacy. In addition to any other characters who spend Willpower to join the Terrestrial in his vendetta, any of his blood descendants can spend Willpower at any time to join the mission for vengeance as long as the Charm is ongoing. The period of time that passes before the Exalt suffers damage for not fulfilling his vengeance is multiplied by 10.

Anyone who has sworn vengeance on the Dragon-Blood's enemy through this Charm's effect can spend an extra Willpower when they do so to transform the Intimacy it creates into a Motivation. This Motivation coexists with any other Motivation the character has, but it takes precedence; the character suffers an unnatural compulsion to focus most of their efforts on fulfilling this Motivation, which may be ignored for one week by spending two Willpower. Anyone who adopts this Motiva-

tion is subject to the same recurring, unsoakable damage that a normal activation of Unflagging Vengeance Meditation would inflict for delayed satisfaction (based on the joiner's permanent Essence, not the vengeance swearer's). Exceptionally vengeful characters can only collect a maximum of (their own Conviction) extra Motivations with this Charm or any combination of Charms including this one.

With the Martyr effect, the Exalt gives up his life to lend a clear purpose to the lives of his descendants. The effects of the Terrestrial's Unflagging Vengeance Meditation persist in perpetuity—or until the vendetta is discharged—for any descendants who pay the Willpower as described above.

DEMON-FIGHTING PROSCRIPTIONS

Cost: —(+3m per ally); **Mins:** Integrity 5, Essence 5; **Type:** Permanent

Keywords: Touch

Duration: One scene

Prerequisite Charms: Defense-From-Anathema Method

As the Dragon-Blooded Host took the reins of the world, it was important for them to fulfill the traditional duties of the Solar Anathema to greater degree than the indolence of their former lords previously required. This Charm permanently extends the benefits of its prerequisite to defend against one of the following: demons, ghosts or Fair Folk. At Essence 6+ the Terrestrial can purchase this Charm again, choosing another of the three enemies against which her Defense-From-Anathema applies; at Essence 7+ she can purchase the Charm a third time to defend against all three.

Dragon-Blooded with Essence 6+ who learn this Charm can also extend the benefits of their Defense-From-Anathema Method to others. This requires that they take their allies' hands and increases the cost of the Charm by three motes per compatriot, granting them the benefits of Defense-From-Anathema Method as modified by this Charm. The Exalt's allies calculate the benefits of Defense-From-Anathema Method based on their own permanent Essence.

RESISTANCE

STONE SINEWS EXERCISE

Cost: 5m or 5m, 1wp; **Mins:** Resistance 4, Essence 3; **Type:** Simple (Speed 5)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Mountain Toppling Method

This Charm is a feat of strength to break a mundane object, reducing the Strength + Athletics total necessary to do so by an amount equal to the Terrestrial's Essence. Adding a point of Willpower to the cost allows the Exalt to apply the Charm against magical objects as well, but the Strength + Athletics necessary to break them is only reduced by (half the Exalt's Essence).

FORTIFICATION-TUMBLING BULLRUSH

Cost: 3m, 1wp; **Mins:** Resistance 5, Essence 4; **Type:** Simple (Speed 3, DV -2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Stone Sinews Exercise

Rushing forward like an avalanche, unstoppable and overwhelming, the Dragon-Blooded can penetrate any barrier. This Charm is a Dash action that the Exalt takes to slam his body against a barrier, hoping to punch through and continue on to the foes on the other side. The Terrestrial rolls his Strength + Resistance as an attack against the obstacle, while the attack's base damage is equal to his bashing soak and is bashing itself. If the Dragon-Blood's lethal soak is higher than the target's, the attack becomes piercing. The Exalt suffers no damage from the use of this Charm, barring special contact-based defenses on the surface he plows into. Keep in mind the limited threat rules in *Scroll of Kings*, p. 41. The Exalt may finish his movement on the other side of the barrier if he inflicts a number of health levels in excess of an item's Damaged track or enough health levels on a vehicle to begin marking Minor Damage against it.

The Storyteller may allow other methods of activating this Charm, such as while falling through the sky on to the hull of a flying battle carrier. Keep in mind that powerful motion is more important than whether or not the Exalt is actually performing a Dash action according to the rules.

UNSHAKABLE HERO FOUNDATION

Cost: —(5m); **Mins:** Resistance 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Unfeeling Earth Meditation

Chipping away pieces of the Earth Dragon are as effective as chipping away hunks of the Imperial Mountain. Neither is meaningfully lessened. This Charm permanently enhances the Dragon-Blood's Unfeeling Earth Meditation, allowing her when it is active to reflexively spend five motes during Step 10 of attack resolution to attempt to negate a Crippling effect. The Exalt rolls her Stamina + Resistance against a difficulty that varies depending on the nature of the Crippling effect. This difficulty is equal to the internal penalty the effect would impose plus the Essence of the attacker imposing it; if the penalty is somehow external, the difficulty is equal to twice the penalty plus the attacker's Essence. If the effect would instead lower one of the Exalt's traits, the difficulty is equal to three times the lost dots, plus the attacker's Essence. More exotic effects are left up to the Storyteller to adjudicate.

WAR

ONE THOUSAND ANGRY DRAGONS

Cost: 2m per penalty + 1m per Terrestrial; **Mins:** War 3, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, War

Duration: Instant

Prerequisite Charms: Any War Excellency

The Dragon-Blooded capacity for heroic deeds is only magnified when they surround themselves with their peers. This Charm enhances a coordinating attacks action (*Exalted*, p. 144). Every two motes spent activating the Charm increases the maximum penalty the coordinated assault can inflict by one, regardless of the number of attackers being coordinated, to a maximum penalty equal to the Exalt's War rating. The penalty still can not exceed the successes on the player's War roll for the action. This Charm is equally effective for coordi-

nating mass combat units (*Scroll of Kings*, p. 110).

For every Terrestrial in the coordinated assault (including himself), the leader may spend an additional mote of Essence when activating this Charm to reduce the difficulty of the roll to coordinate the attack. Each mote reduces the number of participants used to calculate the difficulty of the action by one; the Exalt may not spend more than (Essence) additional motes for this effect. In mass combat, when coordinating units with this Charm, the commander spends these motes based on the Terrestrial Exalted who are actually leading any involved units.

BROTHERHOOD-IN-ARMS TACTICS

Cost: 5m + 1m per ally, 1wp; **Mins:** War 4, Essence 3; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Touch, War

Duration: One scene

Prerequisite Charms: Terrestrial War Reinforcement, One Thousand Angry Dragons

No plan survives the first encounter, but the best plan lasts a good long while throughout. Gathering his fellows and subordinates, the Dragon-Blood enforces their sense of camaraderie and sympatico, allowing them to better strike the enemy; he spends five motes, plus one more mote for each ally to be included in the plan, up to a maximum of (Exalt's Essence) additional motes. For the rest of the scene, the Exalt and his affected allies can execute minor coordinated attacks without taking a coordinate attack Miscellaneous action (*Exalted*, p. 144). Each time during the scene that two or more of these allies attack the same target on the same tick, they all impose a -2 external penalty on that target's DV. This penalty does not stack with normal coordinated attack penalties.

In mass combat, the Exalt may bring together and coordinate the leaders of multiple units, paying one mote for each unit to grant them the same benefit as for individual soldiers.

BLAZING COURAGEOUS SWORDSMEN INSPIRATION

Keywords: Touch

This is a clarification and modification of the Charm found in *The Manual of Exalted Power—Dragon-Blooded*, p. 149. The Charm gains the Touch keyword. Please refer to the rule for targeting mass combat units found on *Exalted*, p. 162 and the clarification of the Touch keyword in this document's introduction.

DRAGON SPIRIT CHARGE

Cost: —; **Mins:** War 5, Essence 3; **Type:** Permanent

Keywords: War

Duration: Permanent

Prerequisite Charms: Blazing Courageous Swordsmen Inspiration

This Charm permanently enhances the Terrestrial's Blazing Courageous Swordsmen Inspiration. While a complementary mass combat unit benefits from the Charm and is led by the Exalt, the Dragon-Blood may use supplemental and reflexive Charms with the unit without a stunt and without losing the motes or Willpower reward for stunting.

FIRE

ATHLETICS

STONES-LIKE-LEAVES UPDRAFT

Cost: 4m; **Mins:** Athletics 3, Essence 2; **Type:** Simple (Speed 3)

Keywords: Combo-OK, Cooperative, Obvious

Duration: Instant

Prerequisite Charms: Any Athletics Excellency, Effortlessly Rising Flame

This Charm is a feat of strength to lift or throw an object, though it is only a Speed 3 action. When used to throw an object, the Range of the attack is increased by (Exalt's Essence) yards. Multiple Dragon-Blooded may combine their efforts with this Charm, activating it simultaneously. This team effort acts just like normal cooperation on a feat of strength (**Exalted**, p. 127), except that each additional Exalt adds two points to the total instead of one. The team still can not provide more than (leader's Athletics) extra points. This increased bonus from team effort does not count as a bonus from Charms.

DODGE

FOG OF WAR

Cost: 8m; **Mins:** Dodge 5, Essence 4; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Obvious

Duration: Two actions

Prerequisite Charms: Safety Among Enemies

Taking a deep breath, the Exalt blows out a great smog that obscures the identity of combatants and confuses attackers. This cloud surrounds the character out to (Essence x 3) yards. The Exalt, Fire aspects and anyone in the same Sworn Brotherhood as the character remain unhindered by the fog. Any other characters have a harder time of it, suffering a -2 external penalty to Perception- or Awareness-based actions, even hearing as the cloud dampens sound. Affected characters may also think they are attacking one person when they are actually attacking another. Whenever more than one character in the cloud is within range of an affected character's attack (even ranged attacks from outside the cloud), the attacker must reflexively roll their Perception + Awareness against a difficulty equal to the Dragon-Blood's Essence (remember the -2 external penalty the cloud imposes). On a failure, the attacker assaults a character other than their intended target, usually the next closest.

MELEE

DRAGON SOUL REBUKE

Cost: 3m; **Mins:** Melee 4, Essence 3; **Type:** Reflexive (Step 6)

Keywords: Combo-OK, Counterattack, Elemental, Obvious

Duration: Instant

Prerequisite Charms: Blinding Distraction Strike

Who would be so foolish as to assault the Dragon-Blooded, when elemental fury courses through their blood and bursts from their pores? When the Exalt successfully parries a hand-to-hand attack she may activate this Charm to perform an environmental counterattack, engulfing the attacker in a brief elemental maelstrom. This inflicts (Exalt's Essence) lethal dice of damage as an environmental effect which ignores armor.

OMEN-DEFYING SOLDIER'S RECOURSE

Cost: —; **Mins:** Melee 5, Breeding 3, Essence 5; **Type:** Permanent

Keywords: Purity

Duration: Instant

Prerequisite Charms: Portentous Comet Deflecting Mode

The nuances of the powers of the Soul Hierarchy are lost on lesser beings; to mortals, god-blooded and the like, the Dragon-Blooded can be as perfect as the Chosen of the Sun. This Charm permanently enhances its prerequisite, removing the need for a roll to perfectly parry attacks that are not sorcerous or that are not enhanced by Charms, even if made with an artifact. In addition, the Terrestrial may now apply Portentous Comet Deflecting Mode against attacks that are made with sorcery or enhanced by Charms. Doing so requires that the Exalt succeed on a Dexterity + Melee roll against a difficulty equal to the Essence of the attacker. She still may not parry unblockable attacks.

A second purchase of this Charm at Essence 6+ removes the Willpower cost from Portentous Comet Deflecting Mode when it is used to defend against non-magical attacks.

PRESENCE

WILDFIRE SOUL PRANA

Cost: 3+m (+1wp); **Mins:** Presence 5, Breeding 1, Essence 4;

Type: Reflexive (Step 2)

Keywords: Combo-OK, Counterattack, Elemental, Obvious, Purity

Duration: Instant

Prerequisite Charms: Aura of Invulnerability

Like a brushfire, the Exalt's flame is blown over by a powerful wind only to rise up stronger and hungrier. The Dragon-Blood activates this Charm when an attack would change the way he spends motes or suppress one of his Charms, such as Essence Disruption Attack or Maw of Dripping Venom (**Scroll of the Monk**, p. 120). Doing so adds the Terrestrial's Breeding background to any dice pool he rolls to contest the effect. If the effect does not allow the Dragon-Blood a contesting roll, any rolls to inflict the effect or for the effect to take hold have their difficulty increased by the Exalt's Breeding. If no rolls are involved, this Charm is useless.

If the Dragon-Blood successfully defends himself with this Charm, and the character who attempted to inflict the effect is within (Essence) yards, the Terrestrial may spend a point of Willpower and additional motes of Essence in Step 9. This causes his anima to flare to the 8-10 level temporarily as it whips out to rebuke the enemy. This acts as a reflexive activation of Elemental Bolt Attack (**The Manual of Exalted Power—Dragon-Blooded**, p. 133), with base damage calculated using the extra motes spent activating the counterattack. Because this is a reflexive defensive action, other Terrestrials can not join in on the counterattack.

WATER

BUREAUCRACY

CONSCIENTIOUS CLERK CAMARADERIE

Cost: 5m; **Mins:** Bureaucracy 5, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Training

Duration: Instant

Prerequisite Charms: Thoughtful Gift Technique

Like Daana'd, the clever Terrestrial's influence insinuates itself everywhere. A Dragon-Blood activates this Charm as part of a campaign of get-to-know-you's, meet-and-greets and other attempts to ingratiate herself with a group. This usually takes a few days for small groups of Magnitude 1-4, a week or more for large groups of Magnitude 5 to 8 and upwards of months for a larger group. The Exalt rolls ([Charisma or Manipulation] + Bureaucracy) at a difficulty equal to the Magnitude of the group. On a success the Dragon-Blood has made enough friends and gotten to know enough people that she ignores one point each of any internal or external penalties her other bureaucratic or social actions would suffer due to dealing with the group (corruption, inefficiency, etc.). The Exalt may apply this Charm multiple times to the same group, but can ignore no more than (her Essence) points worth of penalties.

The Dragon-Blood must maintain her relationship with the group to continue benefiting from this Charm. Smaller groups (Magnitude 1-8) require reapplication of this Charm once each season, while larger groups require maintenance once every year. Unlike normal activations of the Charm, these friendly updates and reminders of who's a friend take a week regardless of the size of the group. Failure to maintain one's relationship with a group resets the penalty negation this Charm provides to zero.

Use of Conscientious Clerk Camaraderie can provide dots in the Contacts or Connections Backgrounds, at the Storyteller's discretion. In such cases, the Terrestrial gains one dot in the appropriate Background for each use of this Charm, which is a Training effect that costs three experience per dot. The Exalt need not go to special lengths to retain these Backgrounds, though this does not mean she can ignore friends gained with this Charm any more than she other comrades.

INVESTIGATION

HEART-MAZE NAVIGATION

Cost: 3m, 1wp; **Mins:** Investigation 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Social

Duration: One scene

Prerequisite Charms: Revelation of Associates Hunch

The observations of the Dragon-Blood open the passions of others' hearts to her. This Charm enhances an attempt to read a target's motivations for the scene (**Exalted**, p. 131). If successful, the Exalt alters her arguments to better suit the target's sensibilities. When the Dragon-Blood makes Presence-based social attacks against the target, the target gains no bonus to MDV from its Motivation, Virtues or Intimacies; if they would instead suffer a penalty for a Motivation, Virtue or Intimacy, that penalty increases by one.

SAIL

PIRATE-SCUTTling INVOCATION

Cost: 10m, 1wp; **Mins:** Sail 4, Essence 3; **Type:** Simple

Keywords: Combo-Basic, Cooperative, Obvious, War

Duration: Instant

Prerequisite Charms: Seven Seas Wind-Luring Chanty, Fine Passage Negotiation Style

Terrestrial pirates tend to call this Charm by other names, if for no other reason than to keep from damaging morale. With a dramatic gesture and burst of blue Essence, the Exalt calls up a sudden rush of wind and water to founder an enemy vessel. Upon activating this Charm the vehicle's pilot must make an immediate piloting roll against a difficulty equal to half the Terrestrial's Essence, failure resulting in a crash. In the case of ships on the open sea, they are violently tossed about and, usually, take on too much water (making sealed First Age vessels immune to the effect). If the target vehicle is near shore or flies, the wind and current cause it to run aground or nosedive, taking damage as outlined for crashes in **Scroll of Kings**, p. 43.

Many sea-going Dragon-Blooded may combine their efforts to increase this Charm's potency. The total number of participants can not exceed the highest permanent Essence amongst them. Each additional invocation of the Charm increases the difficulty of the piloting check by one.

The scope of this Charm is too minor to normally be used in mass combat, but when used cooperatively every additional participant allows it to affect one Magnitude worth of a whole vehicular unit. As long as at least half of the unit's Magnitude is paid for, the whole unit is treated as having been affected, vessels thrown off course careening into their fellows.

SALT SPRAY FAMILIARITY

Cost: 3m; **Mins:** Sail 5, Essence 3; **Type:** Reflexive

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Deck-Striding Technique

The Children of Daana'd have a natural command of both the sea and sea-borne vessels. For the rest of the scene after activating this Charm, the Dragon-Blood treats any sea-based vehicles as having a Maneuverability of -0 if they would be any lower. If the Exalt has any relevant Sail Specialties in piloting the vehicle he helms, he also converts those Specialty dice into bonus successes when piloting the ship.

WOOD

ARCHERY

DRAGONWRATH FUSILLADE

Cost: 1m; **Mins:** Archery 4, Essence 3; **Type:** Simple

Keywords: Artillery, Combo-OK

Duration: One scene

Prerequisite Charms: Dragon-Graced Arrow

Familiarizing herself with the weapons of war that are hers, the Dragon-Blood becomes better able to make use of them. By committing one mote for the scene, the Exalt can use Archery Charms normally with a specific type of mundane Archery-based artillery, such as ballistae or sailcutters. See **Scroll of Kings** for more on mundane artillery.

ESSENCE THORN CANNONADE

Keywords: Artillery, Combo-OK, Obvious

Prerequisite Charms: Swallows Defend the Nest, Sparrow Dives at Hawk, Ravenous Thorn Technique, Dragonwrath Fusillade

This is a modified version of the Charm found in *Dreams of the First Age, Book II—Lords of Creation*, p. 84. It adds the Artillery keyword and includes Dragonwrath Fusillade in the list of the Charm's prerequisites.

MEDICINE

TOXIN REJECTION BENEDICTION

Cost: 2m per die + 1m per ally; **Mins:** Medicine 3, Essence 1; **Type:** Simple (Speed 4)

Keywords: Combo-OK, Cooperative, Obvious, Touch

Duration: One hour or more

Prerequisite Charms: Any Medicine Excellency

It is within the children of Sextes Jylis to control not just their own bodies, but the bodies of others, to better protect their companions against poison and disease. Despite this Charm's name, it applies equally well against diseases, granting the Exalt and up to (Essence) companions greater resilience against the maladies of the world. The Dragon-Blood commits two motes per bonus die, up to a maximum of (Medicine) dice, and one mote for each character beyond herself that benefits from this protection. These bonus dice apply to any rolls—not just Resistance rolls—to resist the effects of poisons and diseases for the next hour.

Multiple Dragon-Blooded who know this Charm may join together to bolster its effects. One Exalt becomes the primary director of the Charm, spending Essence as described above; the others each commit two motes to the Charm. For every additional Terrestrial, the primary Charm-user may affect two more allies with the Charm, or she may extend the duration of the Charm by one hour, to a maximum of (director's Essence) additional hours.

BURNING VEIN LIFESAP

Cost: —(5m, 1wp); **Mins:** Medicine 4, Essence 3; **Type:** Permanent

Keywords: Sickness

Duration: Permanent

Prerequisite Charms: Dread Infection Strike

With the lack of Solar Medicine Charms in the Second Age, this Charm has fallen out of favor; it once went by a different name, lost since the Contagion made it even less popular. In any case, when the Exalt learns this Charm she gains access to a single malady which she may inflict on others with her physical attacks by reflexively spending five motes and a Willpower during Step 1 of attack resolution. The Exalt can learn an extant malady or create her own, and may even invent or learn more.

Each time the Dragon-Blood learns a malady with this Charm she chooses a mundane disease or poison that she may now reproduce with her Essence. She may learn diseases that have a Virulence no greater than (her Essence + 1), or poisons with a Resources value equal to or less than her Essence. The Terrestrial automatically learns one malady when she learns this Charm, and may gain access to further maladies by training for

a week and paying two experience, or one bonus point during character creation. The Exalt may only apply one disease or poison at a time to a single attack.

FEVERED DRAGON ESSENCE INFILTRATION

Cost: —; **Mins:** Medicine 6, Essence 6; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Burning Vein Lifesap

When the Exalt learns this Charm, he immediately gains the ability to inflict a specific supernatural disease or magical poison with Burning Vein Lifesap. These may mimic real supernatural diseases such as Grinning Fool Death (*The Manual of Exalted Power—Lunars*, p. 212) or the Terrestrial may invent his own (*Scroll of the Monk*, p. 153). However, these maladies are spiritual in nature, and not simply magical, so they are not contagious and their Virulence or Toxicity is always equal to the Exalt's Essence. The Dragon-Blood can not learn to inflict Third Circle illnesses with this Charm. See *Scroll of the Monk* for more on spiritual diseases.

The Exalt may learn or invent more spiritual diseases or magical poisons just as he can mundane maladies with Burning Vein Lifesap. Doing so requires a month of training and costs four experience or two bonus points. An Exalt can not learn to inflict diseases or poisons that have their origins completely outside Creation, such as the Great Contagion or Yozi venom.

DRAGON'S BLESSING OF ELEMENTAL VIBRANCY

Cost: —; **Mins:** Medicine 5, Breeding 4, Essence 6; **Type:** Permanent

Keywords: Purity, Shaping

Duration: Permanent

Prerequisite Charms: Most Beneficent Seed of the Five Dragons

As they progress through the coils of enlightenment, either those taught by the Immaculate Order or the simpler, more natural teachings of native Terrestrial power, the Dragon-Blooded body grows to strongly express its elemental nature. This Charm permanently alters the Exalt, allowing her to choose up to two elemental mutations with a total mutation point cost of no more than six. These mutations must be based on the character's elemental aspect and provide benefits appropriate to that aspect. Negative mutations may not be taken to offset the point costs of positive mutations; the character can gain only one or two positive mutations from this Charm. For more on mutations and their point costs, see *Exalted*, p. 288; *The Compass of Celestial Directions, Vol. II—The Wyld*, p. 144; and *The Manual of Exalted Power—Lunars*, p. 206.

These mutations are obviously an expression of the strong elemental aspect of the Dragon-Blood, and can be recognized as such; the ignorant may believe the Exalt to be Wyld-tainted, but they would likely think the same of a strongly-aspected Terrestrial without this Charm. The mutations imposed by this Charm are natural parts of the Dragon-Blood, and do not hinder her existence in Creation as Wyld mutations would. Something that banishes Shaping effects, such as Order-Affirming Blow (*Exalted*, p. 218), merely suppresses this Charm's mutations for the remainder of a scene.

Every purchase of the Charm Transcendent Gaian Harmony (*Dreams of the First Age, Book II—Lords of Creation*, p.

84), allows the character to learn this Charm again, gaining new mutations based on the additional elemental aspect she has adopted. Unlike the core effect of this Charm, adopting so many elemental markings by purchasing it multiple times can result in being mistaken for a Wyld-tainted creature even by other Terrestrials.

RIDE

DRAGON-HOOF APPROACH

Cost: —(4m); **Mins:** Ride 5, Essence 3; **Type:** Permanent

Keywords: Elemental, Touch

Duration: One scene

Prerequisite Charms: Five-Dragon Horseman Prana

The mounts of Dragon-Blooded cavalry are empowered by their master's anima to become terrifying beasts of war. This Charm permanently enhances the Dragon-Blood, allowing him to reflexively commit four motes for the rest of the scene to enhance his mount that is already under the effects of Five-Dragon Horseman Prana. While under this Charm's effect, the mount's attacks increase their Accuracy by one and successful strikes inflict additional elemental effects based on the Terrestrial's aspect:

The targets of **Air**-infused attacks always check for knock-down (**Exalted**, p. 153) even if the raw damage of the attack is not sufficient to normally inflict it. **Earth**-infused mounts cause a special kind of stunning damage; for every two health levels of damage they inflict, the target suffers an additional -1 internal penalty for three actions. **Fire**-infused mounts add +2L to the damage of their attacks, which can set flammable materials on fire. The attacks of **Water**-infused mounts can work their way through any barrier, ignoring (Dragon-Blood's Essence) soak of the target. **Wood**-infused mounts that deal at least one level of damage also inflict the target with a poison, with the following properties: Damage 5B/1 action, Toxicity 3, Tolerance —/—, Penalty -1.

CHAPTER FOUR

ABYSSAL CHARMS

GENERAL CHARMS

FOURTH (ABILITY) EXCELLENCY—ESSENCE ABOLITION
Cost: 4m; **Mins:** (Ability) 3, Essence 1; **Type:** Reflexive (Step 4 for defender, Step 6 for attacker)

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: None

While the Neverborn hate everyone and everything, being their favored servants gives deathknights a leg up on all those other festering sores of ongoing existence. As long as it all falls into the Void eventually, the dead gods of the Abyssals are willing to devour the success of their foes now in lieu of the success of their servants later. When the deathknight is participating in a contested roll or other activity in which another character makes a roll that he directly opposes, he may activate this Charm to force that character to reroll their dice pool. The worse of the two results applies. If the target's contesting value is static, then the pool used to determine that value is reduced by (target's Ability) dice. This Charm and the Third Excellency cancel each other out, resulting in no net effect.

CREEPING (ABILITY) TRIBULATION

Cost: 5m; **Mins:** (Ability) 5, Essence 4; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Avatar (3), Combo-OK, Obvious, Spectral

Duration: Instant

Prerequisite Charms: Any (Ability) Excellency

The Neverborn imbue their servants with the hungry power of Oblivion, allowing them to chip away at those bits of existence that vex them. This Charm changes the circumstances of an action the Abyssal takes, reducing by his Essence any difficulties or external penalties his own (Ability)-based actions face. Because attacks and defenses are contesting rolls they are opposing difficulties, so this Charm acts as an external penalty on attacks against the deathknight and on DVs applied against his own attacks.

DUSK

ARCHERY

SHARP EYE FOR DEVASTATION

Cost: —; **Mins:** Archery 5, Essence 2; **Type:** Permanent

Keywords: Artillery, Mirror (Keen-Eyed Trajectory)

Duration: Permanent

Prerequisite Charms: Pulse of the Prey

The life of a deathknight is one of negativity, but they are allowed some simple pleasures, such as the glee of watching giant rocks smash castles and armies to bits. After learning this Charm the Abyssal may apply his Archery Charms to artillery weapon attacks normally, unless the Storyteller decides they could not function in the context of artillery weapons.

HATRED STREWN LIKE GRASS

Cost: —(+1wp); **Mins:** Archery 5, Essence 3; **Type:** Permanent

Keywords: Artillery

Duration: Instant

Prerequisite Charms: Twisting Spiteful Shaft

The Exalt who learns this Charm may now apply Twisting Spiteful Shaft to artillery weapon attacks as easily as personal-scale Archery attacks. Also, by spending an additional Willpower when activating Twisting Spiteful Shaft the projectile in question explodes in a shower of green-and-black shrapnel or flame, spreading its effects to everyone within (Exalt's Essence) yards of the original target. This is resolved normally for the original target, while those around him must resist an environmental hazard of Damage (special)/instant, Trauma (Abyssal's Essence). Those who fail to resist this hazard are subject to the ongoing damage of a successfully inflicted Twisting Spiteful Shaft. When this version of the Charm is used to enhance an artillery attack, if the base damage of the weapon is greater than the Exalt's Essence, the effect extends out to a number of yards equal to the base damage of the weapon instead of the deathknight's Essence.

MELEE

BITING SHADOW EDGE

Cost: —(+1wp); **Mins:** Melee 4, Essence 3; **Type:** Permanent

Keywords: Mirror (Golden Destruction Cut), Obvious

Duration: Permanent

Prerequisite Charms: Artful Maiming Onslaught

This Charm permanently enhances its prerequisite, allowing a deathknight to spend an extra point of Willpower to fully amputate the limbs of Exalted victims even if they have the same or higher permanent Essence. The Charm becomes Obvious when enhanced in this way.

TORTUROUS VIGNETTE PUNISHMENT

Cost: —; **Mins:** Melee 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Artful Maiming Onslaught

With cold satisfaction, the Abyssal Exalted watch their foes futilely cling to their lives. The Exalt may use Artful Maiming Onslaught to bleed her foes slowly, allowing them to weaken before their compatriots' eyes before finally dying. When she enhances an attack in this way, instead of a Crippling effect, the Charm inflicts a terrible form of bleeding (**Exalted**, p. 151), even when used with a weapon that deals bashing damage. In the case of the Exalted, the difficulty to reflexively stop the bleeding increases to (Abyssal's Melee), and they must receive care like a mortal to stop the bleeding necessitating a Wits + Medicine roll. Mortals can not stop the bleeding in any way without magical aid, even if just an Excellency-enhanced roll to stanch the bleeding. The difficulty to stanch bleeding caused by this Charm is (deathknight's Essence) for mortals and Exalts alike.

A second purchase of this Charm at Essence 4+ allows the deathknight to quicken the loss of blood when she uses Artful Maiming Onslaught to inflict bleeding. The target then suffers one lethal level of damage every (Stamina) actions instead of minutes. This is always an optional enhancement.

CRUMBLING SOUL POLLUTION

Cost: —(+1lh); **Mins:** Melee 5, Essence 4; **Type:** Permanent
Keywords: None
Duration: Instant

Prerequisite Charms: Soul-Cleaving Wound

Giving up a part of his necrotized soul, the Abyssal passes on the taint of the Void to his target, bolstering the effects of Soul-Cleaving Wound. By adding a lethal health level to the cost of the Charm, the trait damage inflicted by Soul-Cleaving Wound becomes permanent even for the Exalted and can not be "replaced" with experience expenditures; the maximum value of the damaged trait is reduced by one. Exalted and other Essence-users suffering from such an effect, though they no longer heal the trait loss, still do not respire motes or heal levels of damage for a day after suffering the wound.

ENDLESS CRUELTY PRANA

Cost: —; **Mins:** Melee 5, Essence 6; **Type:** Permanent
Keywords: None
Duration: Permanent

Prerequisite Charms: Soul-Cleaving Wound

This Charm permanently enhances the deathknight's Soul-Cleaving Wound and Artful Maiming Onslaught, removing the Willpower cost from both of those Charms. If the Abyssal has learned Biting Shadow Edge he still must pay Willpower to amputate the limbs of Exalted with equal or higher Essence.

EFFORTLESS SLAUGHTER MANEUVER

Cost: 4m; **Mins:** Melee 5, Essence 4; **Type:** Supplemental
Keywords: Combo-OK, Mirror (Onrushing Finality Maneuver), Obvious, Spectral
Duration: Instant

Prerequisite Charms: Savage Shade Style, Five Shadow Feint

Their dark powers resplendent above all others, none can withstand the bloody onslaught of the Abyssal Exalted. An attack supplemented with this Charm can not be dodged or parried.

BLOOD-SOAKED EXPERTISE

Cost: 7m; **Mins:** Melee 4, Essence 2; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Mirror (Whirling Dervish Method)

Duration: One scene

Prerequisite Charms: Five Shadow Feint

With workmanlike efficiency or gleeful vigor, the Abyssals have a propensity for natural and easy killing. For the rest of the scene the deathknight reduces the multiple action penalties his Melee attacks suffer by three.

Repurchasing this Charm at Essence 4+ allows it to lower multiple action penalties by (Essence) instead of three.

HUNGRY BLADE ART

Cost: —; **Mins:** Melee 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Golden Blade Art)

Duration: One scene

Prerequisite Charms: Blood-Soaked Expertise (x2)

This Charm permanently enhances the Exalt's Blood-Soaked Expertise, allowing the Abyssal to more easily slay her foes. While not truly a reflexive action, the first Melee attack she makes during each action is treated as reflexive for purposes of determining and inflicting multiple action penalties.

DUAL SLAYING STANCE

Cost: —(+2m per attack); **Mins:** Melee 4, Essence 3; **Type:** Permanent

Keywords: Mirror (Petal-Strewn Warrior Path)

Duration: Permanent

Prerequisite Charms: Blood-Soaked Expertise, Unfurling Iron Lotus

Near an Abyssal, bodies litter the ground like leaves. Whenever an Exalt with this Charm uses an Extra Action Charm to make a flurry of Melee attacks with more than one weapon, he may increase the number of attacks in the flurry. The deathknight chooses one of his weapons whose Rate is added as further attacks, paying two motes for each of these additional actions, each one being made with the weapon whose Rate is modifying the flurry.

EIGHTFOLD STEEL WALLS

Cost: —; **Mins:** Melee 3, Essence 2; **Type:** Permanent

Keywords: Mirror (Steel Curtain Dance)

Duration: Permanent

Prerequisite Charms: Elegant Flowing Deflection

The eight principle directions of threatening action are just as meaningless to the Abyssal as life itself. When using Elegant Flowing Deflection, in addition to ignoring penalties to DV, if the Exalt is wielding more than one weapon she adds two of her weapons' Defense to her pool to determine her Parry DV.

With this Charm and Essence 3+ an Exalt may replace the Defense bonus of one of her weapons with her Essence rating when using Elegant Flowing Deflection, if it would be higher. Even Abyssals with only one weapon may do so.

HATRED TO THE QUICK

Cost: —; **Mins:** Melee 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Piercing Rays of Dawn Meditation)

Duration: Permanent

Prerequisite Charms: Resplendent Shadow Blade

This Charm permanently enhances any weapons the Exalt creates with its prerequisite, increasing the number of points he has to spend to build the weapon by (his Essence) if it is Speed 3, or (his Essence x 2) if the weapon is Speed 5.

BLOOD-STREAKED WORLD ARTISTRY

Cost: 5m per Magnitude, 1wp; **Mins:** Melee 5, Essence 5; **Type:** Simple

Keywords: Combo-OK, Mirror (Sharp Light of Judgment), Obvious, Spectral, War

Duration: Instant

Prerequisite Charms: Thousand Wounds Feinting, Ebon Lightning Prana

When one's existence is as tenuous as the half-dead, half-alive Abyssal Exalted, can anyone be truly certain they exist, and if so where they are? When the deathknight activates this Charm, he disappears in a cloud of acrid smoke, reappearing out of a similar cloud before every enemy up to (Essence x 10) yards from his starting point that he can see and cares to strike. The Exalt makes a single Dexterity + Melee attack that is applied against every one of his chosen foes, before settling back into staid existence in front of any one of his targets. The raw damage of this attack is doubled in Step 7 of combat resolution. This Charm's mote cost is five per point of Magnitude that the group of collected enemies would make up. In mass combat, this attack is applied against a target unit a number of times equal to its Magnitude, but the attack neither benefits from any complementary unit the Exalt leads nor does it suffer penalties due to the Magnitude of the target unit.

Exalts with Essence 6+ may increase the cost of this Charm by one Willpower to expand its range to (Essence x 100) yards, or one mile at Essence 8+. Another purchase of this Charm at Essence 6+ reduces its mote cost to three per Magnitude.

WICKED BLADE MASTERY

Cost: 2xp, 1hl; **Mins:** Melee 5, Essence 5; **Type:** Simple

Keywords: Combo-Basic, Obvious, Touch

Duration: Instant

Prerequisite Charms: Torturous Vignette Punishment, Thieving Raiton Claws

This Charm targets a Melee weapon that the Abyssal owns, investing it with some of his necrotic energy. Forever after, no other person may own the weapon, and the mote cost for the deathknight's Blade-Summoning Gesture is reduced to zero when summoning the weapon. Worse, when the Exalt wields the weapon it bites deeper, inflicting an extra number of lethal health levels of damage in Step 10 of attack resolution equal to half the Exalt's Essence with any successful attack that rolls at least one die of post-soak damage.

ETERNAL WARRIOR DISDAIN

Cost: —(+4m); **Mins:** Melee 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Indomitable Puissance)

Duration: One action

Prerequisite Charms: Death-Deflecting Technique

This Charm permanently enhances the Abyssal's Death-Deflecting Technique, allowing him to increase its cost by four motes to improve its effects against a single attacker. For the rest of the action the Exalt perfectly parries any attacks from that attacker which are not unexpected, even those that are unblockable. The Flaw of Abyssal Invulnerability of the deathknight's Death-Deflecting Technique applies to all such blocks. This Charm ends prematurely if the character is disarmed of his Melee weapons.

Another purchase of this Charm at Essence 5+ allows the deathknight to increase the cost further by one Willpower. The Abyssal then parries all attacks of which he is aware for the rest of the action, not just those from a single attacker.

ABYSSAL GUARDIAN MASTERY

Cost: —; **Mins:** Melee 6, Essence 6; **Type:** Permanent

Keywords: Mirror (Divine Bulwark Mastery), Obvious

Duration: Permanent

Prerequisite Charms: Eye of the Tempest, Fluttering Moth Defense

Through the deathknight's frightening mastery of nihilism, the yawning maw of the Void consumes the potential for others to harm her. With Eye of the Tempest is active, activating Death-Deflecting Technique does not count as a Charm use for the purposes of activating other Charms or Combos.

BITING SHADOW AEGIS

Cost: —; **Mins:** Melee 2, Essence 2; **Type:** Permanent

Keywords: Mirror (Pressing the Golden Escutcheon)

Duration: Permanent

Prerequisite Charms: None

Deathknights turn even their safeguards into weapons. Normally, a shield is an improvised weapon, with Accuracy -3, Rate 1 and dealing a base bashing damage equal to the hand-to-hand DV bonus it provides. Spiked shields inflict lethal instead. This Charm permanently enhances the Exalt's use of shields as weapons, increasing their Accuracy to 0 and, if it would be lower, their damage to equal his permanent Essence.

THROWN

HORIZON-SHATTERING ATTACK

Cost: —; **Mins:** Thrown 5, Essence 2; **Type:** Permanent

Keywords: Artillery, Mirror (Heaven-Skimming Bombardment)

Duration: Permanent

Prerequisite Charms: Any Thrown Excellency, Aid of Ill Wind

The life of a deathknight is one of negativity. But they are allowed some simple pleasures, such as the glee of watching giant rocks smash castles and armies to bits. After learning this Charm the Solar may apply his Thrown Charms to artillery weapon attacks normally, unless the Storyteller decides they could not function in the context of artillery weapons. Normal rules for Charm use in mass combat still apply.

WAR

LEGION-DISPERSING HOWL

Cost: —(+3m); **Mins:** War 5, Essence 4; **Type:** Permanent

Keywords: Avatar (1)

Duration: Instant

Prerequisite Charms: Morale-Shattering Method

Terrifying even the most hardened warrior, the deathknight lets loose an unearthly moan that drowns out all other sounds and carries across the largest battlefield. This Charm permanently enhances the Exalt's Morale-Shattering Method, changing the difficulty to resist to three no matter the target unit's Magnitude. The deathknight may pay an additional three motes when activating the Charm to change its type from Simple to Reflexive.

BLACK SUN HORDE

Cost: —; **Mins:** War 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Hive Mind Horror Tactics

This Charm permanently enhances an Abyssal's Hive Mind Horror Tactics. While Hive Mind Horror Tactics remains active, the deathknight may use all of his non-Permanent Charms with the unit normally without a stunt, including Simple and Extra Action Charms. He also regains motes or Willpower from stunts using those Charms normally, since they are no longer necessary to power the Charms.

MIDNIGHT

INTEGRITY

EMPOWERING VILLAINY SPIRIT

Cost: —; **Mins:** Integrity 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Hero's Purpose Meditation)

Duration: Instant

Prerequisite Charms: Faithful Killer's Reprieve

Gnashing, gnawing, unceasing and unstoppable, the wrath of the Neverborn eat away at the roots of the world. Sometimes, deathknights learn to skim a bit of power off of the sluicing life of the world as entropy drains it away. This Charm permanently enhances the Exalt, allowing him to recover a point of Willpower whenever he is directly responsible for thwarting the action of another character that was itself enhanced by a two- or three-die stunt. This effect only applies if the deathknight's foe was defending or supporting one of their own Intimacies or Motivations, or if the action was dictated by a controlling Virtue or ongoing Limit Break. Such points of Willpower can not exceed the Abyssal's normal maximum.

YAWNING MAW OF FAILURE

Cost: —; **Mins:** Integrity 5, Essence 5; **Type:** Permanent

Keywords: Avatar (3), Mirror (Inviolable Edicts of the Sun)

Duration: Permanent

Prerequisite Charms: Freedom in Slavery Understanding, Faithful Killer's Reprieve

With their greatest faith invested in their dark masters, the truly unrighteous deathknight can rely on the Neverborn to consume the power of those that oppose them. This Charm permanently enhances the Abyssal, protecting him against effects that manipulate his Charms or spells, motes, mote pools, Willpower and any Virtue channels except Compassion. The difficulty of any rolls for such effects increases by an amount equal to the Exalt's permanent Essence. If an effect would do so without a roll, that effect fails automatically. In the case of spells, this makes it impossible to countermagic them only during the Shape Sorcery or Necromancy actions of the Exalt; once the Cast Sorcery or Necromancy action has been taken, the energy of the spell has been released and those motes are no longer truly his own, unless they must remain committed for the spell to continue functioning.

This Charm protects the Abyssal by forming a close bond with the Neverborn. Any deathknight who knows this Charm can not learn Unconquered Hero's Faith, nor vice versa. If the Exalt has permanent Essence 6 or more, this bond is so close

that those who would suppress his power might briefly touch the Neverborn's chill dead souls. If the suppression fails to affect the deathknight, the attacker suffers a number of unsoakable aggravated levels of damage equal to (Exalt's Essence – 5).

PERFORMANCE

FORUM-CONQUERING RANT

Cost: 4m, 1wp; **Mins:** Performance 4, Essence 2; **Type:** Extra Action

Keywords: Combo-OK, Mirror (Indivisible Themes of Splendor), Obvious, Social

Duration: Instant

Prerequisite Charms: Morbid Fascination Style

The vile tongues of the deathknights are insidious and quick. This Charm is a magical flurry of up to (Essence + 1) actions in social combat, all of which ignore any Rate restrictions that might apply, suffer no multiple action penalties and inflict only the highest DV penalty of any single action in the flurry. The actions that may be a part of this flurry are Performance- and Presence-based social attacks, and Miscellaneous actions to re-establish surprise with Manipulation + Socialize. The social attacks that are a part of this flurry can only be made to attack a target's Motivation, erode a target's Intimacies, or encourage or instill negative emotions and beliefs (see sidebar, **The Manual of Exalted Power—Abyssals**, p. 137). Use of this Charm is only Obvious if the Exalt makes four or more attacks in the flurry.

SECRET HEART INIQUITY

Cost: —; **Mins:** Performance 5, Essence 3; **Type:** Permanent

Keywords: Emotion, Mirror (Mastery-of-Passion Nuance), Social

Duration: Permanent

Prerequisite Charms: Soul-Dessicating Style

Tucked away in the corners of even the most compassionate, valorous and temperate hearts are nuggets of disdain, cowardice and unbridled lust. The Abyssal Exalted know how to bring out these deeper, truer emotions. When a deathknight makes a social attack supplemented by Soul-Dessicating Style, he may name a Virtue that is relevant to his attack. Any target whose rating in that Virtue is not 5 treats the Virtue as if it were instead rated at 1 for the purposes of responding to the attack. Those with a rating of 1 in the chosen Virtue instead drop to 0, becoming completely detached from the tenets of the Virtue.

Further, to act in accordance with the chosen Virtue in response to the social attack, a target must succeed on a roll of that Virtue (at the lowered rating) and the character may not spend Willpower to automatically succeed. This unnatural emotion can be resisted by spending two Willpower, except in the case of the Exalted, who spend no Willpower but gain one Limit—or one Resonance in the case of Abyssals—to resist the effect. This Charm may supplement other Abilities, and it has no effect on the primary Virtue of Exalted who suffer the Great Curse.

PERPETUAL INCUBUS MASTERY

Cost: —; **Mins:** Performance 5, Essence 5; **Type:** Permanent

Keywords: Mirror (Allure of Divine Beauty)

Duration: Permanent

Prerequisite Charms: Irresistible Succubus Style

This Charm permanently enhances its prerequisite, changing its type to Supplemental. It no longer is a social attack itself, but instead enhances other social attacks, adding (Appearance) extra dice and, apart from the normal effects of the social attack, building an Intimacy of lust as described under Irresistible Succubus Style. Abyssals with Essence 6+ also reduce the mote cost of Irresistible Succubus Style to five, and those with Essence 8+ reduce its cost to zero motes and zero Willpower.

PRESENCE

COMMANDING WHISPER

Cost: —; **Mins:** Presence 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Glorious Imperative)

Duration: Permanent

Prerequisite Charms: Poisoning the Will

Channeling the unnatural power of the Neverborn through his mind, the Abyssal lets their overwhelming presence do all the hard work. With this Charm, the Exalt may remove the Touch keyword from Poisoning the Will by verbally issuing the command as a social attack against the target. The target remains unaware of the magical influence behind the command, but is fully aware the deathknight issued a command.

A second purchase of this Charm at Essence 5+ makes the target's Dodge MDV inapplicable against the influence when it is issued as a verbal command.

PAINFUL MAJESTY AURA

Cost: —(2m); **Mins:** Presence 5, Essence 4; **Type:** Permanent

Keywords: Obvious, War

Duration: Permanent

Prerequisite Charms: Heart-Stopping Mien

It means death merely to approach the wrathful Exalt. When the deathknight uses Heart-Stopping Mien to enhance Dread Lord's Demeanor, he now becomes capable of performing a Miscellaneous action and spending two motes to instantly slay all living extras within (Essence) yards, as an environmental hazard. In mass combat, this Charm is generally ineffective unless the unit the Abyssal is engaged with is small enough that most of it fits within (Exalt's Essence) yards, in which case the Exalt may use it to instantly slay the entire unit.

At Essence 6+, this effect can harm living heroic mortals as well, inflicting three levels of lethal damage. Use of this effect may be part of a flurry, but it may not be used more than once in each flurry. Also at Essence 6+ the deathknight may purchase this Charm again to make its use reflexive. Purchasing the Charm a third time at Essence 8+ increases the damage it does to (half Exalt's Essence) levels and allows it to harm Essence-users.

HOWLING LABYRINTH COMMUNION

Cost: 8m; **Mins:** Presence 5, Essence 5; **Type:** Simple

Keywords: Combo-Basic, Obvious, Spectral

Duration: One scene

Prerequisite Charms: Painful Majesty Aura

Tearing a hole in the world, the sucking cracks of reality that run through the Labyrinth of the Underworld spill out of the Abyssal's anima and into his surroundings. For the rest of the scene after activating this Charm, the Exalt is surrounded by an aura that inflicts environmental damage on those who approach within (Essence) yards. The hazard inflicts Damage (Essence ÷

2)/action, Trauma 5L, and is treated as a natural hazard of the Underworld. It has no effect on specters, hekatonkhire, Deathlords or Exalts using Maelstrom-Weathering Indifference (**The Manual of Exalted Power—Abyssals**, p. 150).

SHAMBLING HORDE APPROPRIATION

Cost: —(+1m per Magnitude, 1wp); **Mins:** Presence 4, Essence 4; **Type:** Permanent

Keywords: Social, War

Duration: One day

Prerequisite Charms: Command the Dead

Taking control of a mindless corpse is easy; mastering *all* the undead takes a little more effort. This Charm permanently enhances the deathknight, allowing him to target Magnitude dots worth of undead instead of individuals with Command the Dead, even if the targets are not organized into a single group (which could then be targeted normally as per **Exalted**, p. 162). This increases the cost of the Charm by one mote per dot of Magnitude and also costs an additional Willpower.

FULFILLING THE GRAVE'S CUPIDITY

Cost: 6m; **Mins:** Presence 3, Essence 3; **Type:** Simple (Speed 4 in long ticks)

Keywords: Combo-OK, Emotion, Social

Duration: Until next dawn

Prerequisite Charms: Heartless Fiend Insinuation

While personal conquests are due reward for the Abyssals who do all the work, the natural despair of life is owed respect. This Charm is a social attack against a mortal, the Exalt rolling ([Charisma or Manipulation] + Presence) against the target's MDV. Success shakes the target's love of life, twisting their thoughts to despair and suicide. This unnatural emotion imposes an Intimacy to the "good" aspects of death and giving up—release from torment, finding ancestors in the Underworld, etc.—which can't be eroded until the next dawn.

While the Intimacy remains magically bolstered, any social attacks against the target encouraging him to kill loved ones or commit suicide are considered unnatural mental influence that are not unacceptable orders. Despite the relatively positive outlook of the imposed emotion, it is a negative Intimacy (see sidebar, **The Manual of Exalted Power—Abyssals**, p. 137). Initially the target may throw off this influence by spending two Willpower, banishing both magic and Intimacy, but once dawn has passed the Intimacy must be eroded normally.

At Essence 4+ the Abyssal can target Essence-users with this Charm at no additional cost.

COMMANDMENT OF THE ABYSS

Cost: —; **Mins:** Presence 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Injunction of the Lawgiver), Social, Spectral

Duration: Instant

Prerequisite Charms: Soul-Flaying Gaze

The chill winds of the tombs of the Neverborn spill from the deathknight's mouth to pierce the soul, delivering the painful truth. The Exalt's Soul-Flaying Gaze may now enhance social attacks that inflict unnatural influence. In addition and at the Abyssal's choice, it may also turn natural influence into unnatural influence. A second purchase of this Charm increases the Willpower cost to resist any attacks supplemented by the Charm by one.

MIND-CRACKING INVECTIVE

Cost: 8m, 1wp; **Mins:** Presence 5, Essence 3; **Type:** Simple (Speed 3 in long ticks)

Keywords: Combo-OK, Sickness, Social

Duration: Instant

Prerequisite Charms: Sanity-Eroding Diatribe

Filling her mouth with verbal spleen, the deathknight lets loose with a horrendous, otherworldly obscenity that shatters the minds of the weak-willed. This Charm is a social attack against a single target, the Abyssal's player rolling (Charisma + Presence) against the target's MDV. If successful, this Charm breaks the target's mind, inflicting a mental illness. If the attack roll's extra successes exceed the target's MDV by an amount greater than their permanent Essence, the madness is doubly worse. This unnatural influence may be resisted at the time of infliction by spending three Willpower, ignoring the effects of the Charm; if this opportunity is not taken, the madness must be dealt with as a Sickness effect.

See *The Compass of Celestial Directions, Vol. II—The Wyld*, p. 148 and *The Manual of Exalted Power—Lunars*, p. 209 for suggested derangements; this Charm inflicts deficiency-level derangements normally, or debility-level if the attack roll's threshold exceeds the target's Essence. Essence-users shake off this madness after spending Willpower to suppress it a number of times equal to the Abyssal's Essence; it does not matter if a subsequent roll to resist the madness fails, as long as the magical being spends the Willpower. Mortals will require magical healing.

DREAD MIND-SPIDER SWARM

Cost: —(+10m); **Mins:** Presence 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Mind-Cracking Invective

This Charm permanently enhances the Abyssal's Mind-Cracking Invective, doubling the number of times an Essence-user must spend Willpower to shed the madness. In addition, if the attack achieves a threshold twice as great as the target's Essence, the deathknight may inflict a deformity-level insanity. Such strong derangements can not normally be resisted with Willpower expenditure, but an Essence-user may spend one Willpower point per scene to fight against this madness; the derangement is still in effect, but this counts as spending Willpower to rid them of the insanity.

By spending an additional ten motes when activating Mind-Cracking Invective, the Exalt may also assault more than one mind with his dread madness. This follows the normal rules for Mind-Cracking Invective, though instead of Presence the Abyssal's player must roll Performance. The deathknight's player makes a single attack roll that applies against anyone who can hear and understand the Exalt.

RESISTANCE

WORD OF GHOSTLY PROTECTION

Cost: —; **Mins:** Resistance 5, Essence 3; **Type:** Permanent

Keywords: Avatar (1), Mirror (Golden Purity Bulwark)

Duration: Permanent

Prerequisite Charms: Inauspicious Inner Aegis

This Charm permanently enhances the Exalt's Inauspicious Inner Aegis, increasing the soak it provides by her Whispers rating and its Hardness by half that amount.

INSENSATE CORPSE FLESH

Cost: 3m, 1wp (8xp); **Mins:** Resistance 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Taint

Duration: One scene

Prerequisite Charms: Injury-Absorbing Discipline, Cadaverous Torpor Technique

The bodies of the Abyssal Exalted straddle the thin, fragile line between life and death. By drawing necrotic Essence into her frame, the deathknight can tip the balance farther toward the static, unfeeling implacability of nothingness. While this Charm is active the Abyssal ignores all wound penalties as well as any other penalties based on physical pain. The Taint drawback to this Charm is that the Exalt can never again feel physical pleasure. Be it delicious food, sexual release or the simple caress of water in a hot bath, the deathknight has given up any claim to the pleasures of the flesh. Physical sources of release or encouragement can provide no benefit to the Exalt. On the bright side, social attacks and similar effects that promise physical release become less effective, losing bonus dice, increasing the Exalt's MDV or simply becoming ineffective as the Storyteller judges appropriate. This Charm may become a Taint at a cost of four bonus points or eight experience.

UNSTOPPABLE GROTESQUERY

Cost: —; **Mins:** Resistance 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Insensate Corpse Flesh

This Charm permanently enhances its prerequisite, so that while in effect it allows the deathknight to remain active after the damage he has suffered reaches his Incapacitated or Dying health levels. When damage or any physical pain would make the Exalt Inactive, he ignores that effect, though he will still die when he has no Dying levels left and mind control that forces him to stop acting is unimpeded by this Charm.

FURIOUS ABOLITION EMPOWERMENT

Cost: —(+3m; 1+ Resonance); **Mins:** Resistance 5, Essence 4; **Type:** Permanent

Keywords: Avatar (2)

Duration: Instant

Prerequisite Charms: Insensate Corpse Flesh

The wicked power of Oblivion can have a certain beauty to it, particularly on the battlefield. This Charm permanently enhances the Abyssal, allowing her to commit an additional three motes when activating Insensate Corpse Flesh and in so doing instead of ignoring wound penalties they are inverted to become bonus dice. These bonus dice do count toward dice limits from Charms, and they only apply to actions taken to inflict harm. The Exalt still ignores the penalties for all other purposes. If the Abyssal has not destroyed something or killed someone by the end of the scene, she gains one Resonance.

If the Exalt has acquired the Taint version of Insensate Corpse Flesh, she may commit three motes to gain the above benefits for a scene. Unfortunately—at least by some measures—the

Abyssal regains the ability to feel pleasurable sensations when she enhances her Tainted Flesh in this way, and so immediately gains a point of Resonance for opening herself to physical happiness once more. She will also gain another point of Resonance at the end of the scene if she has not slain or obliterated at least a number of beings or items equal to her Essence.

ENDLESS SHIFTING OFFAL

Cost: 8m, 1 Resonance (12xp); **Mins:** Resistance 5, Essence 5; **Type:** Reflexive (Step 10)

Keywords: Avatar (3), Combo-OK, Spectral, Taint

Duration: One scene

Prerequisite Charms: Insensate Corpse Flesh

When one is dead or nearly so, what does it matter when the flesh is punished? It's all meat and bone, and in the end it amounts to nothing anyway. For the rest of the scene, this Charm allows the Void to devour the specifics of a wound, making the worst assaults as meaningless as any lesser injury. When a source of physical damage would inflict levels of lethal or aggravated damage equal to or less than the Abyssal's Essence, or twice that many levels if the damage is bashing, the deathknight instead suffers only a single level of damage. Endless Shifting Offal's effect occurs after all other forms of damage mitigation, so things like a Daybreak caste's anima can not combine with this Charm to make the Abyssal completely immune to small amounts of damage.

The deathknight may adopt this Charm as a Taint for six bonus points or twelve experience points. When this Charm becomes a permanent Taint, the deathknight benefits from its effect constantly at no mote cost, but if he suffers no levels of damage by the end of a scene involving combat he gains a point of Resonance. Additionally, his injuries are less meaningful and so provide less power to bloody magics, doubling the number of health levels necessary to power Charms with health level costs.

INDIFFERENT CADAVER MEDITATION

Cost: 5m; **Mins:** Resistance 5, Essence 2; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Mirror (Unbreakable Warrior's Mastery), Spectral

Duration: Instant

Prerequisite Charms: Any Resistance Excellency, Ox-Body Technique

The necrotic Essence of the Underworld is ill-equipped to shield one from harm, but it is nearly as good at simply sucking away the potential of others to inflict that harm. This Charm functions identically to its Mirror, except as noted above. See *Exalted*, p. 208 for more.

CEASELESS SHAMBLING FRAME

Cost: —(+3m, 1wp); **Mins:** Resistance 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: One scene

Prerequisite Charms: Indifferent Cadaver Meditation

This Charm permanently enhances the deathknight, allowing him to activate Indifferent Cadaver Meditation with an increased cost of eight motes and one Willpower. This extends the Charm's duration to a scene, though its Spectral nature re-

quires the expenditure of Willpower to function from action to action when outside a Shadowland or the Underworld. Whichever version of Indifferent Cadaver Meditation the Abyssal uses, it now succeeds automatically against all mundane Crippling effects and magical Crippling effects that have a source whose Essence is less than (deathknight's Essence - 2).

PERFECTED HERALD OF CONTAGION

Cost: —; **Mins:** Resistance 5, Essence 5; **Type:** Permanent

Keywords: Mirror (Perfected Constitution)

Duration: One day

Prerequisite Charms: Plague Knows Its Master

This Charm permanently enhances its prerequisite, extending its duration to one day. Another purchase of this Charm at Essence 6+ reduces the mote cost of Immunity to Everything Technique to (10 - Exalt's Essence). At Essence 7+ a third purchase extends the Charm's duration indefinitely.

DAYBREAK

CRAFT

WORLD-KILLING URGENCY CLEVERNESS

Cost: —; **Mins:** Craft 5, Essence 4; **Type:** Permanent

Keywords: Avatar (2)

Duration: Permanent

Prerequisite Charms: Frenzied Forge Within

Dead and dreaming though they are, the Neverborn can be a source of great insight and instruction in the art of killing. This Charm upgrades the workshop provided by the deathknight's Frenzied Forge Within to a *master's workshop*. In addition, the Exalt adds (Whispers) extra dice to his Create Item/Artifact (*Exalted*, p. 133) dice pools, even when not using Frenzied Forge Within. This does not count as a bonus from Charms.

Buying this Charm a second time at Essence 5+ increases the quality of workshop provided by Frenzied Forge Within to *ideal*, and a third purchase at Essence 6+ provides a *flawless workshop*.

FATHOMLESS NIGHTMARE INSPIRATION

Cost: —; **Mins:** Craft 5, Essence 6; **Type:** Permanent

Keywords: Avatar (3)

Duration: Permanent

Prerequisite Charms: World-Slaying Arsenal Epiphany

With a close connection to their dead gods, the deathknights can wrench terrible secrets of creation from the dreams of the Authors of Existence. Taking advantage of this Charm requires that the Abyssal go on a guided Whispers vision-quest (*The Manual of Exalted Power—Abyssals*, p. 100), with a focus on creating an artifact or necrotech creation that fits the criteria allowing application of Frenzied Forge Within. The Exalt rolls ([Perception or Intelligence] + appropriate Craft) against a difficulty of the artifact's rating or half the necrotech creation's coil rank.

On a success, the deathknight returns to the waking world with complete designs for the device. In the case of artifacts, this halves the cumulative difficulty to complete the project (*The Books of Sorcery, Vol. III—Oadenol's Codex*, p. 18); for necrotech animations the Abyssal increases her effective Ability + Specialty by her Whispers rating for the purposes of

designing and building the thing (which does not count as a dice bonus from Charms), allowing the Exalt to create necrotech of coil ranks normally beyond her facility. Should the roll to interpret the messages of the dread dreams fail, she snaps back to waking with a terrible certainty that she has somehow misinterpreted her master's plans, losing a point of Willpower in the process.

INVESTIGATION

FATE-OF-ALL-HEROES INTUITION

Cost: —(+1wp); **Mins:** Investigation 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Soul-Invading Glance

With malevolent purpose the deathknight worms her way through the mind and soul of a potential victim, uncovering their greatest weakness. This Charm permanently enhances the Abyssal, allowing her to increase the cost of Soul-Invading Glance by one Willpower to change its effect. Instead of uncovering the Motivation and Intimacies of a target, the Charm reveals the Flaws of Invulnerability (or equivalent) that any of their perfect defenses suffer from. This does not reveal which Charms suffer which Flaws, only which Flaws the character may be subject to if they choose to use a perfect defense.

LORE

DEAD DREAM INSINUATION

Cost: —; **Mins:** Lore 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Teaching Incomprehensible Truths

This Charm permanently enhances its prerequisite, allowing it to inflict (half the Exalt's Essence) Whispers instead of a single dot. If the target wishes to permanently adopt the increased Whispers rating, they may do so at the normal cost of three experience per dot. When the Charm targets someone who already suffers from Whispers, the targets' old Whispers rating is replaced by that inflicted by this Charm if it would be higher. If the target's Whispers is already the same or higher, this Charm increases it by one, to a maximum of five. The target may permanently increase their Whispers rating by paying three experience per dot, discounting the cost of any dots they would normally have.

MEDICINE

WORLD-KILLING MALADY ENHANCEMENT

Cost: 3+m, 1wp; **Mins:** Medicine 4, Essence 3; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisite Charms: Plague-Eating Kiss

Abyssal Exalted use this Charm to twist a disease with their necrotic Essence, increasing its potency immensely. By paying (3 x disease's Virulence) motes and a Willpower, the Abyssal alters a disease in a victim the Exalt touches or within herself. The Exalt then chooses to increase the disease's Virulence, Untreated Morbidity or Difficulty to Treat by one. A disease's Virulence, Treated Morbidity and Difficulty to Treat may not be

increased to more than (Essence) by any combination of effects including this Charm, while its Untreated Morbidity may be raised as high as (Essence + 2). In the case of magical diseases, for every two points by which the mundane Difficulty to Treat rises, the magical Difficulty to Treat rises by one. See **Exalted**, p. 129, **The Manual of Exalted Power—Lunars**, p. 211 and **Scroll of the Monk**, p. 153 for more on diseases. This Charm does not change any other aspects of the targeted disease, so spiritual afflictions do not become contagious while mundane diseases remain resistible by mortals without magical aid.

OCCULT

GRAVE AFFINITIES

Cost: —; **Mins:** Occult 3, Essence 1; **Type:** Permanent

Keywords: Mirror (Celestial Refinement Techniques)

Duration: Permanent

Prerequisite Charms: Any Occult Excellency

Not only is it a natural aspect of the Abyssal Exalted to have command over the dead, they can excel in the art like no other. This Charm permanently enhances the Exalt, granting him a "phantom Degree" in the thaumaturgical Art of the Dead (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 133). This phantom Degree is in all ways like a normal Degree in that Art, but even after mastering the Art normally this Charm has its uses. The Degree provided by this Charm stacks with any normally learned Degrees, even if such a bonus would add more than three dice to rolls. Deathknights with this Charm add bonus successes equal to their Essence to any rolls for the Art of the Dead. The Exalt also reduces the motes necessary to lower the Resources cost of Art of the Dead procedures by his own permanent Essence (see **Exalted**, p. 138 for more). Any ritual of this Art that requires less than an hour to perform instead necessitates the Abyssal simply perform a Miscellaneous action.

The deathknight may enhance his mastery over the Art of the Dead further by spending 3 experience points (or 1 bonus point during character creation). Doing so, he increases by one the maximum bonus from relevant Specialties that can apply to uses of the Art of the Dead. For example, with this enhancement and the Master Degree of the Art of the Dead, the Abyssal would gain three dice from his Degree, another from this Charm's "phantom Degree" and one more from a relevant standard Occult Specialty. Abyssals may purchase this increase on the limit of Specialties a total of three times, allowing them to add up to seven total dice from Degrees and related Specialties in the Art of the Dead.

When Abyssals or Solars teach each other of this Charm—as per the Mirror keyword—they can only do so in regard to the Art of the Dead. Despite the breadth of the Solars' Celestial Refinement Techniques, the limited purview of deathknights restrict just what kind of knowledge they can pass on to or learn from each other.

WORLD-SHREDDING EVOCATION

Cost: —(+5m); **Mins:** Occult 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Terrestrial Circle Sorcery or Shadowlands Circle Necromancy

By bleeding some of their necrotic Essence into the patterns shaped by their spells, deathknights can add pain and suffering to the most benign-seeming magic. This Charm permanently enhances the Exalt, allowing him to increase the mote cost of a spell by five to alter a sorcery or necromancy spell he casts that produces a violent reaction of some kind. This of course includes spells such as Death of Obsidian Butterflies or Flesh-Sloughing Wave, but it also includes the burst of birds in Flight of Separation or the dusty flash of Unconquerable Self (see **The Books of Sorcery, Vol. II—The White and Black Treatises** for information on these last three spells). A wave of necrotic Essence washes out from the deathknight as soon as he casts the spell. This inflicts (Essence) dice of aggravated damage on everything within one yard of the Abyssal (except the Exalt himself), and the same amount of lethal damage dice against everything out to (Abyssal's Essence) yards. Whether lethal or aggravated, this damage ignores soak from armor.

ROTTING ESSENCE INTEGRATION

Cost: —; **Mins:** Occult 5, Essence 5; **Type:** Permanent

Keywords: Avatar (3)

Duration: Permanent

Prerequisite Charms: Shadowlands Circle Necromancy

With the dark touch of the Neverborn upon him, the twisted Essence patterns of necromancy come easily to the Abyssal. This Charm permanently enhances the Exalt, decreasing by one the Willpower cost for him to cast necromancy spells, to a minimum of zero. Eclipses and Fiends can not learn this Charm, as it specifically requires an Abyssal Exaltation.

CURSED BLESSING OF THE NEVERBORN

Cost: —(1 Resonance); **Mins:** Occult 5, Essence 5; **Type:** Permanent

Keywords: Avatar (4)

Duration: Instant

Prerequisite Charms: Rotting Essence Integration

Imposing upon his dead, dreaming gods, the Abyssal siphons off some of their power to ease the casting of a spell. With this Charm, when the Abyssal casts a necromancy spell she may choose to gain one Resonance in return for the Neverborn empowering her ritual. This allows her to reduce the Willpower cost of casting the spell by one or reduce the mote cost of the spell by an amount equal to (Exalt's Essence – Resonance before imposing), each to a minimum of zero. If the deathknight's Resonance outstrips her permanent Essence and for some reason she prods her dark masters, even if she would have opted for the reduced Willpower cost she instead loses a number of motes equal to the difference between her Resonance (including the one she just received) and Essence. If this would reduce her mote pool below zero, her mote pool remains zero but the spell immediately shatters as if she had lost her concentration.

FEVER DREAM CLARITY

Cost: —; **Mins:** Occult 7, Essence 7; **Type:** Permanent

Keywords: Avatar (5)

Duration: Permanent

Prerequisite Charms: Rotting Essence Integration

Absorbing as fully as he can the mad dreams of the Neverborn, the Abyssal's psyche cracks and the necrotized patterns of primeval Essence left behind by the deaths of Primordials

make perfect sense to him. This Charm permanently alters the character, and as an extra cost of learning it he must adopt one debility-level derangement; he gains no bonus or experience points for this, nor can it offset the cost of mutations or other related point costs. If this derangement is suppressed, the Exalt loses the use of this Charm until it returns; if the madness is cured, the Abyssal “unlearns” the Charm and must relearn it if he wishes to regain the effect.

While suffering from a transcendent understanding of the dreams of the Neverborn, the deathknight becomes acclimated to using necrotic Essence. When casting necromancy spells that do not require a dramatic ritual, the Shape Necromancy actions necessary to cast the spell are compressed into a single DV -3 Miscellaneous action which may be flurried normally. The necromancer may even use reflexive Charms and Combos during this action, including relevant Excellencies to enhance the spell itself. This last benefit extends to Cast Necromancy actions as well.

For more on derangements, see **The Compass of Celestial Directions, Vol. II—The Wyld**, p. 148-150 and **The Manual of Exalted Power—Lunars**, p. 209-210.

GOD-HOME INVASION

Cost: 4m, 1wp; **Mins:** Occult 3, Essence 3; **Type:** Simple

Keywords: Combo-OK, Mirror (Holistic Essence Understanding)

Duration: One scene

Prerequisite Charms: Corpus-Rending Blow

For the rest of the scene, this Charm allows the Abyssal to infiltrate the immaterial world as if it were material. The Exalt can perform normal physical actions—not just attacks—that affect the immaterial world. While this effect lasts, the deathknight reflexively chooses at the beginning of each of his actions whether to interact with the immaterial as if it were material, or to treat immaterial items and beings as intangible. The Exalt must still activate Corpus-Rending Blow normally to inflict aggravated damage to spirits or to strike immaterial targets when he is treating the immaterial as intangible.

DIVINITY-DENYING STRIKE

Cost: Varies; **Mins:** Occult 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Mirror (Magic-Defying Mudra), Obvious, Shaping, Spectral

Duration: Instant

Prerequisite Charms: Corpus-Rending Blow

The lesser magics of the rebellious gods and their Exalted champions are no match for the all-consuming hunger of Oblivion. This Charm enhances one of the Abyssal's physical attacks, stripping away the extant power of the target. As long as the attack successfully hits, one Charm, spell or other Essence-fueled power that is currently affecting the target is banished. Permanent Charms and similar effects can not be targeted by Divinity-Denying Strike. The attack deals damage normally in addition to suppressing the chosen effect.

Negating a Charm costs (3 x target's permanent Essence) motes. If the effect is a spell, the mote cost is (5 x the circle of the spell). The deathknight must be able to discern the existence of the effect she wishes to banish before activating this Charm, so she must have prior knowledge of the effect—having seen the spell cast, utilizing Through Dead Eyes, the targeted Charm is Obvious, etc.

Motes spent on or committed to banished effects are lost. Reflexive Charms may be reactivated immediately at normal cost after being devoured by this Charm, subject to the usual timing rules, and apply their effects normally.

SPIRITUAL DECREPITUDE INFLICTION

Cost: —(2m per permanent Essence); **Mins:** Occult 5, Essence 5; **Type:** Permanent

Keywords: Crippling, Shaping

Duration: Instant ([10 – target’s Essence] ticks)

Prerequisite Charms: Divinity-Denying Strike

Dark magic wraps itself around the deathknight’s weapon before shattering the surprisingly delicate spiritual connection a foe has with the rest of the world. Though temporary, this condition is devastating. When using Divinity-Denying Strike instead of suppressing a Charm the Abyssal may cut the target off from Essence use entirely. This costs (2 x target’s Essence) motes, and successfully striking the target with this power makes it impossible for them to spend motes or use Essence-fueled powers. The target loses the ability to make use of any Charm, Combo or other power that requires the expenditure of motes. The victim’s power remains crippled for (10 – target’s Essence) ticks.

A second purchase of this Charm at Essence 6+ increases the effect’s duration to (10 – target’s Essence) actions, while a third at Essence 7+ increases it to (15 – target’s Essence) actions.

FETTERS OF RESPLENDENT APOSTASY

Cost: —(3m); **Mins:** Occult 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Spirit-Chaining Hero Aura), Obvious, Shaping

Duration: One scene

Prerequisite Charms: Divinity-Banishing Contempt

This Charm permanently enhances the Abyssal’s Divinity-Banishing Contempt, allowing her to commit three motes when activating that Charm to shackle the targeted spirit in a material state. This causes Divinity-Banishing Contempt to always force the spirit to materialize, at no cost to the spirit, even if it is naturally immaterial. The target remains materialized for the rest of the scene or until the deathknight releases the committed motes.

SOUL-MEASURING GLANCE

Cost: —; **Mins:** Occult 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Essential Nature Discovery)

Duration: Permanent

Prerequisite Charms: Through Dead Eyes

The Abyssal Exalted must account for every wondrous thing in the world to properly annihilate existence. When the Exalt has Through Dead Eyes active, gauging a manse or artifact’s rating or person’s Essence successfully also informs the Abyssal as to their basic nature and type: demon (and of which Circle), Dragon King, elemental (and of which element), Exalt (and of which type), Fair Folk, ghost, god (Terrestrial or Celestial), and so on. Even without Through Dead Eyes active, the deathknight may attempt to scrutinize an item or person with the usual Intelligence + Occult roll, but its difficulty increases by two. When any of this information is relevant to piercing a disguise, the Exalt gains two extra successes on rolls to do so.

DAY

ATHLETICS

GRASPING VOID SINEW

Cost: —; **Mins:** Athletics 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Corpse-Might Surge

Muscles straining painfully, the Exalt cracks even the most well-built object as if it were made of egg shell. As long as the Exalt’s Corpse-Might Surge is active, she may reflexively pay two motes to double her effective Strength + Athletics when performing a feat of strength to break an object.

A second purchase of this Charm at Essence 5+ changes it so that it multiplies the Abyssal’s Strength + Athletics total by her permanent Essence. In addition, the deathknight may use Grasping Void Sinew to break objects that are nominally indestructible, contesting the effect normally.

CRACKED FOUNDATION ROAR

Cost: —(+1wp); **Mins:** Athletics 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Grasping Void Sinew

With the intimacy of a lover, the Abyssal finds just the right spot in some grand architecture, then tears out vast chunks of it. Though not necessary, this is usually accompanied by a great roar or a scream through gritted teeth as the character’s tendons strain just short of snapping. With this Charm, the deathknight can spend an additional Willpower to use Grasping Void Sinew to target an entire structure with a feat of strength to break the target. The Strength + Athletics of the deathknight is compared to the lethal soak of the structure as if that were the total necessary to break it. Instead of outright breaking the structure, any points of Strength + Athletics in excess of the target’s reduced soak are applied as levels of lethal damage. As per the vehicle rules found in *Scroll of Kings*, p. 40-42, a feat of strength enhanced by this Charm is a comparable threat.

HOME-WRECKING FURY

Cost: —; **Mins:** Athletics 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Castle-Toppling Shove)

Duration: Permanent

Prerequisite Charms: Corpse-Might Surge

The Abyssal Exalted dismantle the glories of the world with frightening ease. For the rest of the scene after activating Corpse-Might Surge, the Exalt may perform feats of strength to break objects (*Exalted*, p. 127) as Miscellaneous actions.

FOE-PROSTRATING TECHNIQUE

Cost: —; **Mins:** Athletics 4, Essence 3; **Type:** Permanent

Keywords: Knockback, Mirror (Crashing Retribution Blow), Obvious

Duration: Instant

Prerequisite Charms: Falling Scythe Attack

The prodigious weight of the Void drives all foes to their proper place: groveling on the ground. When the Exalt uses Falling Scythe Attack to enhance an attack, if that attack successfully hits its raw damage is increased by (Essence) and the target is automatically knocked prone.

INSIDIOUS SHADOW TRICK

Cost: 3m or 3m, 1wp; **Mins:** Athletics 4, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Shadow Races the Light

What need have the champions of the fallen Creators for the laws of time and space? This Charm replaces the normal Move, Dash or Jump action of the Abyssal during one tick of movement. The deathknight covers the same distance he otherwise would have when taking that action, but instead of actually moving he disappears in a cloud of blue and green smoke, appearing in a similarly odious fashion at his destination. While all other rules apply normally to this movement—such as that the character can only Jump once each action or Move once each tick—because this Charm is reflexive, Dash, Jump and similar actions it mimics have a Speed of 0 and no DV penalty. The Exalt also need not make any tests for unstable terrain unless his beginning or ending points are on such instabilities; intervening impediments are ignored.

Normally, this Charm does not allow the Exalt to bypass barriers that an unenhanced movement action could not get around. However, deathknights with Essence 4+ may spend a Willpower point when activating this Charm to pass “through” such barriers, as long as the character can see his destination. If the barrier is warded against teleportation, this Charm fails.

STARVING DEVIL ADVANCE

Cost: —; **Mins:** Athletics 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Insidious Shadow Trick

This Charm permanently enhances the Abyssal’s Insidious Shadow Trick, allowing her to use it in two new ways. She may activate it multiple times on a single tick when pursuing someone. The deathknight may activate the Charm any time the target she is chasing performs their own movement actions. If the Exalt herself is fleeing or simply attempting to cover ground towards no particular foe, she can not activate the Charm more than once per tick as normal.

The deathknight may also use Insidious Shadow Trick to enhance an attempt to reestablish surprise (**Exalted**, p. 156), in which case it adds (Essence) successes to her Stealth roll.

DODGE

HOWLING WIND DANCE

Cost: —(+3m); **Mins:** Dodge 5, Essence 4; **Type:** Permanent

Keywords: Mirror (Dancing Shadow Evasion)

Duration: One tick

Prerequisite Charms: Untouchable Phantom Mien

While the Abyssal’s Untouchable Phantom Mien is active, she may extend the duration of her Flickering Wisp Technique by adding three motes to its activation cost. She then perfectly dodges every attack of which she is aware for the rest of the tick, even those that are undodgeable. All of these dodges are still subject to the Flaw of Abyssal Invulnerability of the Exalt’s normal Flickering Wisp Technique. The deathknight moves (Essence) yards only on the initial activation of this Charm; he must reactivate it to gain that benefit against further attacks.

At Essence 5+ the deathknight may spend an additional point of Willpower to extend the duration of this protection to the rest of the action.

FULGURATING SMOKE EVASION

Cost: —(+2m); **Mins:** Dodge 6, Essence 6; **Type:** Permanent

Keywords: Mirror (Sinuous Shadow Escape)

Duration: Permanent

Prerequisite Charms: Dodge Essence Flow, Untouchable Phantom Mien

Increasing its cost by two motes allows the deathknight to activate Flickering Wisp Technique as if it were not a Charm for the purposes of other Charms and Combos.

UNFORTUNATE BYSTANDER MANEUVER

Cost: 2m; **Mins:** Dodge 5, Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Mirror (Shaded Ally Intercession), Obvious

Duration: Instant

Prerequisite Charms: Foe-Shaming Defense

Wicked as they are, what Abyssal would not shield himself with other people? When the deathknight is the target of an attack, he may activate this Charm to roll his (Dexterity + Dodge), subtracting an external penalty equal to the Dodge DV of another character other than the attacker within (Exalt’s Essence + Dodge) yards. If this roll is successful, the Abyssal and his victim switch places, the bystander now being the target of the oncoming attack. The replacement target may defend against the attack normally, but if it was unexpected it remains so, even though the Exalt would have had to notice it to make use of Unfortunate Bystander Maneuver.

LARCENY

SHADE PRISONER FUTILITY

Cost: 10m; **Mins:** Larceny 4, Essence 4; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Shaping, Spectral

Duration: Instant

Prerequisite Charms: Chains Cannot Hold

Nothing stops the inevitability of entropy, everything will eventually fail; barriers break, locks rust away and all that is left are the ghosts of failure. This Charm enhances one of the deathknight’s Move or Dash actions, allowing her to melt into bloody plasma as she steps into the face of a wall, door or other barrier, congealing back into her normal shape on the other side. If the Abyssal’s speed would allow her to cover the thickness of multiple barriers in a single tick, she need only activate this Charm once to pass through all of them. Passing through magical barriers is difficult, requiring contested rolls of the Exalt’s (Essence + Larceny) against twice the obstacle’s Artifact or Manse rating. This Charm can also contest wards against teleportation and other magical intrusion. In either case, this Charm adds (Exalt’s Essence) extra successes to the roll.

If the Exalt can not proceed all the way through the obstacle in a single tick, she must reactivate this Charm on subsequent ticks and must continue on a straight path through the obstacle until she reaches the other side. Failure to activate the Charm while she moves within a solid object inflicts a number of bashing or lethal levels of damage the Storyteller deems appropriate for being crushed from all directions inside and out by whatever substance surrounds the Exalt.

TREASURED HEIRLOOM BETRAYAL

Cost: (varies)m, 1wp; **Mins:** Larceny 5, Essence 3; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Obvious, Touch

Duration: One scene

Prerequisite Charms: Reality-Subverting Gesture

The Abyssal Exalted subvert even the magical wonders of their foes. This Charm is an attempt to steal a hand-held object from another character, even one that is in use, the Abyssal's player rolling (Dexterity + [Martial Arts or Larceny]) as an unarmed attack. If this attack is successful, instead of dealing any damage the Exalt has stolen and now holds the targeted object. If the object is mundane, it immediately falls under the Abyssal's ownership (**Exalted**, p. 238); if it is an artifact, the Exalt may immediately commit the normal mote cost to attune the item, temporarily breaking the original owner's attunement. This temporary attunement lasts for the rest of the scene, after which it lapses and the item is not attuned to anyone.

This Charm costs one Willpower and one mote when the deathknight pilfers a mundane object. When used to steal someone's artifact, it costs one Willpower and a number of motes equal to (Artifact's rating x 3).

STEALTH

DARK HEART HUMILITY

Cost: —; **Mins:** Stealth 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: Indefinite

Prerequisite Charms: Shadow Cloak Technique

Their presence always humble before the infinite hate of the Neverborn, the Abyssal Exalted know that all is equally pitiful in the sight of their dead gods. This lesson hides the deathknights from their peers. This Charm permanently enhances the Exalt, allowing him to reflexively suppress his apparent power when he conceals his presence or identity with Stealth, Larceny or other appropriate actions. When another character uses a Charm such as All-Encompassing Sorcerer's Sight (**Exalted**, p. 222), they do not gain bonus dice equal to the Abyssal's Essence to attempts to perceive him, nor do they gain bonuses to detect any attuned artifacts he carries. This does not actually reduce the power of the Exalt's Essence or artifacts, it merely masks them.

SHADOW-LENGTHENING PRESENCE

Cost: 4m; **Mins:** Stealth 4, Essence 2; **Type:** Simple

Keywords: Combo-OK, Spectral

Duration: One scene

Prerequisite Charms: Shadow Cloak Technique

The darkness reaches out to grasp the resplendent powers of the Abyssal Exalted, yearning for the dark glories they achieve. This Charm deepens the deathknight's relationship with that darkness for the rest of the scene, drawing the shade towards him. Whenever the Exalt would use or rely upon a Charm, spell or other effect that depends on shadows, he acts as though he is standing directly in a shadow even when he is up to (Essence) yards away from one. When he is actually standing in shadows the Exalt's Charms treat even the faintest shade as the deepest darkness. The Abyssal's own shadow does not count for the purposes of this Charm.

At Essence 3+ a second purchase of this Charm extends its duration until the next sunrise. A third purchase at Essence 5+ extends its duration indefinitely. After the third purchase and Essence 6+ its mote cost is reduced to one.

MOONSHADOW

BUREAUCRACY

BLACK PRIMACY

Cost: —; **Mins:** Bureaucracy 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Accursed Overlord Authority

As some of the foremost servants of the Neverborn, the Abyssal Exalted have enormous sway over the dead. This Charm permanently enhances the Exalt, reducing the MDVs of any creatures of death that face his attacks by an amount equal to his permanent Essence. This external penalty does not apply against the Neverborn, hekatonkhires or the Deathlord that the Abyssal serves.

NIHIL PRIEST INVESTMENT

Cost: 20m, 2wp; **Mins:** Bureaucracy 5, Essence 4; **Type:** Simple (Dramatic Action)

Keywords: Avatar (4), Combo-OK, Obvious, Servitude, Shaping

Duration: Instant

Prerequisite Charms: Accursed Overlord Authority

The mindless babbling of the Void insinuates itself into the minds of ghosts and turns them into spectres, lashing them to the will-less purpose of destruction. The champions of dead gods can do much the same thing, but they provide more sense of purpose to their servants. This Charm is an hour-long ritual of investiture during which the deathknight anoints the would-be ghost-priest with foul water and fell prayers. The ghost need not be willing, but they must be present and they can not already be a spectre or nephwrack. At the end of this ritual, the ghost is torn asunder by ambient entropy, reformed by the dreams of the Neverborn and then coalesces back into existence before their new master...if they are lucky.

The Abyssal who uses this Charm pleads with his corpsetitan patron to gift him with a powerful servant. The Exalt's player rolls ([Charisma or Intelligence] + Bureaucracy) in an attempt to convince the Neverborn not to simply devour and excrete the ghost into Oblivion. The difficulty of this roll is equal to ten minus the ghost's permanent Essence. Successful use of this Charm empowers the ghost in a fashion similar to the way Yozis create akuma. The ghost remains similar to its previous incarnation, but is changed in the following ways:

Attributes and Abilities: Up to (Exalt's Essence) dots of non-favored Abilities and Attributes may be removed, the experience value of the removed dots then being spent to increase other of the ghost's Abilities and Attributes. These experience points may alternately be spent on Virtues, Arcanoi or necromantic spells. No Attributes may be reduced to zero. The Abyssal's player and the Storyteller should work together to build a servant suited to the deathknight's service (as seen through the lens of his insane taskmaster).

Motivation, Virtues and Intimacies: The ghost gains a new fear-based Intimacy of duty to the Abyssal. Its Motivation is replaced with one of servitude to the Neverborn that transformed it, with the understanding that to fulfill that Motivation it should serve the Abyssal. A ghost who harbors any positive Intimacies probably won't return, and if it does only as nothing more than an object lesson. The ghost's Virtues may also be reduced just like its Attributes, with no limit on the number of dots removed as long as they have one dot left in each Virtue. Experience points gained from reducing Virtues can be spent to increase other Virtues, or to increase Attributes, Abilities or to learn Arcanoi or necromantic spells.

Charms and Necromancy: The ghost's Arcanoi can be completely rearranged by the Neverborn, removing knowledge of one Charm to be replaced with knowledge of another. In the end, the ghost should have the same number of Charms. Like a nephwrack, the ghost becomes capable of learning and casting necromantic spells of the Iron Circle. The ghost can learn (or be given through the transformation) the Shadowlands Circle Necromancy Charm, with an experience cost equal to the normal cost for its Arcanos Charms. Some of the ghost's Charms may also be discarded to be replaced by spells on a one-for-one basis.

FIRST AMONGST RABBLE ELEVATION

Cost: 10m, 1wp, 1lh; **Mins:** Bureaucracy 5, Essence 5; **Type:** Simple

Keywords: Avatar (5), Combo-OK, Touch

Duration: Indefinite

Prerequisite Charms: Nihil Priest Investment

By imbuing a ghost with his own personal Essence, the deathknight opens a conduit of power between the ghost and their Neverborn master. For as long as the motes remain committed to this Charm, the targeted ghost gains the capacity to learn and use Abyssal Charms; each Charm costs 10 experience to learn and requires normal ghostly training times. This Charm can only target ghosts that have a Motivation to serve the Neverborn or an Intimacy to do so that does not conflict with their Motivation.

Since this Charm establishes contact between the ghost and a Neverborn, and the ghost draws power from this relationship, the Abyssal does not have complete control over the powers of the ghost. The ghost may spontaneously learn certain Charms, Abyssal or Arcanos. In addition, when the Exalt releases the motes committed to this Charm, its effects might not end if the Neverborn sees greater use still left in their ghostly servant. Such favor is very rare.

MARKET-SLAYING CONFIDENCES

Cost: 12m, 1wp; **Mins:** Bureaucracy 5, Essence 4; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Mandate, Mirror (Market-Commanding Proclamation)

Duration: Instant

Prerequisite Charms: Calculated Avarice Understanding, Eloquent Example Inspiration, Cunning Subversion Style

Only a few words of rumor can send a marketplace into a frenzy, be it a tiny bazaar in a single city or the network of traders that criss-cross a nation. This Charm is an hour-long dramatic action as the Exalt spreads information—true or not—about

the instability and pending collapse of up to (Exalt's Essence) commodities. If someone opposes the Exalt's efforts, they and the deathknight make contested Intelligence + Bureaucracy rolls; should the Abyssal fail, the market remains stable.

Successful use of this Charm causes the market to panic and collapse, destroying the value of related commodities. All the goods that the Exalt spread rumors about lose value, reducing the Resources cost to buy them by one, to a minimum of zero. Anyone whose Resources background was heavily based on the specified goods is also reduced by an amount equal to the number of goods the Exalt undermined. It takes a number of months equal to the Exalt's Essence for the market to stabilize and prices to return to normal.

When used in the Mandate of Heaven, the Abyssal activates this Charm normally, rolling a contest of his Intelligence + Bureaucracy against a target dominion's Culture + Bureaucracy. Should the Abyssal succeed, the target dominion reduces its Attributes and Abilities by a number of dots equal to one-third of the threshold of the deathknight's roll, to a minimum of one, recovering bonus points as normal for doing so. This can not reduce a trait's base rating. The player of the target dominion gets to choose which traits are reduced.

LINGUISTICS

IDYL-UNDERMINING CATCHPHRASE

Cost: 10m, 1wp; **Mins:** Linguistics 5, Essence 4; **Type:** Simple (Speed 6 in long ticks or Dramatic Action or Dominion Action)

Keywords: Combo-OK, Emotion, Mandate

Duration: Instant

Prerequisite Charms: Soul-Snaring Tract

No rainstorm nourishes a seed faster than bloody hatred, and no seed drinks more deeply than resentment. This Charm may be used as a spoken or written social attack, in either case the Abyssal rolling ([Charisma or Manipulation] + Linguistics) to overcome the audience's MDV. Failing to defend oneself from this Charm results in the immediate adoption of an Intimacy of hatred toward something or someone of the Abyssal's choice. Resisting this unnatural emotion costs two Willpower.

Those who adopt this negative Intimacy become superbly capable of passing on the compelling words of the deathknight. Anyone so infected who performs a social attack, written or spoken, to convince others to adopt the same Intimacy gain one bonus success on their attack and those convinced to adopt the same Intimacy suffer the same unnatural emotion as those who were originally targeted by this Charm. Any effect or effort that banishes the viral Intimacy also rids the infected of the bonus success and capacity to infect others with the same Intimacy.

This Charm may be used as a dominion action if the Exalt is a sorcerer in a dominion. The Abyssal targets a dominion (even his own) with a roll of Culture + Presence against a difficulty of the target's Culture + Temperance. Success increases the Limit of the target dominion by an amount equal to the threshold successes on the roll.

RIDE

DARK RIDER APTITUDE

Cost: 3m; **Mins:** Ride 2, Essence 2; **Type:** Reflexive
Keywords: Combo-OK, Mirror (Impossible Maneuver Execution)
Duration: Instant
Prerequisite Charms: Any Ride Excellency

Few can match the skill of wicked Abyssals in giving chase or evading capture. This Charm may be used to enhance a Ride action to pilot a vehicle or mount, adding extra successes equal to the Exalt's Essence.

BATTLEMENT-PIERCING TRICK

Cost: 4m, 1wp; **Mins:** Ride 4, Essence 3; **Type:** Reflexive (Step 1)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Cruel Master's Whip

This Charm enhances a ramming attack made with a Ride-based vehicle or even with an animal mount. This allows vehicles to double the raw damage they inflict against their target, while animals inflict damage with a ramming attack as if they were a vehicle. In either case, neither conveyance suffers any damage from the attack. See *Scroll of Kings*, p. 43 for more on ramming.

CRUEL MASTER'S WHIP

Cost: 3m, 1wp; **Mins:** Ride 5, Essence 4; **Type:** Simple (Speed 3)
Keywords: Combo-OK, Obvious, Touch
Duration: One scene
Prerequisite Charms: Soul Reins, Dark Rider Aptitude

As with everything, the Abyssal Exalted drain away the will and purpose of their conveyances, subjugating them perfectly. Upon touching a Ride-based vehicle or a mount that is not owned by any other Essence-user, the deathknight activates this Charm, his anima oozing over the target. For the rest of the scene, the Exalt can pilot the vehicle or mount with reflexive instead of Miscellaneous actions. Even when not mounted, the character may direct its course with an imperious gesture, which is a Speed 3 Miscellaneous action, as long as the conveyance is within (Essence x 10) yards. For the duration of the Charm, the target becomes a creature of darkness, even if it is an inanimate vehicle, and so is susceptible to Holy effects. At the end of the scene, the target suffers a single level of unsoakable lethal damage as the necrotic Essence eats its way to the outside world and dissipates.

UNCEASING TERROR STAMINA

Cost: —; **Mins:** Ride 5, Essence 4; **Type:** Permanent
Keywords: Mirror (World-Crossing Stamina)
Duration: Permanent
Prerequisite Charms: Spectral Steed, Wretched Ridden Nightmare

This Charm permanently extends the durations of Spectral Steed and Wretched Ridden Nightmare to a number of days equal to the Abyssal's permanent Essence. Their durations are extended into weeks instead of days at Essence 6 or more.

WICKED BEAST OF WAR

Cost: 5m, 1lh; **Mins:** Ride 5, Essence 4; **Type:** Simple
Keywords: Combo-OK, Obvious, Shaping
Duration: One day
Prerequisite Charms: Wretched Ridden Nightmare

Ripping out a bit of his own soul and crudely grafting it on to his mount's, the deathknight turns his Wretched Ridden Nightmare into a terrifying, Essence-using beast. The Abyssal and Storyteller should work together to choose (Exalt's Essence) spirit Charms (*The Books of Sorcery*, Vol. IV—*The Roll of Glorious Divinity I*) which the horrible steed may now use. These Charms follow all the normal rules, so they should be suitable for a spirit whose purview encompasses being a wicked beast of war in service to a cruel master. The steed also gains a temporary Essence rating of 3 and a personal mote pool of 30 motes, which it may use freely or at the direction of the Exalt. This does not actually make the mount a spirit. This Charm may only be used on a mount that is currently under the effects of Wretched Ridden Nightmare. The Abyssal may renew this Charm without normal reactivation by suffering another unsoakable level of lethal damage when it's duration expires.

SAIL

BLOODY REAVER EXPERTISE

Cost: —; **Mins:** Sail 5, Essence 3; **Type:** Permanent
Keywords: Mirror (Expert Pilot Concentration)
Duration: Permanent

Prerequisite Charms: Ruthless Captain Efficiency

With their hearts full of hate and bloodlust, Abyssal captains direct their vessels with hungry vigor. This Charm permanently enhances its prerequisite, granting the crew and its captain extra successes equal to the deathknight's Essence for piratical actions. These include ship-to-ship combat, boarding actions and even combat on other vessels as long as the Exalt is leading the crew. The entire crew must be under the effects of the Abyssal's Ruthless Captain Efficiency to gain this bonus.

SCREAMING WIND VOYAGE

Cost: 5m, 1wp; **Mins:** Sail 4, Essence 2; **Type:** Simple
Keywords: Combo-OK, Mirror (Sun-Racing Clip)
Duration: Varies or one scene

Prerequisite Charms: Dark Water Odyssey

The dark soul of its master impels a ship forward. Using this Charm, the deathknight directs the course of a ship, with the Charm's effect ending as soon as the Exalt is no longer in charge or when sunlight burns this power out of the ship. While the Exalt captains the vessel, its maximum speed increases by (Abyssal's Essence x 2)/(Abyssal's Essence x 4)mph.

DARK SOULS FLY SAILS

Cost: 4m per Resources dot, 1wp; **Mins:** Sail 5, Essence 4; **Type:** Simple (Speed 10 in long ticks)
Keywords: Mirror (Invincible Solar Vessel), Obvious, Spectral
Duration: One month
Prerequisite Charms: Shipwreck-Surviving Stamina

From the depths of the black sea or the moist, secret caverns of the earth, the Abyssal calls up a bloody vessel of bone and sinew. This Charm wrenches bone and muscle and soulsteel from some mysterious place deep in the ocean or the ground, forming it into a Sail-based vehicle. It may be any mundane vessel, with a Resources cost no more than the deathknight's permanent Essence. Conjured ships have no weapons unless they are a standard part of every model of the ship, such as an Imperial trireme's ram. See *Scroll of Kings* for more on mundane vehicles.

When the Abyssal first learns this Charm, he understands how to summon a single mundane vehicle he is familiar with. Learning to summon other vehicles costs three experience points each.

SOCIALIZE

TOMB-SOUL QUIETUDE

Cost: —(8xp); **Mins:** Socialize 3, Essence 2; **Type:** Permanent
Keywords: Mirror (Golden Courtier Misdirection), Taint
Duration: Permanent

Prerequisite Charms: Exquisite Etiquette Style

As still as the grave, the Abyssal's manner reveals nothing. While active, the Abyssal's Exquisite Etiquette Style adds the Exalt's Socialize to the difficulty of attempts to read his motivation (**Exalted**, p. 131). While active, it also becomes impossible to tell that the Exalt is lying, adding (Essence) successes to contesting rolls against perfect truth-detecting Charms.

The Abyssal may strengthen this Charm's effect as a Taint by spending four bonus points or eight experience. This grants him the benefits of this Charm at all times, without activating Exquisite Etiquette Style (though he must still activate that Charm for its basic benefits). In doing this, the deathknight is scoured of emotional attachment, losing all Intimacies and becoming incapable of forming new ones. Natural influence can not overcome this effect, though unnatural influence may as long as it lasts. Other emotional beings find the Exalt disturbing, which imposes a -1 external penalty on all social rolls the deathknight's player makes, except in cases where this might be a boon such as intimidation.

WRETCHED VASSAL EYES

Cost: 6m; **Mins:** Socialize 4, Essence 3; **Type:** Reflexive (Step 9)

Keywords: Avatar (1), Combo-OK, Emotion, Counterattack, Illusion

Duration: Instant

Prerequisite Charms: Tomb-Soul Quietude

What good are the windows to the soul when one's soul has been hollowed out by dead gods? Staring into the hateful void of a deathknight's soul is not just fruitless, it is unnerving. When someone attempts to read the Abyssal's motivation, makes a Presence-based social attack against him, or otherwise attempts to discern his intentions, Intimacies, Motivation or Virtues, the Exalt may respond with this Charm. If the attack or any rolls associated with the intruder's action garner fewer threshold successes than (Abyssal's Socialize), the intruder is afflicted with an unnatural illusion that they have failed even if they have succeeded. They also suffer an unnatural emotion which inflicts a -2 internal penalty to any of the actions they take for the rest of the scene that are directly contested by the deathknight. These effects may be ignored by spending a point of Willpower to shrug off each one.

TENSION-DISCERNING SCRUTINY

Cost: 4m, 1wp; **Mins:** Socialize 5, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Mirror (Understanding the Court; **Exalted**, p. 239)

Duration: One story

Prerequisite Charms: Any Socialize Excellency

Abyssals understand the dark hearts that sow betrayal and tragedy. After all, whence do they come? This Charm is an attempt to map the lines of tension within a social environment, determining who dislikes whom and for what reasons. The character builds an accurate profile of the people and the vices involved, which the Storyteller can detail as desired. The Exalt's player rolls ([Perception or Intelligence] + Socialize), adding bonus dice equal to his Essence. The difficulty of this roll is always 1, but if any involved groups are deliberately sending misleading signals subtract an external penalty equal to the highest of any one such group's ([Manipulation + Socialize + Magnitude] ÷ 2).

If the character succeeds, each threshold success reduces external penalties on further dramatic and social actions to sow discord amongst or dismantle the profiled group environment. This Charm can not reduce external penalties by more than an amount equal to the deathknight's Essence.

The Exalt can have only one profile at a time of a given social environment, and such profiles are valid only for the duration of the current story or until the Abyssal allows this Charm to lapse. The deathknight can not use this Charm in the same environment again to try to achieve a better profile unless a new story has begun or a dramatic change in the social environment merits a reconceptualization by observers, as the Storyteller deems appropriate.

Note: This Charm presumes that the published version of Understanding the Court is in error, and that its mote cost should be four and its duration one story.

SUPPURATING GRUDGE TENDENCIES

Cost: 8m, 1wp; **Mins:** Socialize 5, Essence 4; **Type:** Simple (Dramatic Action or Dominion Action)

Keywords: Combo-OK, Compulsion, Mandate, Social

Duration: Instant

Prerequisite Charms: Tension-Discerning Scrutiny, Cancerous Dissent Technique

A simple twisted word can bring a kingdom toppling down under the weight of its own factionalism. This Charm requires the Abyssal interact extensively with the target group over the course of a day, sowing the seeds of hate, at which point he rolls Manipulation + Socialize. This roll suffers an external penalty equal to its leader's MDV plus half its Magnitude, rounded up. If successful, the leader must spend six Loyalty to maintain his group's cohesion, or else the group becomes fractious and splits apart. A splinter group breaks off from the larger group, its own Magnitude no more than the Abyssal's Essence or half the Magnitude of the original group, whichever is lower, and both groups adopt as part of their Policies the goal of destroying the other. Should either of these groups fracture further, any resulting group must include the destruction of one or the other original two groups in its Policy, unless they spend six Loyalty to ignore this Charm's unnatural compulsion upon their formation.

In the Mandate of Heaven, the Abyssal must be a sorcerer in a dominion to perform this Charm as a dominion action. If the targeted dominion does not voluntarily gain three Limit, a splinter dominion of Magnitude (lower of [Abyssal's Essence ÷ 2] or [half original dominion's Magnitude]) splits off. This otherwise functions as a normal use of this Charm.

HEART-BREAKING REVELATION

Cost: 5m; **Mins:** Socialize 5, Essence 4; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Social

Duration: Instant

Prerequisite Charms: Exquisite Etiquette Style, Tension-Discerning Scrutiny

Life is vicious, on the battlefield or at dinner conversation; any opening should be taken and used. The Abyssal activates this Charm in response to a social attack, even one that targets another character; the Exalt makes her own (Manipulation + Presence) social counterattack. This counterattack may target either the original attacker or the original target (if it was not the Abyssal).

If the target of this counterattack suffered a penalty or gained a bonus to MDV due to their Intimacies, Virtues or Motivation during the previous attack, the deathknight takes advantage of the pathetic display of emotion. Whether or not it was a bonus or penalty, the same value applies as a penalty to the target's MDV against the Exalt's counterattack, even if the Abyssal's counterattack has nothing to do with the target's core values. This penalty supersedes the bonus or penalty the target would normally receive if the counterattack does involve his Motivation, Virtues or Intimacies.

CHAPTER FIVE

INFERNAL CHARMS

If the Yozi were ever singular beings, some of the Charms here represent their evolution into place-selves; if they were always location-entities, then these represent the basic principles upon which they built themselves. Access to these Charms may have ramifications well outside the scope of their immediate power and use, and the question of whether or not a Yozi grants access to them should always be kept in mind.

GENERAL CHARMS

SORCEROUS INTEGRATION OF (YOZI) PRINCIPLES

Cost: —(1wp); **Mins:** Essence 4; **Type:** Permanent

Keywords: Shaping, Sorcerous

Duration: One scene

Prerequisite Charms: Sorcerous Enlightenment of (Yozi)

By manipulating the underlying strata of reality that he occupies at the moment, the Infernal can make it much easier to alter that reality as he wishes. This Charm is a collection of Charms, each based on one of the Yozi and requiring the associated Sorcerous Enlightenment of (Yozi). By spending a point of Willpower the Exalt harmonizes local existence with himself; for the rest of the scene, as a Shaping effect, this contests with any other locational Shaping within ten yards. The Exalt receives (Essence x 2) bonus successes on contesting rolls.

As long as the inflicted state of reality remains in strength, the sorcerer finds it much easier to manipulate, reducing the number of Shape Sorcery actions necessary to cast sorcery spells by one. In the case of Emerald Circle sorcery, this means that such spells can be cast immediately with a Cast Sorcery action. This Charm does nothing to speed the casting of spells requiring dramatic rituals.

This Charm relies on an understanding of reality particular to each Yozi, just as its prerequisite does. As such, the Infernal may only benefit from its effect when casting sorcery through that understanding. An Exalt who casts spells according to the strictures of the Sorcerous Enlightenment of Cecelyne could not reduce the Shape Sorcery actions necessary to do so with Sorcerous Integration of Malfeas Principles.

At Essence 6+ this Charm may be purchased again to make its effect indefinite. Buying the Charm a third time at Essence 7+ allows the Exalt to reduce the number of Shape Sorcery actions to cast spells by two, to a minimum of zero. Upon reaching Essence 10 a fourth purchase allows him to reduce the number of necessary Shape Sorcery actions by three, to a minimum of zero.

MALFEAS

BY TORMENT IMMORTALIZED

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: Obvious

Duration: Indefinite

Prerequisite Charms: By Pain Reforged

Malfeas cradles himself in a calloused shell of his body, trying to deaden the unending pain of his imprisonment. The Infernal may now commit the health level cost of By Pain Reforged as if it were a mote cost and thereby extend the duration of the Charm indefinitely. This covers the Exalt in a layer of terrible brass callous, making the Charm Obvious. When the Exalt might heal such damage, he may instead retain a bashing level in lieu of truly healing.

THE BEST DEFENSE

Cost: —(+2m); **Mins:** Essence 3; **Type:** Permanent

Keywords: Obvious

Duration: Instant

Prerequisite Charms: Invulnerable Wounding Futility

The foolish first bloody their fists against the walls of Malfeas before being thrown back or outright destroyed by his clanging, cacophonous growth. The Infernal may now increase the cost of Invulnerable Wounding Futility by two motes so that it inflicts lethal damage. A second purchase of the Charm allows the Exalt to spend a point of Willpower to slam the opponent back, even if they successfully block (but not if they dodge). This is a Knockback effect that flings the foe (Exalt's Essence) yards away, and necessitates they succeed on a ([Dexterity or Stamina] + [Athletics or Resistance]) roll at difficulty two or be knocked prone as well. A third purchase of this Charm at Essence 4+ increases the difficulty of the knockdown check to (Infernal's Essence).

IMPENETRABLE WARLORD CONDESCENSION

Cost: 3m, 1wp; **Mins:** Essence 2; **Type:** Simple (Speed 4)

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisite Charms: Pathetic Distraction Rebuke (x2)

What Malfeas has once overcome becomes a triviality in his future endeavors. For the rest of the scene the Infernal suffers no onslaught penalty due to attacks that he successfully blocks, and he may activate Pathetic Distraction Rebuke as if it were not a Charm for the purposes of activating other Charms or Combos. In addition, at Essence 3+ while this Charm is active it enhances the Exalt's use of Ablation of Brass and Fire, grant-

ing a mote discount similar to that gained by a second purchase of Pathetic Distraction Rebuke. For every subsequent use of the Charm to defend against attacks in a flurry, the Charm's cost drops by half, round down, to a minimum of zero.

At Essence 4 the Infernal may purchase this Charm again to further enhance its interaction with Ablation of Brass and Fire, so that for its duration the Exalt may spend a Willpower when parrying to gain the cascading discount against all attacks for the rest of the tick, instead of simply those in a single flurry. At Essence 5+ this effect is further enhanced to apply for the rest of the Infernal's action instead of a single tick. A final purchase at Essence 6+ allows the Exalt to treat Ablation of Brass and Fire as an innate power, not requiring a Combo to use with other Charms, while this Charm is active.

All such discounted parries, even those that cost zero motes, still suffer the Imperfection of the Demon City.

CRACKING SWORDS DISMISSAL

Cost: —(+0wp or 1wp); **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Invulnerable Wounding Futility

This Charm permanently enhances its prerequisite. When an Infernal successfully parries an attack made with a mundane weapon and responds with Invulnerable Wounding Futility, he may destroy that weapon. If the attacker is using an indestructible weapon, such as those made of the magical materials, he may choose to pay an extra Willpower to swat the weapon away. The attacker then rolls their (Wits + [weapon-wielding Ability]) against a difficulty of the Infernal's Essence. Failure flings their weapon (Exalt's Strength) yards away.

HELL-SOOTHING REPRIEVE

Cost: —; **Mins:** Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Nightmare Fugue Vigilance

What unadulterated joy is left to Malfeas lies in dancing, and it is through dancing that he rests from his wearying rage. An Exalt with this Charm may shuck all fatigue-based penalties by dancing for at least one hour, much like the benefits of a night's sleep. In addition, at the end of such ecstatic dancing the Infernal may roll Conviction to regain Willpower, but only up to a maximum number of dice equal to the number of hours he danced.

RESTRAINED PUNISHMENT GENEROSITY

Cost: 4m; **Mins:** Essence 3; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Social

Duration: One action

Prerequisite Charms: Nightmare Fugue Vigilance

The favor of Malfeas is in his lack of attention, for to know his gaze is to know his wrath over your every failing. The first time the Exalt performs a social attack during an action, she may activate this Charm to enhance it and all subsequent social attacks. As she begins her attack, the Infernal makes an intensely rude or threatening gesture, though not so combative as to call for Join Battle, or opens with a vicious comment. This grants the Exalt (Charisma) extra successes for the rest of the action on all social attacks against those who can feel fear.

WORLD-RULING INTENSITY

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Restrained Punishment Generosity

The very motes of the world are the fearful subjects of the King of Primordials. With this Charm, the Exalt is forevermore capable of inflicting fear or benefiting from effects that rely on fear (such as Restrained Punishment Generosity) against any volitional being, even the mindless undead and automata. This includes forcing such normally fearless beings to make Morale checks when confronted by the Exalt. Even the dumb matter of the world, the truly inanimate and senseless things, are terrified by the Infernal, though they can not express their feelings.

LOYALTY-INVOKING DEMONSTRATION

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisite Charms: Crowned With Fury

Clearly, the rightful vassals of the Primordials do not properly acknowledge his majesty. They rebelled, despite the awesome might of Malfeas and his brethren. If awe is not sufficient to keep the rabble in line, true, sickening terror will have to do. For the rest of the scene after the Infernal first kills someone or otherwise performs some frightening deed that would call for a roll of Valor or Morale (**Exalted**, p. 156, 169), any character that is following him as a leader becomes immune to the effects of fear that do not come from the Infernal himself. The Exalt's allies and troops automatically succeed on Valor rolls to stand their ground, more scared of what the Infernal would do to them if they failed him than of anything else. Characters who lose sight of the Exalt for more than one action become susceptible to normal fear again until they can once again see the Infernal.

Some Infernal Exalted and demons—when not in earshot of the servants of Malfeas—call this Charm “Loyalty-Invoking Tantrum” or “Loyalty-Invoking Fit.”

MALACHITE CROWN TYRANNY

Cost: 10m, 1wp; **Mins:** Essence 3; **Type:** Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Compulsion, Mandate, Social

Duration: Indefinite

Prerequisite Charms: Crowned With Fury

The domineering bellows of Malfeas set the world in order. Infernals use this Charm to command the rabble of the world to do their bidding, making a social attack that would be an unacceptable order according to Impervious Primacy Mantle. This Charm inflicts an unnatural compulsion on targets to follow the orders of the Exalt. The Infernal may target any who can hear with a Charisma + Performance roll against the listeners' MDV to gather the masses into a group under his command, which he may then take advantage of in social combat and mass combat. Individuals may ignore this unnatural influence by spending two Willpower.

To commandeer a specific group, the Exalt rolls Charisma + Presence against the leader's MDV, with an additional external penalty equal to half the group's Magnitude, to cow the group into doing his bidding. If the attack is successful the group

adopts the Infernal as their leader unless the current leader spends two Loyalty to maintain control. In mass combat, a group commandeered with this Charm has Drill (Exalt's Essence ÷ 2) no matter what it would normally be.

Groups gathered with this Charm remain under the Exalt's control only so long as he actively commands them, returning to their ignorant habits if he is absent for more than an hour.

In the Mandate of Heaven, the Infernal may use this Charm to commandeer a dominion with Magnitude no greater than (Essence ÷ 2). The Infernal contests for legitimacy even if he could not otherwise be a sorcerer in the dominion (**Exalted Storytellers Companion**, p. 139), gaining a number of extra successes equal to his permanent Essence. This legitimacy lasts for the duration of the current dominion action.

UNBARRED DURANCE TERROR

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: Malachite Crown Tyranny, World-Ruling Intensity

With this Charm, an Exalt using Malachite Crown Tyranny may leave her group unattended for up to (Essence) days before it disbands. Repurchase of this Charm at Essence 5+ and then 6+ each increase the amount of time the Infernal may leave her subjects unattended by (Essence) days. A fourth purchase at Essence 7+ increases this period to one season, while a final purchase at Essence 8+ extends the duration to one year.

CRASHING RAGE CATHARSIS

Cost: 2m; **Mins:** Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Stackable

Duration: Instant

Prerequisite Charms: By Pain Reforged

As much as his imprisonment is his own fault, Malfeas easily and frequently directs his self-hatred towards others. And what titanic anger that is! This Charm enhances an attack in close combat, increasing its raw damage by (Strength) should it hit. This Charm may be applied to an attack up to (Valor) times.

At Essence 3+ the Infernal may purchase this Charm again, allowing her to spend a Willpower in Step 8 to convert up to (Strength) post-soak damage into automatic successes. This effect is not Stackable. A third purchase allows the Exalt to do so without Willpower cost against targets to whom she has an Intimacy of any kind.

IMPLACABLE HEART-SEEKING FINGERS

Cost: 2m or 1m; **Mins:** Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Stackable

Duration: Instant

Prerequisite Charms: Crashing Rage Catharsis

Malfeas scours his very streets, hoping to distract himself from his own pain with the pain of others. A hand-to-hand attack enhanced by this Charm becomes piercing. This Charm may be applied to the same attack twice, reducing armor soak by half again (ending with one-fourth its original value). Against most foes this Charm costs two motes to activate, but against inanimate targets it only costs one mote.

WORLD-ORDERING CLANGOR

Cost: 10m; **Mins:** Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Crashing Rage Catharsis

With unbridled strength, Malfeas commands the world into pleasing shapes. When the Exalt enhances a Craft project to build something, for every hour of real work he completes the equivalent of (Essence x 2) hours of work. The end product of this project must be sturdy enough to take a solid punch from the Infernal, so it must have a bashing soak and Hardness equal to or greater than the Exalt's Strength.

Purchasing this Charm a second time at Essence 4+ allows the Exalt to perform Craft actions it supplements with Strength instead of the usual Dexterity, Perception or Intelligence. A third purchase at Essence 5+ increases the hours of effective work completed for every real hour of work to (Essence x 4).

PURITY-OF-ANGER SCULPTURE

Cost: —(+1wp); **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: World-Ordering Clangor

Like the callousing, coruscating pain that drives Malfeas to distraction, this Charm allows the Exalt's powerful violence to cleanse his creations of their weakness. Increasing the cost of World-Ordering Clangor by one Willpower adds (Essence) to a resulting object's bashing and lethal soaks permanently. No combination of Charms including this one can increase an item's soak by more than (Exalt's Essence). To benefit from this effect the object must be crafted entirely using Purity-of-Anger Sculpture; any interval carried out without its effect forfeits this increased soak. If the object's soak would be too low without this effect to be built with World-Ordering Clangor, this Charm toughens it up enough that it is not so fragile.

A second purchase of this Charm allows the Exalt to benefit a structure he is building in the same way, as long as he works alongside any other workers for the entirety of the project.

WORLD-BLEMISHING CRATER STRIKE

Cost: —(+1wp); **Mins:** Essence 3; **Type:** Permanent

Keywords: Knockback

Duration: Instant

Prerequisite Charms: Crashing Rage Catharsis

The raging of Malfeas in himself leaves great furrows of ruin throughout his cityscape *jouten*, cancrs of his self-loathing. With this Charm the Infernal teaches other worlds that feeling. When the Infernal successfully deals damage with Crashing Rage Catharsis, he may now pay a point of Willpower to turn the blow into an explosive force that leaves behind only ruins and scattered populace. The post-soak damage of the attack is then applied as raw damage to all structures within (Essence) yards of the target, while all objects and characters in the area suffer knockback (**Exalted**, p. 153) as if they had been struck by an attack that did that amount of raw damage. Characters and objects do not actually take damage, nor do they suffer harm from hitting something in-flight. The battered structures left behind by this Charm are explicitly never so totally pulverized as to invoke the Imperfection of the Demon City. Keep in mind the rules for threat levels in **Scroll of Kings**, p. 40-42.

Another purchase of this Charm at Essence 4+ allows the Exalt to apply this effect to any physical attack that bases its raw damage on his Strength, even ranged attacks or attacks unenhanced by Crashing Rage Catharsis. At Essence 6+ a third purchase increases the radius of effect to (Essence x 5) yards.

OVERWHELMING WORLD RASP

Cost: 5m or 5m, 1wp; **Mins:** Essence 3; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: World-Blemishing Crater Strike

From all sides and with some trace of glee, the tumorous brass skin of Malfeas crushes his least citizens between its layers. The Infernal makes a flurry of at least three close combat attacks against one or more targets, ignoring multiple action penalties and Rate, and only suffering the highest DV penalty amongst them. By paying an additional Willpower when activating this Charm, the Infernal may make one more attack against each separate target, as well as one additional attack against each target for every dot by which his Essence exceeds theirs.

A second purchase of this Charm at Essence 4+ increases the base number of attacks to equal the Exalt's Essence. Buying it a third time at Essence 6+ allows the Infernal to make two attacks for each dot by which his Essence exceeds a target's, as long as he is willing to spend the Willpower.

ALOOF GENOCIDE ACHIEVEMENT

Cost: —(+2m); **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Overwhelming World Rasp

Having learned this Charm, the Infernal may increase the cost of Overwhelming World Rasp by two motes to use it to make ranged attacks.

Another purchase allows this Charm to enhance Crashing Rage Catharsis so that it can be used on ranged attacks. A third purchase at Essence 4+ expands this Charm's function to add the Artillery keyword to the Charms it is used to enhance.

IMPERIOUS FLAGELLATION INVULNERABILITY

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent ([Essence] actions)

Prerequisite Charms: World-Blemishing Crater Strike

Malfeas claws at his hateful new form as if to tear away his skin and reveal his pristine former self beneath, but to no avail. This Charm permanently immunizes the Exalt to bashing or lethal damage he may suffer due to environmental concerns that he is directly responsible for. This protection lasts for up to a number of actions equal to the Exalt's permanent Essence. Were an Essence 3 Infernal to burst a cask of ardent embrace resin above his head, the conflagration could not harm him for three actions. If the Exalt were punched into a column that then collapsed on top of him, he would not be invulnerable to the falling stone. An Exalt who knows this Charm and By Agony Empowered is also hardened against aggravated damage that follows from his own actions.

A second purchase of this Charm extends the duration of protection to (Willpower + Essence) actions, while a third at Essence 5+ extends its duration to the rest of the scene.

UNQUESTIONABLE DECREE

Cost: —; **Mins:** Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Insignificant Embers Intuition

The King of Primordials does not twist and subdue the truth to lie to others, he tells casual lies that none may gainsay for he is the lord of existence. Through a combination of indifferent superiority and frightening might, the Exalt's word becomes unassailable truth. When the Infernal tells a complete lie, without equivocation or half-truth, discerning that it is falsehood (**Exalted**, p. 131) is based on the Infernal's Charisma rather than Manipulation. If a person's Essence is less than the Exalt's, it is impossible for them to tell the Infernal is lying. If a lesser dupe's Charm contests the Infernal's perfect lie, the Exalt gains (Essence) extra successes on his contesting roll.

A second purchase of this Charm at Essence 3+ makes it impossible for anyone with an Intimacy of loyalty, respect or terrified awe to tell that the Infernal is lying, even if the listener has the same or higher Essence.

UNSTOPPABLE SEARING MIGHT

Cost: —(5m or 7m); **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Green Sun Nimbus Flare

When he deigns to turn his full attention on a foe, none can withstand the crushing might of Malfeas. The Infernal may now activate Green Sun Nimbus Flare at an increased cost of five motes to make the attack it supplements unblockable. At Essence 4+ an Exalt may purchase this Charm a second time, allowing him to increase its prerequisite's cost to seven motes to make the attack impossible to dodge or block.

BRASS MAJESTY PALACE SHINTAI

Cost: 15m, 2wp; **Mins:** Essence 4; **Type:** Simple (Speed 10)

Keywords: Combo-Basic, Form-type, Obvious, Sorcerous, Touch

Duration: One hour

Prerequisite Charms: Viridian Legend Exoskeleton (x2), World-Ordering Clangor (x2), Gifts of Invisible Flame

Malfeas *jouten* are things of beauty and terror, majesty and, perhaps most apparent, great size. It is through the walls of the world that his blood flows, entire city districts his breath heats. Activating this Charm, the Infernal bashes himself mightily against the walls of some building small enough to be described as an object (**Exalted**, p. 213), his body exploding in glorious white-and-green flame and brassy viscera. This Charm has no effect on buildings that are too weak to be fashioned with World-Ordering Clangor, nor can it target a manse. The Exalt's soul insinuates itself into the building, turning its walls to brass and its support struts into fleshy bone and sinew over the course of ten ticks. During this transformation is the only time the Charm is vulnerable to counter magic, which expels the Exalt violently but without harm. After the integration is complete the Infernal can not be expelled this way, though he can choose to reflexively end the Charm on his own. Unlike other Sorcerous effects, the motes spent on this Charm remain committed until it ends.

The building that the Infernal commandeers transforms into a body not unlike his own, though the basic structural makeup remains unchanged. It appears as brick, mortar or wood, though sheathed in brass, and it takes the shape of a man (or whatever form the Exalt may have), with the same volume as the base building. Anyone caught inside will certainly suffer penalties for unstable footing (**Exalted**, p. 155), and depending on the actions of the Exalt they may also suffer the same effects as a crash (**The Books of Sorcery, Vol. I—Wonders of the Lost Age**, p. 32). Luckily, for them, all of their attacks against the Infernal are considered piercing, unblockable and undodgeable. The exact hazards are up to the Storyteller, as is any possible means of escape. While the Exalt is a building-person, he gains a number of advantages (and disadvantages):

- The Infernal's traits remain the same, but he adds the bashing soak of the building to his Strength. This counts as a bonus from Charms, but it also may exceed normal dice caps. Likewise, the bashing and lethal soak of the building is added to the Infernal's natural soak, and he has Hardness equal to his natural soak. Unfortunately, he becomes susceptible to Charms or other effects that specifically affect inanimate targets.

- Being equally a person and a thing, the Exalt is immune to Poison and Sickness effects, with the exception of spiritual diseases as described in **Scroll of the Monk**. In addition, any physical Crippling effect imposed on the building-body does not transfer to the Infernal's human form when the Charm lapses.

- The Exalt has total health levels equal to the higher of his own or those of the building, all of which are -0's, except for the final Incapacitated level. If the Infernal is Incapacitated, the building collapses with predictable results, while his original, true body is expelled violently out of the rubble (suffering no further damage). Whether the Charm lapses normally or he is expelled due to damage, the Infernal is treated as having suffered the same amount and type of damage as the building, which may cause him to be Dying or dead. The building-body does not heal naturally, but it can benefit from both standard healing magic as well as repair (mundane or magical) as if it were an inanimate item.

- If the building-person he becomes would be taller than 10 feet, it becomes difficult for the Exalt to interact with smaller beings. He suffers a -2 external penalty to physical actions dealing only with human-sized targets, including Dodge and Parry DVs, as well as Perception- and Awareness-based actions.

- The Infernal's body is, at no additional cost, automatically under the effects of Gifts of Invisible Flame (**The Manual of Exalted Power—Infernals**, p. 116). Like this Charm itself, this is not actually a Sorcerous effect after it is in place.

- The massive size and power of the Infernal's new body is wide-reaching. All of the Exalt's attacks are considered to have the Reach tag against any smaller opponent, and even his simple unarmed attacks can reach up to five to ten yards away depending on the size of the building he has incorporated. Any effect that causes the Exalt to fall onto, brush against or otherwise lean into other buildings or inanimate items is treated as an attack dealing (Exalt's Strength) damage to the target.

- Because the Exalt is made of a place developed for habitation, it is impossible to exploit the Imperfection of the Demon City against him until he is expelled from the building, or some

transformative effect turns his new body into something else, in which case the Infernal is also expelled.

- Clearly, the Exalt can no longer make normal use of his equipment. All the Infernal's gear, including artifacts, is sent Elsewhere until the Charm lapses. If he has appropriately sized weapons or other equipment (such as warstrider-scale gear), they are not banished.

A second purchase of this Charm at Essence 5+ allows the Exalt to subvert buildings that would be classified as structures (**Exalted**, p. 213). Keep in mind the limited threat rules from **Scroll of Kings**, p. 42. Such targets must be small enough to fit within a sphere with a radius of (Essence x 10) yards or less. A third purchase at Essence 6+ extends the Charm's duration to one day.

HELL-BODY KINGDOM

Cost: —; **Mins:** Essence 7; **Type:** Permanent

Keywords: Blasphemy, Shaping, War

Duration: Permanent

Prerequisite Charms: Brass Majesty Palace Shintai (x3)

Malfeas, Demon City and King of Primordials, is not merely an immense being, he is a kingdom unto himself. He is a black and terrible habitat for his vassals, teeming with uncounted and unconsidered peasantry, populated by an elite upper class that itself constitutes the biomes of his countryside. This Charm is the most transformative, irrevocable step an Infernal takes on the road to becoming truly like the Demon City. As with its prerequisite, the Exalt dashes herself against a structure, but instead of mimicking her human shell she discards it, forever appropriating a city as her new body. The brassy bone and black sinew that reinforces Brass Palace Majesty Shintai spreads not just throughout the targeted building, but through all adjacent buildings, and over the streets and into the wells, climbing the towers of the ruling class and consuming the theatres and stalls of the market. The Infernal need not adopt a city-form as soon as she learns this Charm, becoming the seed of a cancer that seeks a nourishing home, but once the transformation begins it can not be undone.

Assimilating the first building is instantaneous, while the cancer of the Exalt's expansive soul spreads in all directions to adjacent structures at a rate of (Essence) yards per hour. As a Shaping effect this acquisition can be defended against, but a structure that has been subsumed is wholly part of the Infernal and is no longer considered shaped or the target of a Shaping effect. This process continues until the Exalt's new body has reached a size with a radius no greater than (Essence) miles. The Exalt may even assimilate places and areas of wilderness, but nothing small enough to be considered an object. The city becomes identical in nature to a district of Malfeas, though it is not trapped in Hell. Targeted structures too weak to be built with World-Ordering Clangor are destroyed, while sturdier structures, once assimilated, benefit from increased soak as if they had been built with Purity-of-Anger Sculpture. Magical structures that are not tainted relics of Hell can not be targets of this Charm, nor can manses or demesnes of any kind (unless the Exalt learns Breath of the City, below). The Exalt's very existence is an ongoing Blasphemy effect, and as a location she is considered outside of fate.

The Infernal is now an environmental being. She can produce her voice from any surface in the structures that make up her body just as she can perceive through them. Without contrivances such as specially prepared frescoes or masks from which to speak, the Infernal's Appearance is 0 for the purposes of making social attacks, but the Exalt is likewise immunized from the effects of Appearance on social attacks that target her. Her alien selfhood transcends the aesthetics of servitor races. She suffers a -4 internal penalty when performing actions that deal solely with things small enough to be classified as objects (**Exalted**, p. 213) and her Dodge and Parry DV are inapplicable against the attacks of such small characters. A lesser, -2 penalty applies when dealing with structure-sized things smaller than 50 yards in their longest dimension, though foes this large allow the Exalt to apply her DVs. On top of these penalties, noticing such tiny things (**Exalted**, p. 135) incurs a -2 internal penalty. The Exalt may interact with and notice large collected groups (Magnitude 3+) of these small things at no penalty. None of these penalties apply to the character's MDVs, but if she fails to notice someone so small their social attacks against the Infernal automatically fail. The Exalt may voluntarily ignore tiny social attacks, rendering her immune to her inhabitants's pleas.

Such a metropolis-body may move at the character's standard Move and Dash rates, but speeds in excess of (Stealth) yards per tick impose unstable footing on residents (**Exalted**, p.155) and may also result in environmental damage (**Exalted**, p. 131) from loose objects. Flying furniture usually has Damage 2B to 5B per minute, Trauma 2. Unless she employs Charms or other methods, the landscape that the Infernal moves across is usually decimated, digging great furrows in the ground as a city, its streets and even attached countryside drags itself over or through another environment. As her physical body is now made up entirely of structures, she is inflexible and enormous.

She can rearrange her own structures, moving any of them around at a rate of one yard per tick, which may be necessary to extricate herself from a manse or magical structure in her center that she could not absorb. Faster repositioning is possible but more violent, allowing the Infernal's structural components to rearrange with similar actions and speeds as a normal Move or Dash. Rearranging a structure at a rate faster than one yard per tick has the same effects as the whole city-self moving too quickly. Other methods of rearrangement exist; Malfears often unmoors layers of himself to crush others out of spite.

Worth specific mention are Craft projects to build, repair or alter structures that are part of the Infernal, which the Exalt may initiate without a humaniform manifestation or a labor pool to do the work for her. Her body consumes and dashes together building materials until she grows. She may repair, alter or tear down her structures, and with sufficient raw materials may build new structures that she need not pay to assimilate. When the Exalt uses World-Ordering Clangor to work on herself, it allows her to complete (Essence x 10) effective hours of work for every real hour of effort.

When called to combat a foe, without the use of Charms she may collapse one of her structures over an area, dealing damage as if the structure were a vehicle that crashed into those unfortunate enough to be a target (see **The Books of Sorcery**, Vol. I—Wonders of the Lost Age, p. 32 and **Scroll of Kings**,

p. 43). Such attacks are made with (Dexterity + [Martial Arts or Melee]) as improvised weapons, and if they are not simply so enormous as to make defenses inapplicable, may have a +1 Accuracy for every square yard of surface that is falling on an area. Needless to say, most building-attacks should be able to strike many foes at once without any special effort or Charm use. The city may even "launch" its structures, heaving and buckling to perform thrown attacks using entire structures as an improvised weapon (**Exalted**, p. 127). Soaring buildings are thrown with the Infernal's normal Strength + Athletics, but receive bonus dice equal to the bashing soak of the structure being thrown. These bonus dice count towards dice limits but may exceed them. Throwing pieces of itself detaches structures from the spiritual body of the Infernal, and usually results in the same hazards to remaining inhabitants as moving too quickly.

The Infernal's health level track remains the same as it did when she was a humanoid character, but it is protected by the sheer immensity of her body. The Infernal suffers damage like a large vehicle (**Scroll of Kings**, p. 40-42), ignoring or lessening damage based on the comparative magnitude of the threat. Each component structure also suffers damage on an individual basis, allowing parts of the Infernal to be devastated and weakened while the whole remains relatively unharmed.

In mass combat the Exalt usually functions as a solo unit, unless part of or leading a unit of other environmental beings. The Infernal is always considered to have Magnitude three greater than foes small enough to incur penalties due to their size even when they are in a Magnitude 3+ group. Against larger foes, her comparative Magnitude may vary depending on their size. She benefits from bonuses even when a solo unit, gaining a Close Combat Rating calculated using her own traits and a Close Combat Damage bonus based on the average bashing soak of her component structures.

She remains a massive structural being, so most individual attacks will be insignificant to her (**Scroll of Kings**, p. 40), but a mass combat unit can wreak widespread havoc. The Exalt has soak in mass combat and suffers damage like a regular character, but her soak is equal to the average of her structures' soak, plus she grants herself Armor as a mass combat unit based on this same soak value. She may benefit from a complementary unit, but if the unit is made of beings small enough to incur penalties she suffers the same penalty to *all* of her actions as she distracts herself with the insignificantly human scale of her troops. If a complementary unit's traits would provide better bonuses than the Exalt's own, she may use those instead while still benefiting from any of her better, personal bonuses.

As a city, the Infernal's body is immune to most frailties that afflict her minuscule inhabitants. Unless entirely spiritual in nature, like many diseases from Citrine Poxes of Contagion (**Scroll of the Monk**, p. 124), the Exalt is immune to Poison and Sickness effects. She is also immune to physical Crippling effects, unless the Storyteller judges them sufficiently exotic that they may affect a city. Crippling effects that strip away traits spiritually, like a deathknight's Soul-Cleaving Wound (**The Manual of Exalted Power—Abyssals**, p. 128) may reduce the Infernal's traits if the attack is sufficiently massive (i.e., as long as the attack is not insignificant) to deal damage to the Exalt's core selfhood.

Any structure or land that touches another structure or land that is already part of the Infernal's body may be assimilated, up until the Exalt reaches her maximum bodily radius of (Essence) miles. Acquiring a new, contiguous and complete structure is an hour-long Shaping attack that costs the Infernal ten motes and one Willpower. Larger structures and open land may be absorbed at a rate of (Essence x 50) cubic yards per ten motes and one Willpower, though a structure is not considered a part of the Infernal until the cost to absorb it all has been paid. The Exalt can not claim open air as part of her body, even as undeveloped wilderness, and she faces the same restrictions on assimilation of magical structures and manses as when she first activates this Charm.

Subject to Storyteller approval, any of the Infernal's Charms may enhance her actions as a city. The Exalt's city-self might float above the ground or soar through the sky if she knows Adorjan's Earth-Skimming Gale Tread. A collapsing building might crush intruders and, supplemented with Green Sun Nimbus Flare, explode into a viridian conflagration. The same attack might also produce inordinate collateral damage if the Exalt enhances it with World-Blemishing Crater Strike. Any target touching a structure that is part of the Infernal should be a valid target for her Touch Charms, unless they specifically require a physical attack.

The Exalt may produce avatars to better interact on a close-to-human level through Brass Palace Majesty Shintai. Doing so allows her to use the Charm to inhabit a valid target, but the Charm's duration becomes indefinite. Conditions which would eject the Infernal's body from the building instead collapses the appendage and inflicts a level of unsoakable lethal damage on the Exalt's overself. Unlike a humaniform Infernal's activation of the Charm, damage dealt to the building-body is not transferred to the Exalt's true form when the Charm lapses.

As a city unto herself, the Infernal may seem to shed any fear of the Imperfection of the Demon City, but this is not so. If a part of the Exalt's city-self can be sufficiently devastated that it no longer counts as a place developed for use or habitation, it remains a part of her but Charms that suffer the Imperfection no longer work there. Likewise, the Exalt can assimilate wilderness if she so wishes, but these places remain equally vulnerable until they are developed for habitation.

At Essence 8+ the Exalt may purchase this Charm again, increasing the maximum radius of the size of her city-body to (Essence x 10) miles. A third purchase increases this radius to (Essence x 100) miles, while a fourth purchase at Essence 9+ increases it to (Essence x 1,000) miles. Purchasing this Charm a fifth and final time at Essence 10 allows the Exalt's body to achieve any size.

This Charm is so fundamentally alien that only Infernal Exalted may learn it. Under no circumstances can Eclipses, Moonshadows or others learn this Charm.

BREATH OF THE CITY

Cost: —; **Mins:** Essence 8; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Hell-Body Kingdom

The soul of an Infernal's Hell-Body Kingdom is similar to geomancy, but it does not produce demesnes and can not be

used to build manses. That is, until the Exalt learns Breath of the City. Upon learning this Charm, the Infernal develops his own unique geomancy. This geomancy is identical to that of the Demon City's. It pools into demesnes and may be developed into manses as normal. The Exalt himself, if he wishes to do so, may manipulate the geomancy violently and quickly. This functions just as normal geomantic manipulation (*The Books of Sorcery, Vol. III—Oadenol's Codex*, p. 45-54), but any period of time necessary to change the geomancy is reduced to a single Miscellaneous action which can not be part of a flurry and does not require normal geomantic tools or restructuring. Each Miscellaneous action costs the Exalt a single level of aggravated damage. Manses are too stable to disrupt in this way. The Exalt may also molest his own geomancy in the normal, less harmful fashion as if he were 100 laborers.

The Infernal may now also absorb existing manses into his Hell-Body Kingdom as he would other structures, as well as demesnes. Vitriol-aspected manses and demesnes may be assimilated as normal, but there is difficulty in grafting the geomancy of Creation or other places onto one's city-self. Every hour that the Exalt's Hell-Body Kingdom contains a non-vitriol manse or demesne, he suffers one unsoakable level of aggravated damage. A manse of foreign aspect will likely have to be destroyed so that the Exalt can quickly change the underlying demesne's aspect; otherwise, the manse is simply too stable and would require years-long work.

KISSED BY HELLISH NOON

Note: This is a modification of the Charm found on *The Manual of Exalted Power—Infernals*, p. 117. The Essence 4+ purchase of Kissed By Hellish Noon adds the Artillery keyword to Green Sun Nimbus Flare.

CECELYNE

INFERNAL ADJUTANT SACRAMENT

Cost: 5m, 1wp; **Mins:** Essence 2; **Type:** Simple (Dramatic Action)

Keywords: Servitude, Training

Duration: Instant

Prerequisite Charms: Demonic Primacy of Essence

Cecelyne structures the society of the Demon City at large, but at times she can take special interest in the interrelationships of individuals. This Charm is an hour-long ritual that ties a First Circle demon to the Infernal or another being as a demonic familiar (*The Manual of Exalted Power—Infernals*, p. 76). This unnatural servitude is irresistible by demons with Essence less than the Exalt, and costs three Willpower to resist if they are of equal Essence. Demons of higher Essence can not be bound in this way. The Familiar (Demonic) rating of the familiar will vary based on its own qualities. If the Storyteller charges experience for Backgrounds, this Charm is a Training effect that incurs debt of three experience per dot. The Exalt can not steal demons that are already familiars or bound by sorcery to other characters.

A second purchase of this Charm at Essence 6+ allows the Exalt to bind Second Circle demons as familiars. This functionally grants the recipient Familiar (Demonic) (Legendary), but it can only be carried out on a demon whose Essence is at least

two lower than the Exalt's. This generally places only the very weakest Second Circle souls under the power of the Infernal to bind, at least until his Essence climbs higher. There will almost always be political ramifications to binding such high-order souls, as their Third Circle masters are never pleased if this Charm is used without first seeking their permission. Usually, Second Circle demons become familiars through this Charm only by personal dispensation of their progenitor Yozi, such as *Kimbery's Dawn* being bound to Lintha Ng Hut Dukantha.

WORLD AUTHOR EMINENCE

Cost: 3m; **Mins:** Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Social

Duration: Instant

Prerequisite Charms: Wayward Divinity Oversight, Demonic Primacy of Essence

The law of the Endless Desert does not extend solely to they whom she created, but to all existence. It is Cecelyne who laid the foundation of law on the hierarchy of her sister, embedding these precepts into the world and beyond. When this Charm is used to enhance a social attack against a target who would treat it as unnatural influence due to Demonic Primacy of Essence, it costs an additional Willpower to ignore the attack. This effect may be combined with other forms of unnatural influence to increase the Willpower cost to ignore them. If the target would not normally be affected by Demonic Primacy of Essence, this Charm causes them to suffer the normal MDV penalty against the attack as if they were a god.

MULTITUDINOUS REPLETION

Cost: —; **Mins:** Cult 1, Essence 3; **Type:** Permanent

Keywords: Messianic

Duration: Permanent

Prerequisite Charms: Temple Self Apotheosis

Cecelyne suffers ravenous hunger to find the borders of herself, but she is ever bloated by her undifferentiated worshipers. An Exalt with this Charm increases her peripheral mote pool by an amount equal to the Magnitude of the collected mass of those who form her Cult. This extended mote pool can not be refilled except by other Cecelynian Charms that restore motes or through the motes normally recovered through the Cult Background.

TEEMING SWARM REPRIMAND

Cost: —(+1m, 1wp); **Mins:** Cult 2, Essence 5; **Type:** Permanent

Keywords: Messianic

Duration: Permanent

Prerequisite Charms: Scorpion-Tailed Mirage Technique (x1)

The widespread influence of Cecelyne's law builds its own momentum to crush opposition with little or no effort from the lawmaker herself. When the Exalt makes a flurry of attacks with Scorpion-Tailed Mirage Technique, each and every target with permanent Essence lower than the Infernal's may be subject to (Cult) additional attacks. The Exalt need not benefit from this enhancement against every valid target, but each additional set of attacks increases the cost of Scorpion-Tailed Mirage Technique by one mote and one Willpower.

A second purchase of this Charm at Essence 6+ allows the Infernal to activate Scorpion-Tailed Mirage Technique without Willpower cost, but this limits him to making a flurry of (Cult)

attacks with it. This modified version of the Charm may still be further enhanced by use of Teeming Swarm Reprimand, which still costs one mote and one Willpower per target.

LAWFUL WORLD BENEFACTION

Cost: —; **Mins:** Essence 5; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Holy Land Infliction

Cecelyne pours out her judgment to drown challengers to her law in a wasteland of her power. When the Infernal uses Holy Land Infliction, he may expand the space it covers to as much as (Essence x 10) square yards. Desolations created with the Charm can also grow in new ways, drawing strength from oppression. This functions like expansion due to prayer, but is based only on the presence and activity of a spiritually desolate society or group as per Withered Soul Wastes or Sand-Scoured Society Infliction.

BLEAK SPIRIT INTERNALIZATION

Cost: —; **Mins:** Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Withered Soul Wastes

The Infernal's Withered Soul Wastes lowers its mote cost to 10 and extends its duration to five days. Another purchase of this Charm at Essence 6+ removes the Willpower cost and extends its duration indefinitely.

SHE WHO LIVES IN HER NAME

FUNDAMENTAL SYSTEMS UNDERSTANDING

Cost: —(1wp); **Mins:** Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Factual Determination Analysis

The Principle of Hierarchy laid the foundations of the world and the sciences that its populace study. Such trivialities are no challenge for her chosen servants to master. An Infernal with this Charm may pay one point of Willpower to perform a ritual of any Art and of any Degree of thaumaturgy, without actually learning the procedure or Degree. If the Exalt has learned the procedure or Degree, it costs no Willpower at all to enact and the mote cost to reduce the Resources cost of the ritual is only one mote per Resources dot. An Infernal practicing the Art of the Dead can not gain any of these benefits with its rituals.

IMPOSITION OF INHERENT PURPOSE

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: Compulsion, Social

Duration: Permanent

Prerequisite Charms: Unshattered Tongue Perfection

Within all things lies the seed of their ultimate purpose, and it is ultimately from the Principle of Hierarchy that function and purpose flows. Characters affected by the Infernal's Unshattered Tongue Perfection treat any influence to fulfill or pursue their duties within the group or to support the group's Policy as an unnatural compulsion which costs one Willpower to ignore. This influence is not concurrent with the stronger unnatural influence inflicted by any higher-ranking member.

ORGANIZATIONAL EFFICIENCY ARCHITECTURE

Cost: 5m, 1wp; **Mins:** Essence 3; **Type:** Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Compulsion, Social

Duration: Instant

Prerequisite Charms: Imposition of Inherent Purpose

The Principle of Hierarchy's plan for the arrangement of the universe is one of strict, unflinching order. Cecelyne's society might rule where one's position falls, but She Who Lives In Her Name ensures that one stays there. This Charm is a Presence-based attack against a group with any kind of hierarchy, the Infernal rolling against the leader's MDV plus an additional external penalty of half the group's Magnitude. Success causes the hierarchy of the group to solidify. There is no upward or downward mobility unless such concepts are part of the group's Policy or established bylaws; a member's replacement only comes with death or by the strict letter of the law. In turn, the group's Policy becomes extremely resistant to change, increasing the difficulty of any rolls to do so or number of scenes to build or erode part of the Policy by four. The group may shed this rigidity for a day by spending a point of Loyalty, and a group that has spent ten total Loyalty to do so shakes it off entirely.

While under the effects of this Charm, an organization can ignore any penalties due to corruption and inefficiency. Any successful mundane social attack that is opposed by the group's Policy can be ignored at no Loyalty cost, while the Loyalty cost to shake off unnatural influence of a similar nature is reduced by one, to a minimum of one.

CONCEPTUAL REDUNDANCIES EXCISION

Cost: 5m (+1 Limit); **Mins:** Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Crippling, Obvious, Shaping, Touch

Duration: Instant

Prerequisite Charms: Imposition of Inherent Purpose

With her vision, She Who Lives In Her Name would define all those things that exist by their most irreducible traits and nothing more. With this Charm, the Infernal imposes some semblance of that plan on those around her, reducing one of a target's non-favored or -caste Attributes or Abilities by one dot, her choice. Unfortunately, the world does not function by the strict tenets of the Principle of Hierarchy, so this reduction fades after (Exalt's Essence) days. By accepting a point of Limit when activating this Charm, the Exalt can reduce one of a target's caste or favored traits. This Charm can never be used to reduce a Primordial-created race's Performance. Attacks with Mind-Hand Manipulation explicitly count as touching for the purposes of this Charm.

At Essence 5+ a second purchase of this Charm extends the duration of the excision indefinitely, unless the excised trait was caste, aspect, favored, etc. A third purchase at Essence 6+ allows the Exalt to extend even caste or favored excisions at a cost of one Willpower when activating the Charm.

ATTENUATED MORPHOLOGY REALIZATION

Cost: —(+1wp or 2wp); **Mins:** Essence 4; **Type:** Permanent

Keywords: Desecration

Duration: Instant

Prerequisite Charms: Conceptual Redundancies Excision

With this Charm, the Infernal may remove mutations with Conceptual Redundancies Excision by increasing the Charm's

cost by one Willpower. This excises one mutation of any point value completely; it does not downgrade stackable mutations. If the target is not already a creature of darkness, this costs two Willpower instead and the attack becomes a Desecration, replacing the excised mutation with the *Creature of Darkness* deformity (*The Manual of Exalted Power—Infernals*, p. 64). Though it costs no Limit to inflict such changes, the duration of this alteration is the same as if it were the excision of a caste or favored trait.

CORE PRINCIPLES FOCUS

Cost: 4m; **Mins:** Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Stackable

Duration: One scene

Prerequisite Charms: Cosmic Transcendence of (Virtue)

Though loathe to admit it, She Who Lives In Her Name relies on her emotional attachment to her ideals for strength. It is this emotional strength that allowed her to swallow her pride over free will at the beginning of time, and has carried her through the despair of Hell. When an Infernal activates this Charm, she chooses one of her Intimacies, which for the rest of the scene provides a perfect mental dodge against any influence that would allow the Exalt to gain +1 MDV based on that Intimacy's opposition. Unfortunately, the Exalt becomes susceptible to manipulation through the Intimacy, making the Infernal's Dodge MDV inapplicable against influence that so resonates with the Intimacy that it would impose a -1 MDV penalty, and increasing the penalty to Parry MDV due to the Intimacy to -4.

CAUTIOUS ANALYSIS METHODOLOGY

Cost: —(1wp); **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: One scene

Prerequisite Charms: Counter-Conceptual Interposition

Understanding the hierarchy of the world requires that one understand the things that fill the world. As She Who Lives In Her Name has learned, however, the world is filled with dangerous things. This Charm permanently enhances the Infernal, allowing her to spend a Willpower and designate a specific foe which is present and can be perceived, against whom she is better able to defend herself. This provides her a discount of two motes on uses of Counter-Conceptual Interposition for the rest of the scene against the target. If the target ever exploits the Principle of Hierarchy against her, this benefit vanishes but may be reactivated.

At Essence 4+ this Charm may be purchased again, allowing the Exalt to designate up to (Essence) foes instead of just one. At Essence 6+ another purchase allows the Infernal to make use of the effect against up to (Essence x 2) targets. When a target exploits the Imperfection of the Principle of Hierarchy, it removes itself from consideration for the discount but it does not end the effect against other targets.

SPECIMEN PRESERVATION TECHNIQUE

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Counter-Conceptual Interposition

It would be a shame for a useful or unstudied phenomenon to be removed before proper assessment can be made. This Charm permanently enhances its prerequisite, allowing the Infernal to use Counter-Conceptual Interposition to defend a target from an attack of which she is aware, as long as they or the path of the attack fall within (Willpower) yards of the Exalt.

Another purchase of this Charm at Essence 4+ increases the range to (Essence x 5) yards.

EMERGENT PRINCIPLES ADJUSTMENT

Cost: 10m, 1wp; **Mins:** Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Shaping, Touch, Training

Duration: Instant

Prerequisite Charms: Imposition of Inherent Purpose, Pattern-Reassertion Touch

This Charm is a day of “training,” taking about eight hours, during which the Exalt remaps the mind and musculature of one character (herself or another) to better fulfill their intended purpose. While such purposes were better defined in the Age of Glory, in this fallen era “purpose” includes any caste, aspect, favored or similar Abilities or Attributes; this Charm increases such traits by one dot, to a maximum of four. This Charm may also be used to train targets in one Specialty that falls under the aforementioned Abilities. Each use of this Charm inflicts a lethal health level of damage on the target. In addition, even if it is not caste or favored the Performance of any Primordial-created race may be increased with this Charm up to a maximum of five. It was the ultimate purpose of those peoples to nourish Heaven with their prayers.

A second purchase of this Charm at Essence 4+ allows the Infernal to enhance up to (Essence) people at once. With Mind-Hand Manipulation active at the same time, she may train a group made up entirely of the same type of character whose Magnitude is less than her permanent Essence. Unlike many other Charms that can train large groups, this one requires actual physical contact between the Infernal and her “students.” Alternately, with Mind-Hand Manipulation active the Exalt may train a single student over the course of one hour instead of eight, but the damage inflicted becomes aggravated and the Charm’s activation costs an additional point of Willpower.

A third purchase at Essence 6+ allows the Infernal to use this Charm without inflicting harm on the subject.

SERVITOR FUNCTION EXPERIMENTATION

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: Desecration

Duration: Permanent

Prerequisite Charms: Emergent Principles Adjustment

Though her ideal is one of crystallized perfection, She Who Lives In Her Name acknowledges and, begrudgingly, works within an imperfect world. While she herself is an expression of perfection, her servants require adaptability. Upon learning this Charm, instead of using Emergent Principles Adjustment to increase common traits, the Infernal may impose one mutation with a point value no more than her own permanent Essence.

Mutations inflicted through this Charm must obey certain guidelines. First and foremost, they must fit the vision of the Exalt and the Principle of Hierarchy that they plan to impose on the world and the subject in particular. Second, once a tar-

get has been subjected to this change, they may only receive further mutations from this Charm if these new mutations are supplementary to the vision emergent in the initial mutation. For instance, if the vision of the Exalt was to create a world of smaller, more fragile servitor races, she could inflict the *Tiny* mutation on someone with this Charm. Even if her vision later changed, any member of a servitor race that had received a mutation with this Charm previously could not then be subject to the *Large* mutation from the same Exalt. If a target loses all such mutations through some means, the Infernal may then impose mutations of a new vision on them.

A second purchase of this Charm allows the Exalt to inflict a set of mutations with a total point value equal to her Essence, instead of just one at a time.

INCLUSIVE ARCHETYPE REIFICATION

Cost: —(+1 Limit); **Mins:** Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Emergent Principles Adjustment

In a world overrun with chaos, the adherents to the Principle of Hierarchy must arrange for more extensive adaptability than should be strictly necessary. By accepting one Limit while activating Emergent Principles Adjustment, the Infernal may use that Charm to increase any Attribute, Ability or Specialty. He may also use it to push inborn traits beyond their proscribed limits, increasing inherent Backgrounds (Breeding and Heart’s Blood as opposed to Contacts or Cult). The Infernal still can’t increase traits apart from servitor races’ Performance beyond four. However, upon reaching Essence 6+ the Exalt may do just that, while accepting one Limit (in addition to Limit gained for increasing non-favored traits) as penance for seriously over-extending the function of his subject. This does not allow the Infernal to increase traits beyond the normal maximum rating for the target, except in the case of Performance.

REINFORCED PATTERN MATRIX

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: Sorcerous

Duration: One day

Prerequisite Charms: Pattern-Reassertion Touch

Though her attention moves elsewhere, She Who Lives In Her Name leaves her mark on all that she finds. When an Exalt with this Charm uses Pattern-Reassertion Touch on a target, that target remains protected from further Shaping effects for the rest of the day. This makes the target immune to Fair Folk glammers entirely, as well as Wyld mutation; rolls to inflict other Shaping effects, including those for Sidereal astrology, increase their difficulty by (Exalt’s Essence). While the target is in the Wyld or similarly chaotic places such as the Labyrinth, random hazards are inflicted on them with 10% of the usual frequency. Charms of the Principle of Hierarchy explicitly ignore the protections of this Charm. This Sorcerous effect is different from its prerequisite; either one must be countered separately from the other.

A second purchase of this Charm at Essence 5+ increases its duration to (Infernal’s Essence) days. At Essence 7+ a third purchase increases its duration to “until next Calibration.”

DEFECTIVE SUBJECT DISASSEMBLY

Cost: 2m per attack or 5m, 1wp; **Mins:** Essence 3; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Mind-Hand Manipulation

With careful, persistent application of force the Principle of Hierarchy wears her enemies down to nothing. This Charm is a flurry of up to (target's Essence + 1) attacks which suffer no multiple action penalties and impose only the highest DV penalty of any one attack. If these attacks are made with Mind-Hand Manipulation, the flurry also ignores Rate. This Charm normally costs two motes per attack. If a target has previously exploited the Imperfection of the Principle of Hierarchy against the Infernal during the scene, the Exalt may instead activate this Charm at a cost of five motes and one Willpower against that target to perform a flurry of ([higher of Exalt's or target's Essence] + 1) attacks.

Purchasing this Charm again at Essence 4+ increases the maximum number of attacks that can be made using either function of this Charm and Mind-Hand Manipulation by one. At Essence 5+ a third purchase allows the Infernal to make (Exalt's Essence + 2) attacks against targets with lesser Essence even if they have not exploited the weakness of Hierarchy, but only if the perpetrated violence could have validly been enhanced by the First She Who Lives In Her Name Excellency.

SEVERE PUNISHMENT

Cost: 7m; **Mins:** Essence 4; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisite Charms: Principle-Invoking Onslaught

With the merest echo of the Three Spheres Cataclysm, the Infernal may use this Charm to assault the underlying structure of a target's existence, materializing a crystalline sphere that immediately shatters, revealing to them unrepeatable secrets that unmake their very Essence. An attack enhanced by this Charm is unblockable and undodgeable and inflicts aggravated damage as a Shaping effect. If a target defends against the Shaping aspect of this Charm, the damage is no longer aggravated, but it remains unblockable and undodgeable. This Charm can not enhance attacks other than those made with Mind-Hand Manipulation.

CONSTRICTION OF LOCAL POSSIBILITIES

Cost: 10m, 1wp; **Mins:** Essence 3; **Type:** Simple (Speed 3)

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Indefinite

Prerequisite Charms: Principle-Invoking Onslaught

Her laws' foundation laid countless eons ago, the Principle of Hierarchy inflicts order and unity of purpose on all she can. This Charm extends a zone of reality beholden to the aspect of ascendant Yozi principles—that is, an area that obeys only Malfeas' laws. The area extends (Essence x 5) yards around the Exalt, and when another effect contests this one the Infernal gains (Essence) extra successes on her Charm conflict roll. As long as this zone of transcendent hierarchy remains in power, any She Who Lives In Her Name Shaping Charms in the area reduce their mote cost by one, to a minimum of one, as long as their origin and effect remain entirely within this inflicted

bubble of reality. In contrast, Shaping Charms that do not flow from the Principle of Hierarchy increase their mote cost by one, which is itself a Shaping effect inflicted on those Charms' users. Countermagic must target the Exalt to banish this Charm, and unlike most Sorcerous Charms the motes remain committed to this effect, though it can be cancelled reflexively. This Charm is ineffective in the Underworld and in Shadowlands it provides no mote discount, though it still increases the cost of others' Charms.

At Essence 4+ another purchase of this Charm increases the radius of effect to (Essence x 10) yards. When the Infernal activates it, she may now choose to enforce the basic laws of Creation instead of Malfeas. A third purchase of the Charm at Essence 5+ allows the Infernal to extend its radius to one mile as an ongoing Blasphemy effect. A fourth purchase at Essence 7+ increases the bubble's maximum radius to (Essence x 10) miles. At Essence 10, a fifth purchase allows the effect to extend to the entirety of the realm of existence the Infernal is currently in.

COLLAPSED POTENTIALITIES INJUNCTION

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Constriction of Local Possibilities

The law of Cecelyne is part of the world, but the law of She Who Lives In Her Name is part of reality. With this Charm, the Infernal's Constriction of Local Possibilities increases the mote cost of Charms other than Shaping. This extends the increase in cost to all Charms of a specific type of Essence-user, such as Dragon Kings, pure-bred Lintha or Fair Folk. The first time the Infernal learns this Charm, she chooses one subject to inflict with an increased cost; each additional type of subject costs four points of experience or two bonus points to suppress.

Exalted and gods are a special case, and learning to suppress their Charms requires Essence 5+. Apart from Shaping, which is universally suppressed, the Charms of the Exalted are not subject to this effect if the permanent Essence of the Exalt is greater than the Infernal's. The Exalted are not so constrained by the rules of the universe as others.

PERSISTENT CONCEPTUALIZATION RESILIENCY

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Crystal-Fire Barrier Technique

Like the shinma she wound together to form the underlying strata of existence, many of the things She Who Lives In Her Name creates may seem irreducible to others. As the Infernal wishes, the obstacles she creates with Crystal-Fire Barrier Technique may be more resilient, granting them (Willpower) Damaged and one Destroyed health levels. As the barrier suffers damage, it becomes visibly murkier and cracks begin to spread through its crystalline surface.

Another purchase of this Charm increases the Damaged health levels of the barrier to (Willpower + Essence) and its Destroyed levels to (Essence). A third purchase at Essence 5+ makes these barriers completely immune to damage from mundane attacks (those made without Charms or artifacts).

CONSTITUENT LOGIC-CONSTRUCT MOTILITY

Cost: —(+ [varies]m); **Mins:** Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Crystal-Fire Barrier Technique

This Charm permanently enhances its prerequisite, allowing the Infernal to use it up to (Essence) times in a single tick. In addition, by infusing a barrier with Essence by committing up to (Dexterity) motes to it, the Exalt may cause the barrier to move up to that many yards per tick with a thought. The Exalt may release these motes at any time, but he cannot commit motes to barriers that have already been created or to those that had motes released from them. The fact that these constructs can move does not remove them from the category of “inanimate objects” for the purposes of Charm effects and other rules.

EXTENSIBLE WILL INVOCATION

Cost: 15m, 1wp; **Mins:** Essence 5; **Type:** Simple (Speed 7)

Keywords: Shaping, Sorcerous

Duration: Indefinite

Prerequisite Charms: Constituent Logic-Construct Motility

The shinmaic substrata that are the foundation of the world are eminently exploitable, and none know this better than She Who Lives In Her Name. It is the nature of existence that the raw potentiality of the world be subservient to the Principle of Hierarchy. With this Charm the Infernal conjures a spirit from nothing to do his bidding. This minor demon has a permanent Essence equal to or less than half the Exalt's Essence, and the mind and Virtues of an automaton (**The Books of Sorcery, Vol. I—Wonders of the Lost Age**, p. 97). Its appearance may vary but it is usually a crystalline geometric shape. The specific traits of the construct are determined when the Infernal first learns this Charm, though its Motivation may vary with each use. To learn to summon a different kind of servant costs five experience points or three bonus points. An Infernal may summon only up to (Essence) of these constructs, and they persist until they have completed their Motivation or are destroyed. For more on building spirits see **The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I**.

SOUL-MATRIX CRYSTALLIZATION

Cost: 20m, 2wp; **Mins:** Essence 5; **Type:** Simple (Speed 5)

Keywords: Combo-Basic, Form-type, Shaping, Sorcerous

Duration: Indefinite

Prerequisite Charms: Ego-Infused Pattern Primacy (x3), Persistent Conceptualization Resiliency (x3), Constituent Logic-Construct Motility

She Who Lives In Her Name transcends even the mundane abstractions that her fellows embody themselves as. Rather than a kingly city or oppressive desert, she is first and foremost a beautiful, logical arrangement. Only the ignorant mistake her crystalline spheres as the totality of her selfdom; their position and relationship to each other are just as important as what they each look like. Infernals with this Charm transcend the crude physical shells of others, taking on conceptually pure bodies like those of the Principle of Hierarchy. Activating this Charm, the Exalt's humanoid form burns to ash in silver flame which is then caught up in a hollow, crystalline geometric shape of her choosing, from the rough size of a human torso to a sphere large enough to contain an uncomfortable human adult. The

silver flame may then take an abstract appearance of its own, to reflect the Exalt's personality. This construct represents the totality of the Exalt, and is them for all purposes.

The crystal that encloses the Exalt's soul has all the traits of her Crystal-Fire Barriers, and provides 100% hard cover to the central self. It can be healed as if it were the Exalt's own body, but the enclosure is otherwise treated as an inanimate object. Damage to the object does not impair the Infernal, and touching it does not count as touching the Exalt, though once it has lost all its Damaged health levels it only provides 75% cover to the abstract selfdom it contains, allowing the Exalt to be attacked directly. Once the encasing object is destroyed, the abstract representing the Infernal's soul is manipulable like a normal character, apart from any exceptions listed below.

The Infernal has abandoned all pretense of human physical form, so their physical Attributes are meaningless and their Appearance is 1. If a physical Attribute is necessary for an effect or calculation, her Strength is equal to her Essence, her Dexterity to Willpower and her Integrity replaces her Stamina. Substitutions in excess of the Attribute they take the place of count as a dice bonus from Charms, but these may exceed the normal limits themselves. While in this state, the Infernal is immune to amputation-based Crippling, Poison and non-magical diseases, fatigue, and any other effect which could logically not work on a crystalline object with an abstract inside.

The object-self can float anywhere so long as it remains within (Perception) yards of a solid surface, and it moves at a speed of (Wits) yards per tick with Move actions or (Wits + 6) with Dash actions. Apart from running into things and rolling around, the Exalt must activate Mind-Hand Manipulation to interact with the world around her. Infernals with Ascendant Objectivity Stance may activate an alternate version of that Charm, incorporating its effects into their object-selves; this version of the Charm provides no cover, but it does not require the use of Mind-Hand Manipulation and lasts indefinitely.

The Infernal's carried and worn equipment is sent Elsewhere. Though the geometric abstract of the Exalt's body can not wear or take advantage of most equipment, with Mind-Hand Manipulation she can still make use of most tools or even weapons. Any piece of banished equipment can be summoned back to the Exalt's grasp as a Miscellaneous action by spending one mote. With Mind-Hand Manipulation active, this counts as readying the item for use; without that Charm, the object simply falls to the ground near the Exalt. The Infernal may also banish owned objects back to Elsewhere in the same way.

Sounds can issue from any point on the crystalline shell at any volume, allowing the Exalt to converse, usually in sharply clear monotones. The entire surface of the object-self acts as an eye, allowing the Exalt to perceive everything in all directions to the limits of normal perception, which may grant one to three bonus dice to Perception + Awareness rolls to spot ambushes. However, the object is not actually an eye for all purposes, making the Infernal immune to powers that specifically require eye contact, and equally incapable of using such powers on others. If the object is destroyed, she can still perceive as a normal character without omnidirectional sight. The Exalt may also manifest translucent, two-dimensional images of any type or complexity on the surface of the object.

As a Sorcerous Charm, Soul-Matrix Crystallization does not require committed motes but neither can its effect be ended easily. An Infernal may reverse the Charm by activating it again, paying the full cost to reconstitute her human body from the underlying abstract. Despite its minimum Essence, this Charm is as resilient to countermagic as Adamant sorcery. If the Charm is subject to countermagic, the Exalt reflexively pays the cost of the Charm to reform her human body; if she lacks sufficient motes or Willpower, the Exalt suffers a level of aggravated damage as her soul consumes a piece of itself to fuel the change.

SUPERNUMERARY SOUL EXTRUSION

Cost: —; **Mins:** Essence 6; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Core Principles Focus, Extensible Will Invocation

Even before the creation of the universe as it is known today, the Principle of Hierarchy defined the rules by which the most real, the Primordials, existed. Despite the chaos of her siblings' souls, there is in them an echo of the crystalline perfection She Who Lives In Her Name envisioned before acquiescing to the desires of her King and chaining the shinma as he wished. As the Infernal Exalted evolve ever closer to the pinnacle of Yozi power, their souls can grow too large to contain. The soul of an Infernal who learns this Charm distends grotesquely over the training time it takes to acquire, at the end of which the Exalt calls forth, vomits or otherwise appropriately *births* a new, subsidiary soul. While this subsidiary soul gestates, the Exalt appears to those that can detect such things as if his permanent Essence were one higher, but he in fact temporarily commits half of her total mote pool to the effort of bringing his new soul to term. This commitment and illusory jump in power ends when the component soul is born, and the Infernal thereafter possesses a weak soul hierarchy.

The first such soul is nominally the fetich of the blossoming titan, though it is pitiable in comparison to a true Third Circle demon and possesses no component souls of its own. It is, however, a unique spirit in the same vein as any demonic soul. As this soul gestates it ties itself to one of the Infernal's Intimacies, taking it or a variation as its Motivation and purview, guiding how it functions and what it does. In turn, upon the birth of this soul, the Intimacy transforms into an inviolable second Motivation for the Exalt. Any unnatural influence that directly contends with this Motivation is considered an unacceptable order. However, this Motivation makes the Infernal inflexible; it must remain identical or a close extrapolation of the fetich's Motivation, and no power can directly change this Motivation of the Exalt's. Only by somehow changing the fetich's Motivation (which is as difficult as it would be for any other character) can the Infernal's secondary Motivation be altered. The Exalt's permanent Essence is considered one higher for calculating mote pools, and he gains an extra success Charm conflict rolls.

The fetich itself may have a permanent Essence ranging from 4 to the Exalt's own Essence. As with the fetiches of the Yozis proper, it may sacrifice a permanent dot of Willpower to temporarily gain access to the Charms and Combos of the Infernal for a scene. The fetich treats all influence from the Infernal as unnatural. At need, the Infernal may spend a point of Willpower

to tap into the resources of his fetich, draining it of any number of motes or Willpower points to replace his own spent reserves; these drained motes and Willpower can not exceed the Exalt's normal maximums. The permanent slaying of the Exalt's fetich is horrible and transformative; the Infernal reflexively grows a new fetich, but its Motivation and the secondary Motivation it provided the Exalt are changed. This new Motivation is at best related and sometimes opposed to the Motivation it replaces. As its Motivation defines its spiritual purpose, the fetich rarely retains the same Charms or personality.

As the Exalt's soul grows in power, it also expands. When both the Infernal and his fetich are Essence 7+ it spawns two component souls of its own, each of which take their Motivations from one of the fetich's Intimacies. Unlike the fetich, these budding Second Circle souls do not make their associated Intimacy inviolable, nor do changes in their Motivations affect the Intimacies that spawned them. These sub-component souls have permanent Essence no higher than (fetich's Essence – 2), and are as unique and powerful as demons of their Essence should be. If such a component soul should be slain, the fetich soul temporarily lowers its permanent Essence by one until its component soul reforms.

At Essence 7+ the Infernal may purchase this Charm again, spawning another soul. Like the Exalt's fetich, the Motivation and spiritual purpose of this component soul is based on one of his Intimacies. However, this Intimacy does not become a new Motivation for the Exalt; it remains an Intimacy, though it becomes as inviolable as the secondary Motivation. Only by persuading this new component soul to alter its Motivation can the corresponding Intimacy of the Infernal be changed. The Exalt may purchase this Charm a third time to spawn another Third Circle demon, and as his soul becomes so very expansive his component souls grow to spawn their own full complement of seven Second Circle souls. These Second Circle souls are tied to Third Circle Intimacies, as described above. When five or more of a Third Circle soul's components have been slain, its Essence temporarily drops two points instead of one until it reforms sufficient component souls to have at least three, at which point its permanent Essence is only lowered by one. A Second Circle soul that is slain reforms over a year and a day, rather than instantly like a Third Circle soul.

At this point, the Infernal's soul hierarchy has reached the limits of its expansion. To expand further, the Exalt must have Essence 8+ and transform into an environmental being (as per Hell-Body Kingdom, p. 78; or Fourfold Body Abnegation, see below). Achieving this level of transcendence, the Infernal may purchase this Charm as many times as he wishes, spawning a vast soul hierarchy like a full-grown Yozi, trading freedom of thought and purpose for vast power.

See **The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I** for more on spirits in general, and **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II** for more on demons.

UNDERLYING TENETS INTERNALIZATION

Cost: —; **Mins:** Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Tool-Transcending Constructs (x2)

When She Who Lives In Her Name familiarizes herself with something, it becomes a part of her and, if she deigns to favor it with existence, it is an easily reproducible phenomenon. An Infernal with this Charm benefits from (Integrity) bonus successes on any Lore or Occult roll to recall information she has encountered previously. More impressively, the Exalt may reverse engineer artifacts (*The Books of Sorcery, Vol. III—Oadenol's Codex*, p. 19), even those that exceed her capability to build on her own. Having reverse engineered an artifact, the minimum Craft, Lore, Occult and other traits necessary to build the item are reduced by two each, to a minimum of one, allowing the Exalt to craft artifacts beyond her normal facility. If the Infernal has successfully built an artifact through reverse engineering, she gains this same benefit and is treated as having *complete plans* on all future attempts to build the same artifact.

A second purchase of this Charm allows the Exalt to use her Intelligence for all Create Item/Artifact rolls (*Exalted*, p. 133), instead of the lower of Dexterity, Perception or Intelligence.

ADORJAN

DANCING IN BLOOD PARTNERSHIP

Cost: —(1m); **Mins:** Essence 2; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Wind-Born Stride

First, Adorjan fixates on those who must learn her lessons, then she finds and devours them. This Charm permanently enhances the Exalt, allowing her to pay one mote to reflexively make a Move action, no matter if she has made one or more Move actions previously during the tick, to pursue a retreating foe who she has attacked or been attacked by previously in the scene. Characters are considered to be “retreating” if they take any action to move away from the Exalt for any reason. This Charm can only be activated once for each movement action the target takes during a tick.

HELLS WIND STAFF

Cost: —(1hl); **Mins:** Essence 5; **Type:** Permanent

Keywords: Obvious, Velocity, War

Duration: Permanent

Prerequisite Charms: Scarlet Rapture Shintai (x2)

Nowhere and everywhere, the wind is not so constrained as the king or the hero. Screaming soundlessly throughout the Demon City, Adorjan's fingers are long and uncountable. In a brief moment of concentration the Exalt shatters her soul into pieces, blowing them out into a whirlwind that surrounds her. These countless soul-shards form the seed of a wind-born body, surrounding the Exalt with shimmering waves of heat and red lightning. When the Infernal first activates Scarlet Rapture Shintai for twelve motes and a Willpower she may also pay a lethal health level to enhance it in the following ways. These benefits persist at no further cost as long as the Exalt maintains Scarlet Rapture Shintai on consecutive actions.

- The Exalt's “close combat” attacks have a range from the central point of her true location, up to (Essence x 3) yards. She may also perform other actions involving hands or feet within this radius.

- The capacity to surround something with oneself allows the Infernal to benefit from teamwork (*Exalted*, p. 125) without a team, as if she were aided by a number of helpers equal to her own permanent Essence. The Exalt may also perform coordinated attacks with herself, against those within range of her close combat attacks, though this calls for a flurry of a coordinate attack action (*Exalted*, p. 144) and attacks.

- In mass combat as a solo unit, the Exalt gains bonuses or suffers penalties as if she were a Magnitude 3 unit. She can not coordinate units (*Scroll of Kings*, p. 110) in this context, nor does she gain any health level buffer.

Mimicking the body of Adorjan requires constant movement, else one's expanded soul lies quiescent. If the Infernal fails to cover her maximum Move distance on a tick, this Charm's benefits temporarily lapse for the rest of the action. Failing to move sufficiently on all ticks of a single action causes the character's soul to collapse back into her body, ending both this Charm's effect and Scarlet Rapture Shintai.

At Essence 5+ a second purchase of this Charm expands the Infernal's radius to (Essence x 10) yards and increases her effective Magnitude as a solo unit to 5.

FOURFOLD BODY ABNEGATION

Cost: —; **Mins:** Essence 6; **Type:** Permanent

Keywords: Blasphemy, Velocity, War

Duration: Permanent

Prerequisite Charms: Hells Wind Staff (x2)

Adorjan teaches that you must let go, and through this and other lessons one can come to know and contemplate quietly with the Silent Wind. As the Infernal dances madly down the paths of Adorjan, he gives up what it means to many to be a person; even other Yozis consider Adorjan strange and unsettling. As with Hells Wind Staff, the Exalt sublimates his soul into a wind-body, but this is now his new, true form. The Exalt no longer possesses a real human body, though other Charms may allow him to fashion simulacra to better teach the world. The Infernal has become an environmental being after the fashion of Adorjan, the Silent Wind of Malfeas.

The Infernal is a wind in a very literal sense. He can not act like a normal character, as he is more literally immaterial than most spirits. He is a gust, a current and a storm of air; his body may have a radius as small as human head or as expansive as (Essence x 10) yards. Increasing or decreasing his size occurs as and takes up movement as regular Move and Dash actions. Without the use of Charms, he can not manipulate the world except by blowing over things as a wind would. However, even something as mean as an Excellency allows him to perform any action a character normally could within his selfdom. This wind-body must remain close the ground, moving like a normal character, unless the Exalt makes use of Charms like Earth-Skimming Gale Tread (*The Manual of Exalted Power—Infernals*, p. 144).

Attacks made without the benefit of Charms or Essence-discharge weapons are ineffective against the Exalt. Damage inflicted on the Exalt is proportionally significant (*Scroll of Kings*, p. 40-42) depending on his current size. Unlike larger titans, the Infernal suffers no internal penalties when interacting with small structures or object-sized beings or items. The Exalt's DVs remain applicable against small beings, but he is

also subject to social attacks normally. Though shot through at times with blood red lightning and black, biting winds, it is difficult for others to understand and target the Infernal as another character. This renders him half invisible, imposing a -1 external penalty on attempts to notice or target the Exalt with actions. This benefit only applies during any tick in which the Infernal used no Obvious Charms or Combos. Natives of Malfestas are wise to the threat of Adorjan and are not subject to this penalty.

Like most titans, he becomes immune to nearly all Poison and Sickness effects; only those of a powerful spiritual nature can afflict the Exalt, and then only if they can reasonably apply to a wind. Convulsive Displacement Infectious Atemi would be useless against the Infernal, but Feverish Essence Discharge Atemi would work (see **Scroll of the Monk**, p. 125, for both these diseases and more).

In mass combat, the Exalt can not lead a complementary unit unless every member has a form of Essence sight or he uses Charms that specifically allow him to lead a unit. Luckily, in such cases, the unit requires no relays as the Infernal whispers commands to the troops in his belly. Acting as a solo unit, the Infernal suffers no penalties for having a lower Magnitude than an enemy unit. Even as a solo unit, enemy units that attack him are considered engaged, and the difficulty to disengage (**Exalted**, p. 165) is always 8. The Exalt suffers no such limitations when acting as a solo unit and may engage or disengage as he pleases. When he activates Hells Wind Staff, the Exalt is treated as having three more Magnitude than any smaller unit when attacking or defending.

The wind must move or die. On any tick during which the Infernal does not move at least one yard he suffers an unsoakable level of bashing damage. Remember that changing size is a form of movement.

At Essence 7+ the Infernal may expand up to a radius of (Essence x 100) yards. When the Exalt adopts a size larger than 100 yards, he suffers a -2 internal penalty when interacting with individual things that are small enough to be considered objects (**Exalted**, p. 213), except to his MDVs. If acting against a large collected group (Magnitude 3+) of such small things, the Infernal suffers no penalty.

Another purchase at Essence 8+ allows the Exalt to achieve sizes up to (Essence x 1,000) yards in radius, while at Essence 9+ this increases to (Essence x 5) miles. A third purchase at Essence 10 allows a radius up to (Essence x 10) miles. Any size in excess of one mile increases the penalty for interacting with object-sized things to -4 and renders the Infernal's Dodge and Parry DV inapplicable against attacks from beings that small. A lesser -2 internal penalty applies against structure-sized things that are still smaller than 50 yards in their longest dimension. A further -2 internal penalty applies to standard Awareness rolls to notice anything (**Exalted**, p. 135) small enough to incur the above penalties. The Infernal's MDVs are never subject to these penalties, but if he fails to notice someone their social attacks automatically fail against him and he may voluntarily ignore such tiny attackers.

This Charm is so fundamentally alien that only Infernal Exalted may learn it. Under no circumstances can Eclipses, Moonshadows or others learn this Charm.

CROWDED, WINDY, DEAD CITIES

Adopting the bodily characteristics of more than one titan might seem too powerful. On the other hand, each titanic body comes with a number of restrictions that may come into conflict with each other. Being a city that is both made of crystalline geometric shapes and the wind can be very cool, but a potential Yozi-body Charm for the Principle of Hierarchy could prevent a character with Hell-Body Kingdom (p. 78) from rearranging himself, while Transcendent Material Abnegation (p. 87) would be hampered by the slowness and patterns of the former two. It is up to the Storyteller whether a character can combine titanic morphologies

LESSONS IN MOTION

Cost: 5m; **Mins:** Essence 2; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Knockback, Velocity

Duration: Instant

Prerequisite Charms: Thousandfold Typhoon Hand

The Exalt helps a foe let go of their attachment to her, by imparting to them some of her speed. The Infernal may use this Charm in response to a close combat attack, sending the attacker flying away from her a number of yards equal to the higher of the distance the Exalt moved this tick or the last. When the attacker lands, they must roll Dexterity + Athletics against a difficulty of the Infernal's permanent Essence or fall prone. Hitting an obstacle arrests an attacker's flight but it does not harm them unless it is particularly dangerous (like a spiked wall). The Exalt may not use this Charm if she has not covered at least her maximum Move distance during the current or previous tick.

At Essence 3+ the Exalt may use this Charm to respond to any physical attack from an attacker within (Essence) yards. Another purchase at Essence 4+ extends this to (Essence x 10) yards, but each use of this Charm against an attacker more than (Essence) yards away effectively reduces the amount of movement the Infernal has covered each of the past two ticks by one yard for the purposes of her Velocity Charms.

MILLENNIA WIND FOOTPRINT

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Pellegrina's Fury

This Charm permanently upgrades its prerequisite. It now inflicts damage on everything within range, not just stone. Against characters, this damage is an environmental hazard with Damage 6L/action, Trauma (Essence ÷ 2). Another purchase at Essence 6+ adds the L tag to the hazard's Trauma.

RENDING GALE GODBODY

Cost: —; **Mins:** Essence 5; **Type:** Permanent

Keywords: Velocity

Duration: Permanent

Prerequisite Charms: Hells Wind Staff (x2), Millennia Wind Footprint

Her devotion to the truths she knows and must teach drive Adorjan in every direction, and she very nearly reaches them all. While the Exalt has both Pellegrina's Fury and Hells Wind Staff active, the two effects combine to bolster each other. The Exalt's Pellegrina's Fury affects all valid targets within the reach

of her Hells Wind Staff. This evolution comes at a price: the Infernal suffers an unsoakable level of lethal damage when Scarlet Rapture Shintai ends as she consumes her obese soul to resolidify her humanoid self.

A second purchase of this Charm at Essence 6+ enhances how it interacts with Pellegrina's Fury. When active together, Pellegrina's Fury now inflicts aggravated damage.

ENDLESS BREATH EXCITEMENT

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Sacred Kamilla's Inhalation

Silence spurs Adorjan ever onward to quiet clamorous dissonance elsewhere. Each corpse consumed with Sacred Kamilla's Inhalation confers an additional yard to the maximum speed of any Move or Dash action the Infernal performs on the same or following tick. Even if the Exalt does not take advantage of this additional speed, as long as she moves one yard she is treated as moving (1 + inhaled corpses) yards on those ticks for the purposes of her Velocity Charms.

EBON DRAGON

A WORLD OF FOOLS

Cost: 1m; **Mins:** Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: First Ebon Dragon Excellency, Witness to Darkness

At the heart of every mote that makes up existence, there lies a seed of wickedness. Infernals use this Charm to enhance Attribute-based actions, replacing the Attribute normally used in that action's dice pool with Manipulation for all purposes, including dice limits for Charms. This Charm is a Shaping effect in the same way as (Yozi) Inevitability Technique; it does not directly affect others and so is not defended against by them. Instead, it is susceptible to large area anti-Shaping effects.

Purchasing this Charm again at Essence 4+ allows the Exalt to activate it as if it were not a Charm for the purposes of other Charms and Combos. A third purchase at Essence 6+ reduces the Charm's mote cost to zero.

RESPLENDENT SHADOW HEART

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: A World of Fools

Personifying subtlety, the Ebon Dragon overwhelms with his cleverness, conquers with his calumnies and crushes his foes through scheming. This Charm increases the maximum rating of the Exalt's Manipulation by one, and also increases the trait by one dot. This acts as a natural increase in all ways. When the character raises the Attribute with experience normally, he purchases dots as if those that came from this Charm were not there (so, if one purchase granted him Manipulation 3, he would pay eight experience for Manipulation 4). An Infernal may learn this Charm again at each of the following thresholds: Essence 4, 6, 8 and 10.

The sly-mindedness this Charm grants the Exalt is weakened by direct exposure to righteousness. When in direct sunlight, the Infernal suffers a -1 external penalty to all Manipulation-based actions. When the Exalt contends with a Holy effect, he must spend a point of Willpower or he is treated as not having any of the extra dots of Manipulation that this Charm grants.

WHAT I'VE ALWAYS WANTED

Cost: 2m (1wp); **Mins:** Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Social

Duration: One scene (One story)

Prerequisite Charms: Selfishness Is Power

Whatever it is he wants, the Ebon Dragon has wanted it ever since he crystallized his selfhood from the formless chaos. Just ask him. This Charm modifies the Infernal's emotional needs, adding a new Intimacy or modifying an appropriate existing one to reflect his desire for something relevant to the current scene. Such an Intimacy can not be eroded or removed, and any influence that directly contests it is treated as an unacceptable order. At the end of the scene the Exalt may pay one Willpower to extend this Charm's duration to the rest of the story.

While the Exalt has such altered desires, it becomes impossible to detect that they are new, and any falsehood the Infernal utters in accord with his desire is perfectly successful. Being in accord with a desire includes lies that, if they are or could be social attacks, would benefit from lowering a target's MDV if the target had the same Intimacy. In addition, any lie that the Storyteller judges directly aids the Exalt in coming closer to attaining his new desire also qualifies. In the face of Charms that contest these lies, the Exalt receives (Essence) extra successes to his contesting roll.

A second purchase of this Charm allows the Exalt to increase its cost by two motes and one Willpower. Doing so, he may gain a second Motivation instead of gaining or altering an Intimacy; this otherwise functions the same as a normal activation of the Charm. At Essence 4+ this Charm may be purchased a third time, adding the Stackable keyword and allowing up to two instances to be active at once. At Essence 6+ the limit automatically increases to (Essence ÷ 2).

SUCCULENT FRUITS OF SELF-DECEPTION

Cost: 4m or 2m; **Mins:** Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Social

Duration: Instant

Prerequisite Charms: What I've Always Wanted

The needs of others make them delectably susceptible to the machinations of the Ebon Dragon. Even, or especially, when those desires are the same that spur the Shadow of All Things. This Charm enhances a Manipulation-based social attack that incurs a penalty in the target due to an Intimacy they hold. If these conditions are met, this Charm makes the target's Dodge MDV inapplicable. If the target and Exalt share the Intimacy, this Charm's cost is only two motes; otherwise, it is four. This Charm provides no knowledge of what Intimacies a target has.

A second purchase at Essence 3+ allows the Infernal to play upon the target's Motivation. If the attack resonates with the target's Motivation, the Exalt may pay an additional Willpower when activating this Charm to make the attack both unblockable and undodgeable.

EXTRANEOUS SOUL SACRIFICE

Cost: 10m, 1lhl; **Mins:** Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Instant

Prerequisite Charms: Witness to Darkness

Foremost in the Ebon Dragon's mind is his personal safety and survival. He even gladly offered up one of his souls to the triumphant rebels at the end of the War so that what was left of him could live on unscathed. Taking this lesson to heart, the Infernal uses this Charm to metastasize undesirable parts of his soul, budding a new, secondary soul that he sacrifices to rid himself of his ailments. For the brief instant that this newborn soul exists, it has all of the Exalt's own memories, thoughts and mental traits, including Virtues, but it is a fleeting Essence 1 construct that evaporates. As the soul born to die dissipates, it takes with it any ongoing magical Poison, Sickness or Shaping effects that troubled the Infernal. It also removes with it any Crippling effects that alter the Exalt's Willpower, Virtues or magical traits (like Essence). Unlike other Sorcerous Charms, instead of the Charm's minimum Essence, the difficulty to counter it is based on the Exalt's own permanent Essence.

As the Infernal's mastery over Essence and his own soul increases, it becomes easier to birth sacrificial selves. At Essence 4+ this Charm's mote cost falls to five, and at Essence 6+ the mote cost is further reduced to one.

ABUNDANT SOUL-MATE FORFEITURES

Cost: 15m, 1ahl; **Mins:** Essence 3; **Type:** Simple

Keywords: Combo-Basic, Shaping, Sorcerous

Duration: Indefinite

Prerequisite Charms: Extraneous Soul Sacrifice

When one is rich, sacrifice is as unpalatable, or even more so, than when one is poor. But at times it is necessary. The Infernal activating this Charm gives birth to (Essence) superfluous souls similar to the one created by Extraneous Soul Sacrifice. These souls have the same basic traits as those created by this Charm's prerequisite, except that they are preemptive sacrifices, created in case of emergency. These tiny buds of soul remain attached to the Exalt's true, original soul, and can be detected as extra souls by magic capable of uncovering such things. This may be perceived by observers as some form of possession, though multiple spirits can not normally inhabit a single body at the same time.

Whenever one of those effects that is shed by Extraneous Soul Sacrifice would be inflicted on the Exalt, he may sacrifice one of his supernumerary souls to perfectly defend against the effect, unless that effect is also Holy. This slays the soul in the same way as using Extraneous Soul Sacrifice. The Exalt may also give up one of these souls to gain the same benefits as a normal activation of Extraneous Soul Sacrifice, and like its prerequisite this effect can be used to shed ongoing Holy impedimenta. As with its prerequisite, this Charm is resistant to countermagic based on the Infernal's own Essence, and each soul must be countered individually.

As the Infernal transcends mortality, his soul grows too large to be singular. At Essence 6+ the Exalt may purchase this Charm again to gain both of the following benefits. First, he has a single, natural supernumerary soul that functions just as one created with this Charm would, although countermagic

can't destroy it. It does not require activation of the Charm to extrude, but instead grows (or regrows) over a month's time. Secondly, this Charm gains the Stackable keyword, allowing the Exalt to benefit from its effect a number of times at once equal to half his own permanent Essence. At Essence 8+ the natural extraneous soul regrows in five days.

CROWDED SOUL EXPECTORATION

Cost: 5m per Magnitude, 1wp, 1lhl; **Mins:** Essence 3; **Type:** Simple (Speed 7, DV -3)

Keywords: Combo-OK, Obvious, Shaping, Social, Sorcerous, War

Duration: One scene

Prerequisite Charms: Abundant Soul-Mate Forfeitures

There is safety in numbers. The Infernal activates this Charm by shearing off a piece of his soul and vomiting forth a veritable crowd of himself, a social group or mass combat unit with a Magnitude equal to his Essence or less. Producing a group with Magnitude 5 or greater is a Blasphemy effect. Each one of these beings has the same basic traits as the Exalt, including Attributes, Abilities, Virtues, Willpower and thoughts, though they are all Essence 1 extras with no magical items or powers. Each one is a creature of darkness. They are all bound to the Infernal's will completely, treating any persuasion to betray him as an unacceptable order unless it comes from the Exalt himself. This Charm is only Obvious at its activation, and when it ends, as the crowd moans slightly in pain before oozing back into the Exalt's mouth. In direct sunlight, the Infernal may only produce units with Magnitude less than (Essence ÷ 2), though once conjured sunlight does not hinder the simulacra.

Each member of the group appears as the Infernal does, even if the Exalt disguises himself, though there are minor variations to each facsimile based on the piece of the Exalt's soul they once were. Should the Infernal also know Loom-Snarling Deception, he may pay one additional mote per Magnitude to make every member of the group a distinct-looking individual. Without such disguise, it is immediately apparent on a face-to-face encounter that each member of the group is the same as every other member, but this isn't relevant in mass combat.

The group created through this Charm can be used in social and mass combat as if it were a normal group made up of people with traits identical to the Infernal's. In mass combat the group has Drill equal to the Exalt's Temperance and Might 0. There are plenty of other uses, too, such as concealing oneself in a crowd of duplicates.

Every construct of this Sorcerous Charm can be countered individually, destroying a single member of the group with each casting. Alternately, the well of power that gives the simulacra life can be targeted with countermagic (if the sorcerer can find him), in which case this Charm ends prematurely. As a final vulnerability, every member of the group counts as an Arcane Link to the Infernal for the purposes of any and all spells, even those that normally require more specific components.

At Essence 4+ an Infernal may purchase this Charm again to extend its duration to one day. A third purchase at Essence 6+ reduces its mote cost to three motes per Magnitude, or four motes per Magnitude if he knows Loom-Snarling Deception and wishes for each fake to look like a separate individual.

PIERCING DARKNESS FINGERS

Cost: 3m (+4m, 1wp); **Mins:** Essence 2; **Type:** Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Witness to Darkness

The Ebon Dragon is strongest when others are weakest. As his shadow stretches to consume the world, the righteous are beset can never tell which threat is most dire. By paying three motes the Infernal attempts to establish surprise against a foe (*Exalted*, p. 155), gaining three extra successes on his roll to do so. If successful, he may then pay an additional four motes and one Willpower to make (Stealth ÷ 2) ranged attacks against the target, all of which benefit from being unexpected. If the attempt to surprise the target is unsuccessful, the Infernal makes a single attack and may retreat up to his maximum Dash speed as a reflexive action for one tick. These actions suffer no multiple action penalties, and only the highest of any one action's DV penalty applies, but this flurry does not ignore Rate. If the Exalt is in sunlight, he receives no extra successes to establish surprise and even if successful he may only make two attacks at most, though he may also retreat as if he had failed.

A second purchase of this Charm at Essence 4+ increases the bonus successes on the attempt to establish surprise to equal the Infernal's Essence. Another purchase at Essence 5+ allows the flurry to ignore a weapon's Rate at no extra cost.

SHADOW PANOPLY APPROPRIATION

Cost: 4m or 4m, 1wp; **Mins:** Essence 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Selfishness Is Power

What falls in shadow the Ebon Dragon claims as his own. In direct sunlight and at a cost of four motes, this Charm merely adds (Essence) successes to a standard Larceny action to pick locks, pickpocket or perform sleight of hand (*Exalted*, p. 128), or to a Stealth action. If he and his target are in shadow, the Infernal may activate this Charm at a cost of four motes and one Willpower to pickpocket or pick a lock up to (Larceny + Essence) yards away in addition to garnering extra successes on the attempt.

The Infernal may also slip through the shadow realm that is his home, spending four motes and one Willpower to enhance a Jump Miscellaneous action. Instead of actually leaping through the air, the Exalt leaps into a shadow and emerges from another shadow that he can see up to (Essence x 5) yards away. If the destination is warded against teleportation, the Exalt receives (Essence) extra successes on any contesting roll.

WHEN A PLAN COMES TOGETHER

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Selfishness Is Power

The bigger they are, the more satisfying their fall. At the culmination of his schemes, the Ebon Dragon breathes deep his victory and relaxes in his power. At the end of a scene in which the Infernal has unambiguously thwarted or put at a disadvantage someone, he regains one temporary Willpower. This Willpower may exceed the normal maximum, though he may only have one excess Willpower due to this Charm at any one

time. If the Exalt's unfortunate target has an Intimacy that is clearly tied to and dependent on the success of whatever they were thwarted in, and the Exalt knows of it, he regains two Willpower (both of which may exceed the maximum, are not stackable, etc.). This Charm only provides the single greatest reward available in a scene; the scope is unimportant, only the depth of villainy truly matters.

The Exalt may choose to make this Charm Obvious at the culmination of the scene. This usually involves respiring clouds of noxious fog, crackling with dark energy or similarly ostentatious displays of power.

A second purchase of this Charm allows the Exalt to bolster his spirit even further when thwarting a target's Motivation. If successful, he regains (target's Essence) Willpower, or two if that would be a greater reward.

CRACKED MIRROR INCITEMENT

Cost: —(+1wp); **Mins:** Essence 3; **Type:** Permanent

Keywords: Emotion

Duration: One scene

Prerequisite Charms: Soul Crack Exploitation

The Ebon Dragon twists the desires of others to suit his own needs. A careful word is all it takes to turn lovers against each other and spur nations to war. When activating Soul Crack Exploitation, the Exalt may pay an additional Willpower to enhance its potential effect. If the social attack is successful, the most relevant Intimacy of the target that the Infernal exploited becomes inverted as through Nemesis Self Imagined Anew. The Intimacy must have been capable of penalizing the target's MDV (or even increasing it, with a second purchase of Soul Crack Exploitation), even if they suffer a higher penalty due to their Virtues or Motivation. A target may spend two Willpower to throw off this unnatural emotion and come to their senses. If the target does not resist, the emotion remains altered for at least the rest of the scene, though the target may choose to adopt this new version of the Intimacy as a replacement. After adopting it as a replacement, it becomes a normal Intimacy which may be manipulated in the usual fashion.

A second purchase of this Charm allows it to change the Intimacy into one of love, respect or trust for the Exalt, as long as this makes sense in the context of the social attack and is still in some way antagonistic to the original Intimacy's subject.

TO LOVE IS TO DESTROY

Cost: 15m, 1wp; **Mins:** Essence 4; **Type:** Simple (Speed 4 in long ticks)

Keywords: Combo-OK, Servitude, Social

Duration: One week

Prerequisite Charms: Cracked Mirror Incitement

Before a potential servant can be truly free to serve the Ebon Dragon, they must destroy that which chains them to their past. This Charm is a Manipulation + Presence social attack against a single character, encouraging them to betray their Motivation. Unlike mundane attacks of this nature, the target is not obligated to spend Willpower to resist this influence. If the attack is successful, the target's Motivation is twisted into an antagonistic opposite of itself, as if they had made use of Nemesis Self Imagined Anew. Ignoring this unnatural servitude for one scene costs one Willpower, and after spending five Willpower in this way the Charm ends.

If a target performs a stunt that resonates with this new, evil Motivation or regains Willpower for accomplishing significant progress in its pursuit, they may choose to adopt it as their real Motivation, ending the Charm but retaining their antagonistic mission.

An Essence 6+ Infernal may use this Charm to alter another Green Sun Prince's or akuma's Urge, though the antagonistic Urge must still be somehow compatible with the Yozi patron's overarching goals. No matter their stunts or accomplishments, an Infernal can not permanently adopt a new, inverted Urge; these subverted Urges always fade with this Charm. The Ebon Dragon uses this Charm sparingly on the akuma of other Yozis. It is a useful tool for manipulating his own servants, but overuse elsewhere would result in too much of his peers' displeasure.

ONLY SHADOWS REMAIN

Cost: —(+3m, 1wp); **Mins:** Essence 5; **Type:** Permanent

Keywords: None

Duration: One action

Prerequisite Charms: Bloodless Murk Evasion

When the Infernal activates Bloodless Murk Evasion, he may increase its cost by three motes and one Willpower to extend its duration to the rest of the action. He then perfectly dodges all attacks of which he is aware, even undodgeable ones, subject to the Imperfection of the Shadow of All Things. Unfortunately, the Exalt must concentrate on defense more than escape when using this Charm, so he may only move (temporary Willpower) yards once per attacker's flurry, on any attack of his choice.

CHAPTER SIX

FAIR FOLK CHARMS

THE MASK

PAST GLORIES

These Charms build on the underlying Charm Assumption of Cerements and Bone. Raksha entering Creation through a use of that Charm can use these Charms to build innate powers similar to those of ghostly Charms into his shaped form. Unless specifically stated otherwise, the raksha must have Assumption of Cerements and Bone active in order to use any of these Charms, and any effects invoked by them must be associated with the woeful tale the raksha has assumed.

RECOLLECTION OF THE CROW

Cost: 3m, 1g; **Mins:** Essence 1; **Type:** Reflexive

Keywords: Emotion, Glamour, Mutation

Duration: Assumption

Prerequisite Charms: Assumption of Cerements and Bone

By twisting the emotions of the Creation-born, the Fair Folk can at their whim create ghosts from those that they kill. When the raksha activates this Charm along with Assumption of Cerements and Bone, he gains the following innate power:

Innate Power (*Cost:* 5m, 1g; *Speed:* Reflexive): When a Creation-born who could normally become a ghost dies during an encounter with the raksha, the Fair Folk may reflexively pay five motes and one gossamer to force the victim to become a ghost. The raksha and victim make contesting Essence rolls, with failure on the part of the Creation-born meaning they automatically become a ghost. At least one of the resulting ghost's Passion dots must be based on the Fair Folk who forced its existence, and one of the ghost's starting Intimacies is based on the Fair Folk; a nascent ghost may refuse this unnatural emotional connection by sacrificing a dot of permanent Willpower. Those Creation-born who succeed on this roll may still become ghosts normally, but they are not tied to the Fair Folk in any special way. See *The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II* for more on ghosts. The raksha may only target any given character once with this power.

Glamour Resistance: If the target's (Integrity + Essence) exceeds the raksha's Occult, they are immune to this power. Creation-born who are immune may still become ghosts after the normal fashion, and while those that succumb have been turned into ghosts through a glamour the resultant condition of being a ghost is permanent and "natural."

WISTFUL MEMORY AUTHORITY

Cost: 2g; **Mins:** Essence 1; **Type:** Reflexive

Keywords: Emotion, Glamour, Mutation

Duration: Assumption

Prerequisite Charms: Assumption of Cerements and Bone

As concatenations of Essence and powerful memory, desire and will, ghosts are drawn to that which is familiar. With this Charm, the raksha fashions a form for himself that plays on this dependence, appearing familiar to many. The Fair Folk activates this Charm in conjunction with his Assumption, designating a broad type of past-tense association he has to something that people feel emotional about. While this Charm lasts, those it affects treat the Fair Folk as the subject of the associated Intimacy, but the bonus or penalty they incur when dealing with the Fair Folk is equal to the raksha's permanent Essence instead of one. While this effect does not make all associated social attacks magical, the improved impact of Intimacies is itself a form of unnatural emotion which can be ignored for a scene by spending two Willpower.

Example: A raksha adopts the Wistful Memory Authority form of "a family sword." For the duration, the raksha is treated as a subject of any Intimacies that center around family swords. These could be heirlooms or a peculiar design smithed by a specific family.

Glamour Resistance: As a work of glamour, this Charm has no effect on Creation-born whose (Temperance + Essence) is greater than the raksha's Manipulation.

PAST GLORIES EVOCATION

Cost: 10m, 1g; **Mins:** Essence 2; **Type:** Simple (Speed 3)

Keywords: Evocation, Shaped-Only

Duration: Instant

Prerequisite Charms: Wistful Memory Authority

This Charm functions as Elemental Evocation (**Graceful Wicked Masques—The Fair Folk**, p. 162), except that the summoned possession is reminiscent of past experience, defeat and enduring memory. A warrior-devil might summon a whirlwind of nicked and bloodied blades, a murderstorm of weapons dropped on countless battlefields; while a haunting beauty may conjure up a looming alleyway where countless whores had been murdered.

GROWS-IN-THE-TELLING ANCESTOR'S BOAST

Cost: 1g; **Mins:** Essence 3; **Type:** Reflexive

Keywords: Glamour, Mutation, Shaped-Only

Duration: Assumption

Prerequisite Charms: Past Glories Evocation

As beings of Essence cohered and spurred on by memory, the ghosts of the Underworld are not too different from raksha. This kind of revelation may or may not horrify. By spending one gossamer to activate this Charm in conjunction with adopting a shape with Assumption of Cerements and Bone, the raksha gains the following innate power:

Innate Power (*Cost:* 10m, 1wp, 1+g; *Speed:* One scene): With the collaborative memory of storytelling, the raksha wraps a ghost in the tallest of its tales. By spending ten motes, one Willpower and a variable amount of gossamer, the Fair Folk grants a ghost whatever mutations are most appropriate to reflect the realities of its story, no matter how bald-faced the lies. The raksha rolls (Charisma + Performance) against a difficulty of the mutation point cost of the alteration; this may include negative mutations to offset the costs of positive mutations, but the difficulty can not be reduced below one. Success costs the raksha an amount of gossamer equal to the mutation points inflicted, and the ghost gains those mutations for the rest of the story. These mutations do not affect the viability of the ghost outside the Wyld as normal Wyld mutations would.

When used on a raksha under the effects of Assumption of Cerements and Bones, the target Fair Folk can not purchase the mutations granted by this power as permanent mutations.

Glamour Resistance: Because these alterations are dreamy evocations of storied deeds, they are not really real. Creation-born with (Perception + Essence) greater than the Fair Folk's Charisma are immune to the effects of any mutations wrought by this Charm. Even the ghost targeted by this Charm may be immune to its effects normally, which means that it can not take direct advantage of the mutations; the ghost may gain wings, but with high enough (Perception + Essence) it can not actually fly, whereas while it knows the claws the Charm grants it are not real and he can not slice himself with them, those with insufficient glamour resistance would still be subject to the lethal unarmed attacks of a ghost with claws.

FALLEN HERO'S SWORD TRANSMUTATION

Cost: 2g; **Mins:** Heart 3, Essence 4; **Type:** Reflexive

Keywords: Glamour, Mutation, Shaping

Duration: Assumption

Prerequisite Charms: Grows-in-the-Telling Ancestor's Boast

Reminiscent of Alveua of the Night-Forge, the Underworld-savvy raksha can transform ghosts into the objects they desire. By activating this Charm in conjunction with Assumption of Cerements and Bone, the Fair Folk gains the following innate power:

Innate Power (*Cost:* Special): For the duration of the Fair Folk's Assumption, he may forge consenting ghosts into soulsteel objects that the ghost wishes it had. Ghosts can only be forged into objects they truly desire, though this desire can be inflicted through natural or unnatural influence, as can consent to be forged. The actual forging functions just like Essence-Forging Art or Gossamer-Forging Art (**Graceful Wicked Masques—The Fair Folk**, p. 193-194), with the same costs and restrictions, except the raksha need not actually know those Charms, the gossamer cost of doing so is decreased by (ghost's Essence), to a minimum of zero, and none of the soulsteel creations are or may be made permanent. Such items may be carried into the Underworld without the need for an Evocation, but they

must still be evoked into Creation and other places outside the Wyld. While made of soulsteel, objects conjured through this Charm are not artifacts and provide no additional powers.

Glamour Resistance: As with Essence-Forging Art, items created through this power are useless against Creation-born whose (Perception + Essence) exceeds the raksha's Intelligence. Ghosts themselves can not be forged into items with this Charm unless their (Perception + Essence) is equal to or less than the raksha's Occult. Finally, as impermanent works of glamour, items crafted through this effect instantly revert to actual ghosts when touched by cold iron.

THE HEART

NAME

BASTION OF THE SELF (GRACE)

Note: This is an addendum to the Charm found on **Graceful Wicked Masques—The Fair Folk**, p. 168. It adds the following information about the Way Grace iteration of the Charm:

Bastion of the Self (Way): The raksha is protected from mundane damage involving momentum and distance as well as Way-shaping attacks. This includes ranged attacks, crashing vehicles (whether he is in it or crushed by it) and avalanches. Hand-to-hand attacks, objects falling less than five yards and falling less than five yards himself bypass this protection, as do ranged attacks enhanced by Charms or made with artifact or enchanted weapons.

(GRACE) EARTH-BONE ACCORD

Cost: 2mp; **Mins:** Heart 3, Essence 2; **Type:** Permanent

Keywords: Mutation, Stackable

Duration: Permanent

Prerequisite Charms: Bastion of the Self (Grace) (**Graceful Wicked Masques—The Fair Folk**, p. 168)

As is their nature, the raksha can squirm around and through nearly any sworn oath, usually by swearing another, conflicting oath. By binding herself closer and closer to the precepts of terrible shape, the Fair Folk becomes less susceptible to the ravages of cold iron. This Charm permanently mutates the raksha so that cold iron no longer automatically banishes works of glamour based on (Grace) as they normally would (**Graceful Wicked Masques—The Fair Folk**, p. 149), instead increasing by +5 the (opposed trait + Essence) a target uses as glamour resistance when touched by or holding cold iron.

This mutation can be adopted multiple times. Each purchase may apply its protection to a different Grace (as long as the raksha knows the appropriate Bastion of the Self [Grace]), or the benefits it grants a Grace may be improved. Two purchases to protect one Grace reduces the bonus cold iron provides to +3, and three purchases reduces it to +1. No more than three purchases may apply to a single Grace.

FEROCIOUS CONCESSIONS OF SHAPE

Cost: 3mp; **Mins:** Heart 3, Essence 3; **Type:** Permanent

Keywords: Mutation

Duration: Permanent

Prerequisite Charms: Any (Grace) Earth-Bone Accord

By tying himself tightly to the precepts of Creation, the Fair Folk gains some measure of protection from that which is most

terribly inimical to his kind. This permanent mutation makes the raksha less susceptible to cold iron, allowing him to soak damage from cold iron weapons with his natural lethal soak and lethal soak gained from Charms. The levels of damage inflicted by cold iron weapons are still aggravated.

THE CUP

CUP COMBAT

DISSONANCE OF PRINCIPLES

Keywords: Combo-OK, Emotion, Glamour, Mutation, Shaping

Note: This is a modification of the innate power of the Charm found on **Graceful Wicked Masques—The Fair Folk**, p. 174. It gains the Emotion keyword, which reflects the kind of unnatural mental influence it inflicts.

THE STAFF

GRACE-FORGING

FORGING THE GARDEN

Cost: 20m, 2g; **Mins:** Staff 2, Essence 2; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Forging the Way Grace (**Graceful Wicked Masques—The Fair Folk**, p. 77), Forging the Arcane Redoubt

This Charm permits the raksha to embed a Way Grace in her possession into the spiritual structure of a freehold, giving it the benefits of having a Garden (see p. 102).

GREAT WORKS OF THE (GRACE)

Note: This is an addendum to the Charm found on **Graceful Wicked Masques—The Fair Folk**, p. 204. It adds the following information about the Way Grace iteration of the Charm:

Great Works of the Way: The raksha forges a Way Grace into a spectacle. See p. 101 for more on spectacles.

UNSHAPED (GRACE) TRANSFORMATION

Note: This is an addendum to the Charm found on **Graceful Wicked Masques—The Fair Folk**, p. 204. It adds the following information about the Way Grace iteration of the Charm:

Unshaped Way Transformation: The raksha reshapes one existing spectacle. See p. 101 for more on spectacles.

THE SWORD

DOMINATION

BEGUILEMENT

Keywords: Compulsion, Glamour, Mutation, Shaping

Note: This is a modification of the innate power of the Charm found on **Graceful Wicked Masques—The Fair Folk**, p. 206. It gains the Compulsion keyword. The activation roll is treated as an attack against characters' MDVs which inflicts an unnatural compulsion that can be ignored by spending three Willpower per scene. The scenes for which the effect lasts are based on the extra successes on the attack after comparing it to an individual's MDV.

UNDETECTABLE LIE

Keywords: Combo-OK, Glamour, Illusion, Mutation, Shaping

Note: This is a modification of the innate power of the Charm found on **Graceful Wicked Masques—The Fair Folk**, p. 208. It replaces the Compulsion keyword with Illusion.

THE WAY

Nirupadhika is the shinma of the Way, representing spatial locations and the separation of things by distance. By taming Nirupadhika the raksha not only manipulate locality but relationships based on location, granting or stealing knowledge of distance, volume and momentum. This section expands on the Way Grace and its Charms, as described on **Graceful Wicked Masques—The Fair Folk**, p. 66 and 77.

WAY COMBAT

These Charms facilitate Way-shaping attacks and defense. Unless stated otherwise, they have no utility in Creation.

EVERYWHERE IS NOWHERE PRINCIPLE

Cost: 3m; **Mins:** Way 1, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, Shaping

Duration: One shaping battle

Prerequisite Charms: None

If all things are one, all things are in the same place and so moving from one place to another is meaningless. This Charm enhances one of the Fair Folk's Way-shaping attacks, so that if it inflicts any damage the target increases the Speed of journey actions they take by four for the rest of the shaping battle, or until the raksha releases the motes committed to this Charm.

GNASHING TOOTH STORMFRONT

Cost: 3m per attack, 0g; **Mins:** Way 3, Essence 2; **Type:** Extra Action

Keywords: Combo-Basic, Glamour, Mutation, Shaping

Duration: Instant or Assumption

Prerequisite Charms: Everywhere is Nowhere Principle

Like the roiling tides of Chaos, the raksha themselves move swiftly inward and outward in unpredictable ways. This Charm is a magical flurry of Way- or Sword-shaping attacks, paying three motes for each attack up to a maximum of (Way) attacks. When adopting an Assumption, the Fair Folk may choose to gain the following innate power:

Innate Power (*Cost:* 3m per action; *Speed:* [highest of any action in the flurry]): By adopting the sudden, unpredictable movements of his home, the raksha achieves much with little effort. Using this innate power the Fair Folk performs many actions in combat without suffering multiple action penalties and only the highest DV penalty of any one of those actions. The Fair Folk may perform up to (Way Grace) actions in the flurry, at a cost of three motes per action. These actions may be of any sort that can be carried out in short ticks, though they are still subject to normal limitations of Rate. Since this power targets the raksha, it does not invoke glamour resistance.

WILDLY EXPANSIVE GESTURE

Cost: 3m; **Mins:** Way 2, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: Any Way Excellency

This Charm enhances one of the raksha's Cup-, Ring- or Way-shaping attacks, giving it a Range of 1 waypoint if it has none or increasing its Range by one.

TOUCH OF TOTALITY

Cost: 5m, 1wp; **Mins:** Way 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: Wildly Expansive Gesture

The separation of one from another, identity or no, is just an illusion imposed on the world. Stepping back far enough, all that exists is *one thing*. This Charm enhances one of the Fair Folk's Way-shaping attacks, giving it a Range of 5 waypoints.

STRANGLING SCRUTINY OF NIRUPADHIKA

Cost: 3m, 1wp, 1g; **Mins:** Way 5, Essence 4; **Type:** Supplemental

Keywords: Combo-OK, Glamour, Mutation, Shaping

Duration: Instant or Assumption

Prerequisite Charms: Gnashing Tooth Stormfront, Touch of Totality, Vibrating the Threefold Web (see Finding & Hiding Charms below)

The Creation-bound aspect of Nirupadhika demands that all things have a place, and that they be there. Skillful Creation-born and the Fair Folk can subvert the laws of Nirupadhika, but with this Charm the raksha can subvert that subversion. This Charm enhances a Way-shaping attack; if the attack successfully bewilders the target, the raksha has also vexed them as if it were a successful Sword-shaping attack. The Fair Folk still can not vex away a target's Heart Grace without first vexing their Sword Grace; normal limitations on how often a target can be vexed also still apply (see **Graceful Wicked Masques—The Fair Folk**, p. 125-126). By paying one gossamer when assuming a form, this Charm grants the raksha the following innate power:

Innate Power (*Cost:* 3m, 1wp, 1g; *Speed:* Reflexive): Hiding things Elsewhere is, by some accounts, an affront to Nirupadhika. Certainly, the raksha would not risk his own safety by leaving his Graces out in the open, but that's no reason to let others go unpunished. With this power the Fair Folk can shatter the mystical sleights-of-hand that conceal a target's items Elsewhere. The raksha rolls Dexterity + Integrity against a difficulty of the targets' Larceny as she touches the target (which may require that she make a Martial Arts attack). Each threshold success on this roll breaks one effect keeping an item Elsewhere that is tied to the target, causing the item to appear in the nearest open space capable of containing it. If this power targets an artifact or other effect that is used to send things Elsewhere without tying them to a person, the difficulty of the raksha's roll is (artifact or effect's rating + 2).

Glamour Resistance: As a work of glamour, this Charm is ineffective against Creation-born whose (Lore + Essence) is greater than the Fair Folk's Larceny.

PEERLESS WAYS OF THE WAY

Cost: 5m; **Mins:** Way 3, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: None

This Charm functions as Peerless Ways of the Cup (**Graceful Wicked Masques—The Fair Folk**, p. 176), except that the raksha can parry any shaping attack with her Way Parry DV.

REJECTION OF PROXIMITY

Cost: 3m, 1wp; **Mins:** Way 5, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: Peerless Ways of the Way

As per Rejection of Desire (**Graceful Wicked Masques—The Fair Folk**, p. 176), except the raksha perfectly parries a Way-shaping attack.

FINDING & HIDING

With these Charms the Fair Folk occlude, reveal and even alters the spatial qualities of things and people, including waypoints, artifacts or other Fair Folk. Except for Forging the Way Grace, the Charms found on **Graceful Wicked Masques—The Fair Folk**, p. 77 fall under this category.

WATCHTOWER EYE GAZE

Cost: 4m, 1g; **Mins:** Way 2, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, Glamour, Mutation, Shaping

Duration: Instant or Assumption

Prerequisite Charms: None

At its root, all existence is a single point in space. How this grates, all that stuff bunched up together. When performing a survey waypoint Way-shaping action (**Graceful Wicked Masques—The Fair Folk**, p. 118), a raksha may enhance the action with this Charm to search for specific qualities in the surrounding Wyld. Instead of surveying the nearest 20 waypoints, the Fair Folk searches for those things associated with one of his active Assumption Charms up to 100 waypoints distant. The quality and amount of information remains the same as with a normal surveying action. By spending a point of gossamer the Fair Folk may gain the following innate power when they do an Assumption:

Innate Power (*Cost:* 4m, 1g): By activating this power the raksha immediately notices any and all things he could potentially see, hear or smell that are associated with his current Assumption. For instance, a Fair Folk using Assumption of Dreams and Passions aspected to love could use this power to immediately recognize any talk about love, any characters who are in love and anyone who is suffering from unrequited love in his field of vision or range of hearing. This power fails in the face of perfect forms of concealment. Since this power only allows the raksha to notice what already is, it does not provoke glamour resistance.

VIBRATING THE THREEFOLD WEB

Cost: 3m, 1g; **Mins:** Way 2, Essence 2; **Type:** Simple

Keywords: Combo-OK, Glamour, Touch

Duration: Instant or Assumption

Prerequisite Charms: Watchtower Eye Gaze

Shaped existence is an entangling net of connections. With this Charm, the raksha hooks herself into the pattern weaved by another, sucking them dry of information. The raksha must touch a character in the Wyld to activate this Charm, at which point she rolls (Perception + Survival) against a difficulty of the target's Lore. Each threshold success on this roll grants the raksha knowledge of the location, if it has a singular location, of

one of the Backgrounds or the subject of an Intimacy possessed by the target. This does not provide the raksha any information on just what these Backgrounds or Intimacies are.

By spending one gossamer a raksha donning an Assumption can gain the following innate power:

Innate Power (Cost: 5m): Using this power, the raksha sees all the tangling webs of emotion that tie the world together. The Fair Folk rolls (Perception + Survival) against a difficulty of the target's ((Manipulation + Socialize) ÷ 2). On a success the raksha becomes aware of the presence of any people, items or situations in the current scene that are the subject of the target's Intimacies or Motivation. This does not inform the raksha as to which subject falls under which Intimacy, but if they are visible the raksha can pick out the subjects by sight. The raksha activates this Charm and can intuitively pick out each subject that was present when he did so for the rest of the scene.

Glamour Resistance: The reality of Creation is at once staid and fragile, connections occluded by their tenuous nature despite the astonishing power they hold over the shape-locked. This Charm is ineffective against Creation-born whose (Temperance + Essence) is greater than the raksha's Investigation.

BLOWING ON THE SANDY PATH

Cost: 5m, 1g; **Mins:** Way 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: Vibrating the Threefold Web

When everything is one, it is in one place. This can be very confusing. This Charm is a Way-shaping action that targets the waypoint in which the raksha currently sits. If it is successful, one of the journeys that connects the waypoint to an adjacent waypoint is obscured. That journey effectively no longer exists for the rest of the tale.

A raksha with this Charm may reverse its effects. This is just like using it to obscure a journey, but even if the waypoint is otherwise undefended the extra successes on the original Way-shaping action to obscure the journey acts as a DV against this attempt to repair the journey.

EVERYPLACE BODHISATTVA'S PATH

Cost: 5m, 1wp, 2g; **Mins:** Way 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Shaped-Only, Shaping

Duration: One quest

Prerequisite Charms: Blowing on the Sandy Path

Enlightenment comes from all corners, so what need have the Fair Folk of taking any particular road? When the raksha makes a Sword-shaping roll to initiate a challenge against one of the unshaped (**Graceful Wicked Masques—The Fair Folk**, p. 61), he can enhance the action with this Charm. Should the challenge be successfully issued, its nature is changed; instead of questing into the body of the unshaped, the unshaped sends forth a messenger to offer the challenging raksha an alternate quest. This quest involves venturing into another unshaped, Creation or some even more dangerous realm to find, acquire or change some objective, or even to simply perform a specific action in some other place. This alternate quest should be just as difficult, but in a different way, as would be the raksha's challenge if this were a normal quest into the unshaped.

Most often, the quests put forth due to this Charm reflect the interest that the unshaped has in Creation. The Chaos Lord usually demands that the challenger bring it back some piece of seemingly trivial but hard-to-find information or perform an extremely dangerous, unnecessary-seeming task. In any case, having achieved whatever goal the unshaped sets for him, upon returning the raksha is given safe passage to the Arcane Redoubt of the formless monster where he may attempt to wrest his reward from its Heart Emanation as normal (**Graceful Wicked Masques—The Fair Folk**, p. 63).

If the challenging raksha finds the alternate quest too daunting or otherwise unpalatable, he may choose to carry out the standard quest available to all raksha. Failure or a botch on the Sword-shaping roll to initiate the quest has the usual results either way.

DREAM-SCENT TRAIL

Cost: 2m, 1g; **Mins:** Way 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Glamour, Mutation, Shaping

Duration: Instant or Assumption

Prerequisite Charms: Hound of Land and Seas

The greatest dreamers leave the strongest impressions on the world. This Charm enhances one of the raksha's attempts to survey a waypoint (**Graceful Wicked Masques—The Fair Folk**, p. 118), whether as a Way- or Ring-shaping action. If another Fair Folk attempts to hide from this scrutiny, the raksha using this Charm receives bonus dice to her Perception + Awareness roll equal to the skulker's Heart Grace (or the highest Heart Grace of any raksha hiding from her). When the Fair Folk dons an Assumption she may spend one gossamer to gain the following innate power:

Innate Power (Cost: 1g): The idea of one's location is contagious. For the rest of the scene after activating this power the raksha gains a number of bonus dice to any rolls to pierce other characters' attempts to conceal themselves or their presence, in both physical and social contexts. This bonus is equal to the Magnitude a unit would be if it were made up of all characters (except the raksha) currently involved in the scene. This effect is equally useful against disguises of Larceny, Survival's camouflage and simple Stealth. Since this effect targets the raksha herself, this does not provoke glamour resistance.

COMMUNITY FOOTPAD VEIL

Cost: 5m, 0g; **Mins:** Way 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Glamour, Illusion, Mutation, Shaping

Duration: Instant or Assumption

Prerequisite Charms: Trackless Dreamscape Movement

Like a great robe, the raksha's understanding of Nirupadhika sweeps the ground behind him, obscuring all knowledge. With this Charm the Fair Folk may enhance an attempt to conceal himself with a Way-shaping action (see **Graceful Wicked Masques—The Fair Folk**, p. 118). In so doing the raksha may conceal the presence of others at his waypoint with the same action and roll, up to a maximum of (Way) Magnitude worth of additional characters. Fair Folk who know this Charm may include the following innate power in the shapes they adopt at no gossamer cost:

Innate Power (Cost: 5m, 0g): The Creation-born are blinded by their reliance on the straightforward. What if honesty were a lie? For the rest of the scene after activating this power

the raksha's Stealth, Survival and other actions to conceal his own presence and up to (Way) additional characters are automatically successful against those who do not use a Charm or stunt to pierce the concealment. This power even allows the Fair Folk to hide himself and his compatriots in plain sight, at no difficulty increase, but the effect then becomes an unnatural illusion that can be ignored by spending one Willpower. Those who use Charms or stunts must make a contesting Perception + Awareness roll against the Fair Folk's (Manipulation + [appropriate Ability]).

Glamour Resistance: This power only provokes glamour resistance when the raksha hides out in the open, making it an illusion as he wraps himself in the comforting spaces between Nirupadhika's presence. Apart from their ability to spend Willpower to pierce the illusion, Creation-born with (Awareness + Essence) greater than the Fair Folk's Integrity are immune to this power.

MOVING

By taming Nirupadhika, the Fair Folk change the way they and others move through the universe. Slower, faster, here, there; all are ultimately the same and ultimately manipulable.

SEVEN LEAGUE STRIDE

Cost: 5m, 1g; **Mins:** Way 2, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Glamour, Mutation, Shaping

Duration: Instant or Assumption

Prerequisite Charms: Everywhere is Nowhere Principle

One step is much like another, and a journey's end is inevitable. This Charm enhances one journey action the Fair Folk takes, increasing its Speed by one (to 4, usually) but allowing him to treat a waypoint up to (Way) journeys distant as if it were adjacent to his current waypoint. When adopting a form a raksha may pay one gossamer to gain this innate power:

Innate Power (*Cost:* 5m, 1g): The understanding that space is not some iron chain around one's neck is freeing. For the rest of the scene or tale after activating this power, the raksha adds (Way) to all his movement rates—Move, Dash, Jump or otherwise. This benefit is Stackable up to (Essence) times. While a work of glamour, this power is not subject to glamour resistance since it targets only the raksha.

WAVE-RACING CLIP

Cost: 4m, 1wp, 1g; **Mins:** Way 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Glamour, Mutation, Shaping

Duration: Instant or Assumption

Prerequisite Charms: Seven League Stride

The Fair Folk can match any attempts to flee with unbridled vigor in giving chase. Whenever another character at the same waypoint as the raksha undertakes a journey to another waypoint, the Fair Folk may activate this Charm to also make a journey to follow. This reflexive journey has the same Speed as that undertaken by the raksha's quarry. Spending a gossamer on taking a shape grants the raksha this innate power:

Innate Power (*Cost:* 4m, 1wp): Those who pique the raksha's interest have no hope of escape. For the rest of the scene after activating this power the raksha may make up to one reflexive movement action per tick to pursue another character in addition to any other movement actions she takes. As it only targets the raksha, this does not provoke glamour resistance.

INFINITY-EEL TRAVERSAL

Cost: 1m, 1wp, 1g; **Mins:** Way 4, Essence 2; **Type:** Simple

Keywords: Combo-OK, Compulsion, Glamour, Mutation, Shaping

Duration: Instant or Assumption

Prerequisite Charms: Wave-Racing Clip

Like Adrián, the River of All Torments, the Wyld bounds Creation and contains its vast, cancerous shape. The raksha, then, slither along and through the borders of this cancre, like eels darting through the muck to feast on unwitting fish. This Charm is a Way-shaping action to slide a waypoint (**Graceful Wicked Masques—The Fair Folk**, p. 118); as explained on p. 101, this requires a Perception + Craft (Glamour) roll. However, this waypoint manipulation is more powerful. The raksha faces no external penalty when moving a Bordermarch waypoint, and may move waypoints of the deeper Wyld with the same action. Moving waypoints in the Middlemarches or deeper incurs an external penalty equal to the highest permanent Essence of any Creation-born present. This Charm can not move waypoints that are part of a freehold.

By paying one gossamer when donning an Assumption, the Fair Folk gains the following innate power:

Innate Power (*Cost:* 3m, 1wp, 1g): Like all shape, singular identity is no real barrier to raksha magic. This power allows a Fair Folk to manipulate the way others move, exhorting them to great speed. Upon activating this power the raksha rolls Charisma + Linguistics, and anyone present whose MDV is lower than the successes on the Fair Folk's roll must take a reflexive movement action every time the Fair Folk does. This allows affected characters to perform more than one movement action per tick. This is an unnatural compulsion that may be ignored for the scene by spending two Willpower.

Glamour Resistance: Creation-born whose (Awareness + Essence) is greater than the raksha's Survival are immune to this glamour.

WORLD-DREAMING GAZE

Cost: 3g; **Mins:** Way 4, Essence 3; **Type:** Reflexive

Keywords: Glamour, Mutation, Shaped-Only

Duration: Assumption

Prerequisite Charms: Infinity-Eel Traversal

Space is an uncomfortable knot, to be untied by the Fair Folk for the sake of freedom. The raksha may pay three gossamer when donning an Assumption to gain the following innate power:

Innate Power (*Cost:* 10m): Life for the raksha in Creation is harsh, but the world remains so full of dreams it is hard not to become distracted. This power allows the raksha to perform Way-shaping actions in Creation to survey his surroundings. Such actions face an external penalty of -6 in Creation at large. Creation's geomancy ironically bolsters this Charm's use, reducing the external penalty by an amount equal to the level of any demesne the raksha is in. In a Creation-bound freehold the penalty is always -2. The extent of the raksha's perception is much more limited, allowing him to perceive the major landmarks and actors within only 10 miles. If the threshold successes on the Way-shaping roll are insufficient to overcome a given character's Stealth or other concealing action's dice pool, they remain invisible to the raksha's survey. If the raksha is an

augur making use of a Garden in a freehold in Creation, his survey instead stretches 100 miles. Because this power simply allows the raksha to assimilate the information that surrounds him, it does not provoke glamour resistance.

WAYWARD BATTLEMENT APPROACH

Cost: 15m, 2wp, 3g; **Mins:** Way 5, Essence 5; **Type:** Simple (Speed 5 in abstract ticks, DV -2)

Keywords: Combo-Basic, Shaping

Duration: Instant

Prerequisite Charms: Infinity-Eel Traversal

By understanding the universal possessive nature of location and identity, the raksha can steal a place and put it somewhere else, along with anyone who is there. This Charm is a Way-shaping action to slide a waypoint, much like its prerequisite. However, this action can move waypoints much farther. When moving a waypoint the raksha can cause it to traverse up to 500 miles per success on her Perception + Craft (Glamour) roll, to a maximum of 5,000 miles. This otherwise follows the same rules outlined for Infinity-Eel Traversal.

Fair Folk with this Charm can even move waypoints that are part of a freehold. The controlling raksha or the freehold's augur can defend against this attempt as if it were a shaping attack, though if they have no Way Grace their DV will be 0. If the attacking Fair Folk is successful, the waypoint loses all connecting journeys to other waypoints in the freehold, except one that functions similarly to a breakthrough (**Graceful Wicked Masques—The Fair Folk**, p. 143). The freehold's general picks which journey is preserved; if the freehold has no general, the raksha using this Charm gets to choose. Wherever the waypoint's new home is, it establishes normal connections to adjacent waypoints immediately.

THE RAKSHA WAY

This section expands the necessarily sparse information on the Way Grace found in **Graceful Wicked Masques—The Fair Folk** adding rules for ravishing, artifacts and more.

AMBIENCE AND THE WAY GRACE

All characters have a trait called Ambience. This trait is based on the nature of a character. Inanimate beings that can be described as “an object,” such as a talking sword, have Ambience •. Immobile, thinking structures such as gemlords and mobile individual beings with no special travel powers, such as mortals and Solars without Athletics, Ride or Sail Charms have Ambience ••. Individual beings with special travel powers that require minimum Essence 3 or less and mobile thinking structures up to a mile in their longest dimension have Ambience •••. Individuals with Essence 4+ travel powers and mobile structures up to 10 miles at their longest have Ambience ••••. Finally, mobile environmental beings of larger stature have Ambience •••••.

Fair Folk characters begin with a Way Grace of 0 unless they are a Guide or derivative noble caste. If the character is a Guide or Way-based noble, their Way Grace begins at a rating equal to their Ambience. The Storyteller may allow non-Guide-based raksha to purchase Way Grace during character creation.

Way Grace artifacts manifest as implements of guidance, such as maps, sextants, telescopes, signs and travelogues.

THE LURE OF OBLIVIOUSNESS

As with all other Graces, the raksha suffer a curse based on the Way and their Ambience, even if they do not actually have a Way Grace. However, like Willpower's Curse of Stubbornness, the Curse of Obliviousness is always in effect on the Fair Folk. This Curse dictates that the Fair Folk are forever separated from that which is without them, by both physical and spiritual distance. The mechanical effect of this Curse is that characters are separate beings. This is not the same as having or not having one's own identity, as per the Ring, but rather reflects that those identities the Ring creates are not a swirling mass always aware of each other. For more on lures and curses, see **Graceful Wicked Masques—The Fair Folk**, p. 99-101.

CASTE—THE GUIDE

The Guides allow raksha to seek and to find. Without their way, the Fair Folk would be lost wandering a meaningless expanse of Wyld; without their Guides, the Fair Folk would be a jumbled mass that, in its incoherence, could not understand or interact with itself or others. Guides use their Ambience to give their environment interest and lessons to teach. To the raksha, the Way is how the parts of the whole come together and move apart without dissolving into each other. In this way, the Way is necessary and subservient to all the other Graces.

Guides that travel Creation seek the enlightenment that its strange mixture of sameness and diversity can provide. The lie of Creation in promising newness all across its face is sumptuous to the raksha, who find the fresh-faced contrivance of each hilltop, city and valley somehow unique. While the raksha can rearrange any waypoint in the Wyld with relative ease, and a freehold's general can do even more, it is the perpetual subtlety of variation in Creation that fascinates the raksha. These tiny changes mean everything to the Creation-born, and it is this vital connection to their surroundings the Guide feeds on. Guides in Creation will act as messengers and literal guides, leading the Creation-born to new places.

A Guide that hates Creation resents the chains that it binds him with. It takes months or years just to cross the face of the world, and even more to truly explore it in full, and in the end it all looks remarkably similar. This weighty indistinguishability even shackles the greater Wyld and Chaos, where the Guide is always aware on some level that they are near or far from that central point that Creation has become. Creation rejects the quest for enlightenment that all Guides are on, forcing them to see the same sight over and over again no matter how mightily they strain to see new places. Their weakness lies in finding a fascinating new place where they wish to stay.

Caste Traits: Guides maintain and change transactions over divisions. Their caste Abilities are Integrity, Linguistics, Sail, Stealth and Survival.

Grace and Virtue: Guides devour Ambience. They favor the Way Grace and its Charms, which molest the Ambience of a scene or character to change the way either interacts with the other. Through the Way, Guides move the actors to change their relationships.

Associations: The outward direction, the color yellow, the shinma Nirupadhika, Elsewhere, external transition and knowledge.

Sobriquets: Ananasi, Ekhou, Lamp-Bearers, Lock-Breakers, Makhati, Rainbow Wolves, Smiling Foxes, Swamp Lights.

EMISSARY (SHADOWED DIPLOMAT)

Emissaries seek to take the laws of their society and impose them on the rest of the world. They travel out from their court, or send servants out, to carry their civility elsewhere. When an Emissary arrives in a court, he brings change wrought by someone else in some distant location. Emissaries do not always seek to conquer the world, but that is one means to their end. The transition that a place undergoes is less important than that the place changes at all. Emissaries seek upheaval of social order.

Inversion: Most commonly, the Emissary realizes that his own court is stagnant, and instead of seeking outward change becomes a Harbinger, carrying change home. Emissaries can also become Harbingers when they realize that the instability they bring is unwanted. Their rebellion rejected, they turn from a revolutionary to a doomsayer.

VAGABOND (SHADOWED ENTERTAINER)

A Vagabond moves or is moved by the world, seeking those pleasures it has to offer. It is the experience of change that the Vagabond cherishes. A lone Vagabond may cross the face of Creation or travel to many courts hundreds of times, bringing news of delights and teaching natives new ways of doing things. A courtly Vagabond may depart to carry out these same tasks, but is just as likely to lure visitors to court to bring those new things he desires. Vagabonds are seekers of the new and the enjoyable, but most important is the journey which is often more important than the destination.

Inversion: Vagabonds value the lessons taught by seeking something more than the lessons at the end of their travels. But sometimes what they find is so tempting that they fixate on it, becoming a Deviant.

OUTRIDER (SHADOWED WARRIOR)

Outriders find and combat threats to their courts. They go to new places to fight new foes. The Outrider's path is often fraught with conflict, as he brings his own contentiousness with him wherever he goes. Like a crusader, the Outrider carries a message from his home to the rest of the world, seeking other messages with which to contend.

Inversion: Belief inevitably leads to betrayal, and when that betrayal comes the Outrider becomes a Mercenary. When the purpose of an Outrider is revealed as pointless, undervalued or somehow a trick played on the raksha, they become pugnacious and willing to fight for any reason, anywhere. This traveling conflict makes it difficult to tell the two castes apart.

DILETTANTE (SHADOWED WORKER)

The Dilettante moves from one hobby to the next, always in motion. She seeks to build kingdoms, contraptions and cults, sometimes in the same month or even all at once. Dilettantes are changeable in what they desire to build, but their desire to build never changes. A court benefits a great deal from the inclusion of a Dilettante as they turn out new and interesting toys or shore up weaknesses in the court itself. Unfortunately, like most castes of the Ascendant Way, Dilettantes have a habit of departing suddenly to find new, interesting places to ply their trade. Even if this is ultimately helpful to the court they call home, it affords them a reputation for being "flighty."

Inversion: When a Dilettante realizes she has become so preoccupied with finding new ways to forge the world into more pleasing shapes, she may step back and notice that what she has wrought lacks technical merit. Her spirit is in the right place, but she can not build a beautiful world on enthusiasm alone. Dilettantes who come to this realization choose to focus their efforts, becoming Virtuosos.

OTHER NOBLE CASTES OF THE WAY

HARBINGER (ASCENDANT DIPLOMAT)

Mirroring their counterpart the Emissary, the Harbinger seeks change in a particular place. The transition from one set of laws to another is the most important aspect of a Harbinger's message, not that the message be carried far and wide. Most courts that house a Harbinger are tempestuous, as they are under the constant assault of the Harbinger's opposing views. The Harbinger questions and foretells the failure of current habits.

Inversion: Harbingers experience inversion very often, as their messages make them many enemies. It is difficult to fulfill the mission of a Harbinger when one is always driven from the court. Like the Imperial Raksha, the Harbinger comes to see her society as undeserving of her efforts, and so transforms into an Emissary to carry change elsewhere.

DEVIANT (ASCENDANT ENTERTAINER)

Where a Vagabond travels for travels' sake, the Deviant is more interested in finding all the different ways to enhance the experience of a given fixation. "Obsessed" is usually the right word for the raksha's focus, awash in the ecstasy of discovering every facet of joy that can be derived from a particular source.

Inversion: When the sameness of a Deviant's pursuits gets to him, he begins to seek new experiences by abandoning that which has become stale. Deviants become Vagabonds when it seems they can find no new pleasure in their obsession.

MERCENARY (ASCENDANT WARRIOR)

Mercenaries don't bring anything but conflict, even to those they may agree with. A raksha Mercenary seeks new fights, no matter the cause or nobility, or even despite any cause. Many believe that the Mercenary has no honor, but he simply seeks the honor of pure conflict in all its myriad forms. Courts that house Mercenaries must be careful to invite new targets for him to play with, lest his nature get the better of him and he sullies the court's name by attacking embassies or other courts. That is, if the court cares.

Inversion: Mercenaries that find a cause to believe in apart from the joy of interesting fights become Outriders, seeking to fight other viewpoints instead of just other people. It can often be difficult to sway a Mercenary from his path, but inversion of this caste usually has its roots in the noble becoming attached to a particular character who, in turn, teaches them to care for other people, places or ideas.

VIRTUOSO (ASCENDANT WORKER)

A prize to be displayed by a court, a Virtuoso seeks to mend or improve his court and the world it inhabits. Virutosos can work well enough alone, traveling through the Wyld and Creation to find that which they love to fix and fixing it, but they work best in a court with many others, drawing on their experience to help their fellows and to guide them to appreciate that which they already know to be great.

Inversion: When a Virtuoso questions his purpose, he turns to all the different paths in the world to find a new purpose. In time, he may return to his expert focus, but as he abandons his professional pride to dabble in many fields, he wanders and can not truly master any one thing, as he has become a Dilettante.

REALITY SHAPING

Default shaping rolls (**Graceful Wicked Masques—The Fair Folk**, p. 116) are based on ([Dexterity, Perception or Wits] + [any Guide Ability]). Way-shaping actions create scenes of movement, physical interaction and assimilation of external information.

Fair Folk may use the Way to perform the shaping actions found on **Graceful Wicked Masques—The Fair Folk**, p. 118. While they both otherwise follow the presented rules, raksha may survey adjacent waypoints with a Way-shaping action instead of a Ring-shaping action, and they may hide from such scrutiny with Way-shaping actions instead of Staff-shaping actions. Fair Folk may also slide waypoints along the edge of Creation with a Way-shaping action instead of Ring-shaping, but instead of Intelligence + Craft (Glamour) the raksha's player rolls Perception + Craft (Glamour) and the external penalty on the action is only -1.

WAY-SHAPING COMBAT

Way-shaping attacks are made using a pool of (Perception + [highest Guide Ability] + [weapon Accuracy]). These attacks occlude or divert the travels and locations of targets, evoking crowds, events or stunning vistas meant to distract a traveler. The Way emulates Ambience and is associated with Dexterity, Perception and Wits. Its color is yellow and its direction is outward. Raksha in the Wyld travel elsewhere to seek world-spanning quests.

Way contests change or suppress a target's capacity to see and understand the outside world, as well as the facility with which they interact with that world.

A raksha's Way health track is equal to the character's (Ambience + Way). A character heals all levels of Way health at the end of every tale.

Raksha who have been bewildered can not be bewildered again nor may they make Way-shaping attacks until they have healed at least one level of Way damage.

Fair Folk may ravish a character's Ambience. In addition to the rules for losing dots of Ambience (see *The Way of Enchantment*, below), raksha and Creation-born targets alike either cannot leave the waypoint or must leave it; resisting either compulsion costs a number of Willpower equal to their own Cup rating. This compulsion lasts for the rest of the tale.

THE WAY OF ENCHANTMENT

A character's Ambience defines their capacity to interact with the world around them. Raksha may use the Charm Ravishing the Created Form (**Graceful Wicked Masques—The Fair Folk**, p. 176) to consume a target's Ambience. When a character loses dots of Ambience, this cripples their interaction with momentum and space. This does not lower any of their other traits, but it imposes an internal penalty equal to the dots of Ambience they are missing. This penalty applies to all gross movement, navigation and understanding of geography and distance. A character whose Ambience is ravished could per-

ceive the spatial arrangement of things around him but would have trouble judging their distance. His hand-to-hand attacks and close combat defense would not suffer, but ranged attacks and defense would. No matter how low their Ambience, their Move and Dash actions can not be slowed to less than one and two yards per tick, respectively.

A character enchanted (**Graceful Wicked Masques—The Fair Folk**, p. 179) by having their Ambience reduced to 0 is nearly incapable of navigating from one point to another. All locations are the same to them, and they have no sense of direction outside their immediate perceptions. They can still perceive things such as distant mountain ranges, but this is as impactful as looking at a child's crude drawing.

Victims of this enchantment can't meaningfully perceive, understand or navigate to any location more than 10 miles away. Attempts to do so automatically fail. In the Wyld, such characters can not leave the waypoint they currently occupy under their own power. They are incapable of undertaking journeys unless carried along by other characters. These unfortunates must be actively shepherded or bodily moved from place to place, since following a guide or purposefully going to one place is no different from wandering anywhere else. No amount of Temperance or Willpower may prevent this; those so enchanted simply wander if given the chance.

As with Virtues and Willpower, raksha can not reduce a target with Essence 2+ to less than Ambience •.

WYLD ARTIFACTS—SPECTACLES

Like other Graces, the Way Grace can be forged into Wyld artifacts (**Graceful Wicked Masques—The Fair Folk**, p. 133-145). These artifacts are called spectacles, and they are used to manipulate whole scenes and the way people interact with those scenes. Think of a spectacle as a set piece on a stage, one that becomes integral to the action on that stage. Like adjurations and treasures, a character must possess a spectacle to make use of it. Attuning to a spectacle requires the commitment of two motes per dot of its Artifact rating.

Spectacles can be divided into two basic categories: trails and trials. A trail allows those who follow it to get to interesting destinations more quickly, while a trial hampers those who travel it. In either case, the spectacle adds methods and barriers to travel into a location, granting or requiring that one have one or more mutations to be able to move about in a waypoint. Each spectacle comes with a certain number of mutation points with which customize the trails and trials it imposes.

Much like oneiromantic spells, spectacles require Assumptions to exist as physical objects, which must be bought using the mutation points available to build the spectacle's effect. To gain the benefits of these trails and trials, the raksha who possesses it imbeds the item in a prominent landmark in a waypoint. This allows the spectacle to immediately take effect, altering the landscape or available methods of travel. The landmark that a spectacle merges with gains a certain level of protection, imposing an increase in difficulty to change it with shaping actions equal to its Artifact rating. The landmark itself also gains the same level of resiliency as an equal level artifact. The owner may remove a spectacle at any time, ending the effect; others may remove a spectacle as well, but this requires a Strength + Athletics total of (10 + spectacle's Artifact rating).

Trails allow others to move in new ways; when someone sets off down a trail, they gain the benefits of the mutations used to build that trail. Trials impose restrictions on travel; if someone does not have the method of travel required by the trial, they suffer an external penalty to their actions. This penalty affects the same actions as having a lowered Ambience (see *The Way of Enchantment* in the previous section).

Multiple spectacles may be in force on the same location, but a character may take advantage of only one trail at a time and while the penalty of more than one trial may be applicable they suffer only the highest amongst them.

All spectacles are perfect quality Way-shaping weapons. Spectacles can be made to affect Creation only by including Assumption of the Land's Heart or similar Charms in their construction.

PURI, KATRA AND PADINATH SPECTACLES (ARTIFACT • TO ●●●)

Puri spectacles are Artifact • and built using two mutation points; Katra spectacles are Artifact ●● and built using three mutation points; and Padinath spectacles are Artifact ●●● and built using four mutation points. Puri, Katra and Padinath trials inflict a -1 external penalty when someone fails to meet them properly.

Blue Lips Lamp (Padinath Trial): This blue-burning lamp declares an area one of joy and union. Those who enter the waypoint affected by a Blue Lips Lamp must seek to join others and can not initiate physically hostile actions or else they suffer a -1 external penalty to Ambience-related actions. Creation-born with (Temperance + Essence) greater than the artifact owner's Presence are immune to this spectacle. Assumption of Dreams and Passion (1mp) gives this trial its shape. Compelling Presence (3mp) gives it a function.

HARIDWAN SPECTACLE (ARTIFACT ●●●●)

Haridwan spectacles are built using five mutation points. A Haridwan trial inflicts a -3 external penalty on those who are unprepared to travel it.

All-Peoples Peace Standard (Haridwan Trial): Streamers of blue trail from the edges of this immaculate white banner blazoned with a sigil of harmony. When the raksha plants this banner, those who would come to treat with each other must do so recognizing that those they seek are akin to them and are friends. Those that treat others as alien or strangers suffer a -3 external penalty to Ambience-based actions, mired as they are in their reluctance to accept others. Assumption of Dreams and Passion (1mp) gives this artifact its shape, while Hiding the Wyld's Touch (4mp) defines how it hampers travelers.

VINDARVA SPECTACLE (ARTIFACT ●●●●●)

Vindarva spectacles are built using seven mutation points. Vindarva trials inflict -5 external penalties on those incapable of meeting their challenge.

Patagiast Shoppe (Vindarva Trail): A shop window without a shop, the raksha implants this artifact into a flat, vertical surface to spur the shopkeep inside to raise the shutter. Inside, a tiny man-bat waits to furnish anyone willing to rent one of his pairs of bat wings. Usually this is a Resources ●● expenditure, though the owner of the spectacle may direct the shopkeep to charge more or less. Money spent in this way is lost, trans-

formed into gossamer to fashion the wings. Each pair is custom-made for one person and are useless to others. Putting them on, a character can fly through the air with Move and Dash actions at twice their normal movement rates; they can also ascend at normal movement rates and dive at 10 times normal speed. Attempting to carry the wings outside the waypoint results in their extricating themselves and flying back to the patagiast; this is often fatal for those who try to fly away. Assumption of Bestial Visage (1mp) gives this trail its shape, while Abomination (6mp; *Wings* mutation) defines the advantage it provides.

FREEHOLDS—THE GARDEN

The Garden is the luxurious space of a freehold, a place to lose oneself in travel, intrigue and hunting. It is created by embedding a Way Grace in one of the freehold's waypoints with the Charm Forging the Garden (see p. 95). Gardens provide open areas for movement and assimilation of information from a distance. They may actually be gardens, or they may be fortress walls, hunting preserves, watchtowers or orreries. The freehold gains a Way trait equal to the Way Grace used to create the Garden.

Attuning a Garden requires six Attune Grace actions and a one-mote commitment. This attunement erases any previous raksha's attunement. The raksha attuning to the Garden must lead most of the nobles of the freehold to the end of a hunt for riches, spiritual or material, or the attunement will fail. A raksha attuned to a freehold's Garden is the freehold's augur. One need not be the freehold's master, nor win his consent, to become a freehold's augur.

The augur controls the freehold's perception of and influence over adjacent waypoints. As a difficulty 3 Way-shaping action he or any Guide with his consent may survey any one of the waypoints (**Graceful Wicked Masques—The Fair Folk**, p. 118) up to (freehold's Way trait x 20) journeys distant from the outermost waypoints of the freehold. The augur himself may flurry two Way-shaping actions, one to survey a waypoint as noted above and the other, difficulty 4, to open a temporary journey to the surveyed waypoint. The augur immediately undertakes this journey, which is then no longer available unless the augur returns to the freehold and opens it again. The augur may lead any number of other characters on this journey with him. While these benefits are only useful for freeholds in the Wyld, the augur can learn Way Charms that extend a freehold's capacity to see and touch the outside world even in Creation.

The augur may embody himself in the physical structure of the freehold. This gives him awareness of all Way-shaping actions within the freehold, allows him to use applicable Way-shaping defenses against shaping attacks made against the freehold's waypoints and lets him perform Way-shaping actions as if he were present in any of the freehold's waypoints.

Unlike creating an Arcane Redoubt, the process of creating a Garden inflicts no particular negative effects on the bearer of the Way Grace used. The augur owns this Way Grace, but Creation's imposition of distance means that all raksha are subject to the Curse of Obliviousness at all times (see above section).

See **Graceful Wicked Masques—The Fair Folk**, p. 139-143 for more on the structure of freeholds.

CHAPTER SEVEN

MARTIAL ARTS

GENERAL CHARMS

CELESTIAL MARTIAL ARTS

SWALLOWING THE LOTUS ROOT

Cost: 5m or 10m, 1wp; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Training

Duration: Varies

Prerequisite Charms: One entire Celestial Martial Art

Like the ouroboros, the martial artist comes to an end only to return to a beginning. This Charm is a day-long meditation on the nature of one Terrestrial Martial Art that the martial artist wishes to pursue; he can not have started learning any of that style's Charms yet, else he can not use Swallowing the Lotus Root to understand the path ahead. After this long concentration on the principles of the style, the character must keep a number of motes committed for the duration of his tutelage in that style. Celestial Exalted must commit five motes. Other Essence-users must commit ten motes and pay a point of Willpower when activating the Charm.

While this Charm remains in effect, the martial artist can learn the chosen style at a phenomenal speed. The number of days necessary to learn each Charm is reduced to an equal number of hours, and the practitioner may go into experience debt as a Training effect when learning the style's Charms. The student must keep the motes committed to this Charm until he completely masters the Terrestrial style in question. If, for some reason, these motes are released, the martial artist can not reinvoké this Charm for the same style, and they must finish learning the style normally before they can activate this Charm in pursuit of learning another style. Once the style is mastered this Charm lapses with no ill effect.

SIDEREAL MARTIAL ARTS

PERFECTED LOTUS UNDERSTANDING

Cost: —(1m per Charm); **Mins:** Martial Arts 6, Essence 6; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Swallowing the Lotus Root, One entire Sidereal martial art, Drowning in Understanding Kata (Dreams of the First Age, Book II—Lords of Creation, p. 83)

Even the most prideful who scale the Perfected Lotus learn to have a sense of perspective. Out of the lessons of failure and success, one's own or one's foes, experience can be drawn. This Charm permanently enhances the martial artist, allowing her when she witnesses the use of a Celestial or Terrestrial Martial Arts Charm to commit one mote to memorizing the precise patterns of Essence that created the effect. As long as that mote remains committed, the character can learn the observed Charm as if she were being tutored in its use. If the martial artist actually benefits from a teacher's presence, the training time to learn the Charm is reduced from the indicated number of days to an equal number of hours instead. All other training time and experience cost restrictions apply.

Note that for meeting the prerequisites of this Charm, the character need only learn a single version of (Type) Exalt Ways from Prismatic Arrangement of Creation Style to qualify as having learned the entire style. Similar Sidereal styles may meet this requirement in the same way, at the Storyteller's discretion. As a Sidereal martial arts Charm, Solars and Abyssals can learn but can not teach Perfected Lotus Understanding.

CHAPTER EIGHT

MISCELLANY

ARTIFACTS

HYPERION KEY (ARTIFACT ••)

Repair: 3

In the First Age, there was a vast infrastructure built on ever-increasing complexity of design and artifice. Iconic of this ethos was the Hyperion key, an artifact for making other artifacts. Each key was cast first from orichalcum before being carved and hollowed to accept a series of starmetal-and-moonsilver studs and wiring. A completed Hyperion key could be used to unlock the potential mystical resources that are bound up in nearly everything. Hyperion keys are special tools that make excellent additions to an artificer's workshop, as long as he is willing to commit four motes to attune them for the duration of a project.

While benefiting from a Hyperion key's effect an artificer ignores the -2 internal penalty due to working with magical materials they do not resonate with. More impressively, the key can be used to unlock the potential in mundane items, allowing them to substitute for standard exotic ingredients. Doing so, the artificer must make use of a less impressive but similar ingredient, such as a common sword instead of a legendary blade. A project to create an artifact may only benefit from one such "elevated" ingredient at a time; any other ingredients must be suitably exotic as normal.

A Hyperion key draws out and destroys impurities in the materials used to construct an artifact, but some of the mundanity of the items it uplifts accumulates around its studs and wiring. Every day of use necessitates a technician with Craft (Magitech) 3+ spend an hour purifying and recalibrating the key. Missing one such maintenance reduces the key's efficacy, so that it only lowers the internal penalty of working with inappropriate magical materials to -1. Two missed maintenance periods and it no longer elevates mundane ingredients. Missing three maintenance cycles, the key is rendered inoperative and must be repaired.

THE CURSE OF BOATMURDERED (ARTIFACT •••; DESIRE CIRCLE SPELL)

The delicious vigor of the Creation-born is spurred by the tragedy of the world in which they live. This spell gives them the opportunity to fulfill their potential. It takes the form of a homey wooden signpost, the words "Human traders welcome" scrawled across it. When the raksha plants this sign in a place of habitation it calls to the very animals of the world to bring the strife people so need to persevere. This affords the town

or village the fortune to witness and suffer the conflict of elephant, mandrill and dog. The targeted area must be home to 1,000 or fewer people, or roughly Magnitude 2 or less according to the Mandate of Heaven (*Storytellers Companion*, p. 133). The lorekeeper rolls their (Dexterity + Martial Arts) twice every scene as contested rolls against each other, as the elephants and mandrills battle the noble dogs that protect the Creation-born. If the dogs' side wins or there is a tie, then they have successfully protected the people of the area. Should the elephants and mandrills win, however, the extra successes on the roll are treated as an attack that targets everyone in the area. The base damage of the attack is (lorekeeper's Essence x 2)L.

Every scene that Creation-born are present for such conflict, the lorekeeper also rolls his (Manipulation + Medicine). This roll is applied to each target individually, treating their Essence as the difficulty. Should it succeed against a given target, they gain bonus dots of Valor equal to the threshold successes on the roll against them. Extra dots of Valor gained from this spell are treated as a normal increase in the trait in every way, except for the purposes of nourishing raksha. These bonus dots last for a single scene and a target can not gain more dots of Valor from this spell than their permanent Essence.

The elephant and mandrill hordes do not trouble Creation-born whose (Stamina + Essence) exceeds the lorekeeper's Dexterity, and Creation-born with (Wits + Essence) greater than the lorekeeper's Medicine are immune to the courage this spell grants. Though it is generally less effective against them than other Creation-born, the raksha delight in posting signs that inflict the Curse of Boatmurdered near Mountain Folk settlements. Only the Fair Folk truly know why.

This spell is built on the Assumption of the City's Heart (4mp), producing conflict with two different applications of Thousand Gnawing Fangs (1g x 3 x 2 = 6mp). It encourages bravery through the Manacles of Virtue (3mp). For more on oneiromancy and the aforementioned Charms, see **Graceful Wicked Masques—The Fair Folk**.

WARSTRIDER MANTIS FRAME (ARTIFACT ••• OR ••••)

Repair: 2 or 3

Named for their massive, scything blades, these warstrider accessories are devastating and, in the Second Age, considered an underhanded and dishonorable weapon. An enormous steel frame reinforced with white jade supports jade blades that are held down with powerful moonsilver-alloy springs wound tight. Upon release, these scythes whip over the warstrider's shoulders to decimate whatever unfortunate target lies in front of

the war machine. During the Age of Sorrows that's all there is to these weapons, but in the First Age the wicked mantis frame was a complex machine that whirled deadly blades around the warstrider throughout combat.

Attaching or removing a mantis frame from a warstrider should be treated as building a one-dot artifact.

Second Age Mantis Frame (Artifact ●●●): The simplistic, wound-spring version of the mantis frame that modern warstriders sometimes sport is merely a set of heavy blades held down with tension and released at an opportune time. It takes an hour and a successful Intelligence + Craft (Magitech) roll to set the blades, but during combat the pilot merely releases a catch as a Miscellaneous action, sending the blades arcing over his head and into his foe. A pilot can try to reset the blades in the heat of battle, but this requires a Miscellaneous action and a successful difficulty 4 Dexterity + Craft (Magitech) roll (remember that warstriders usually impose large mobility penalties). Failure on either of these rolls renders the blades inoperable, and a failed battlefield reset damages the springs, necessitating repair. These mantis frames are powerful but simple machines, and do not require attunement.

First Age Mantis Frame (Artifact ●●●●): More elaborate than their modern counterparts, First Age mantis frames involve a complex series of jade wheel-locks, steel cables and pulleys. These weapons are nearly identical in function to Second Age versions, but they operate almost completely independent of the pilot and do not require arduous work to reset. Every other action during close combat, the mantis frame can execute an attack against any foe the warstrider is engaged with. The pilot must attune these frames by committing five motes; otherwise, they function just like a Second Age mantis frame.

Making an attack with either version of the mantis frame requires the pilot to make a Dexterity + Martial Arts roll, though the First Age version does not actually count as a dice action for the pilot. Before combat a clever technician can disguise a mantis frame as part of the architecture of a warstrider, which increases the time to set the frame to three hours (or, in the case of First Age frames, requires that they be set at all, which still takes three hours). The Intelligence + Craft (Magitech) roll's difficulty rises to 3, but any threshold successes on this action are added as bonus successes to make the first attack in a scene using the frame unexpected.

Both versions require an hour of maintenance for every scene in which they are used, and if they are in arrears by five or more hours they cease to function. Second Age mantis frames have a Repair rating of 2, while First Age versions are Repair 3.

Speed	Acc.	Dmg	Def	Rate	Tags
*	+3	26L/5	-	1/2 or 1	O, P

BIOGENESIS TANK (ARTIFACT ●●●● OR ●●●●●)

Repair: 4

As the First Age drew to a close, despite their growing madness the Solar Exalted presided over a world largely known for its prosperity and peace. With a massive infrastructure in place to leaven the cares of humanity, even the ravages of age or simply disliking one's body were small concern. Body modification became a common fixture amongst the rich, and even the moderately wealthy could afford treatments to keep them young for hundreds of years.

A biogenesis tank is a large, crystalline container capped on either end with complex magitechnological apparatus that feed nutrient and anesthetic fluid into the chamber and monitor a patient. Patients are suspended in the tank, but can be made to bob to the surface for surgeries or closer examination. A fully functional biogenesis tank provides two bonus successes to all rolls to perform Craft (Genesis) experiments or rituals of the Art of Biothaumaturgy on a patient. When used to perform an *Implant* procedure from the Art of Biothaumaturgy, the tank also ensures the patient's safety; successful procedures inflict no damage at all, and normal failures only inflict a single level.

The nutrient suspension of a tank was fairly expensive, even in the First Age, with a Resources ●●● cost for one human-to moose-sized subject's worth. Larger subjects require Resources ●●●● worth, while a bulk purchase of enough for 10 human subjects also cost Resources ●●●●. In the Age of Sorrows, these costs all increase by one dot. The tanks themselves can hold anything about the size of a moose (●●●● version) or even elephantine creatures like yeddims (●●●●● version).

These tanks also require regular cleaning and maintenance, which is itself not difficult. An hour-long procedure to remove impurities that build up in the filtration systems can be carried out by any briefly trained technician with at least Lore 3 and Medicine 2. When a tank's maintenance is in arrears the contaminants build up; after 10 missed cleanings, the tank no longer provides bonus successes, and after 50 a tank does nothing but anesthetize patients. Biogenesis tanks also need regular attention from more qualified hands, necessitating cleaning and recalibration by someone with Craft (Genesis) or Craft (Magitech) 4+ after every 1,000 maintenance cycles. Complete systems failure is the result of missing this maintenance, requiring an overhaul and repair of the artifact to get it running again.

REALITY INVERSION DETONATOR (ARTIFACT ●●●●)

Repair: 5

Even ancient Solars of the First Age with the loftiest of ideals understood that war, or the prospect of war, spurred technological development. So even the wonder-workers who conjured nascent universes out of roiling chaos turned their genius to crude devastation. The reality inversion detonator (RID) not only relies on but enhances the inherent instability of a pro-toshinmaic vortex (**Dreams of the First Age, Book II—Lords of Creation**, p. 95) (PSV) to produce a truly monstrous weapon. These precision instruments are calibrated to hold the vortex in a stasis field, extending its maintenance life-time until the weapon is used, at which point it destabilizes the motonic shell of the singularity and rips the raw potentiality out into the world at large.

A RID is usually constructed as an unassuming gray box, one side of which folds out to reveal intricate series of mirrors and focusing lenses that channel local geomancy into a stabilizing web around the containment cusps in the center. These cusps are the resting place for the PSV. Once primed by placing a vortex in the device, it extends the stable life of the plasmoid ball from one month to an entire season. The builder usually chooses three command codes, one for maintenance, one for safe disarming and one for detonation. Each must be input in sequence after the previous, so one must know all three to use a RID's greatest, most terrible function.

Entering the maintenance code grants access to the internal machinery while keeping the PSV shielded, allowing the device to continue working safely without exposing technicians to dangerous radiation or temptation. It takes an hour to reset all of the lenses and balances, a simple diceless action for anyone with Craft (Magitech) 4+. This maintenance must be performed once every week; missing one week requires actual repair of the stressed and cracked lenses and overheated starmetal probability wiring. Missing two weeks of maintenance in a row completely dissociates the machinery from the PSV, and the vortex will begin destabilizing normally.

With the safe disarm code, the PSV is deliberately but carefully destabilized, allowing the singularity to dissipate as if it had been abandoned during construction. The RID still needs regular weekly maintenance, or else it can no longer maintain containment and the PSV will destabilize dangerously.

By inputting the final code and choosing a detonation time up to a week away, the device is set to shear the motonic shell of the singularity in as dangerous a way as possible while focusing the released energies through adamant lenses which, while obliterated in the potentiality-explosion, spread the devastation far and wide. Disarming a RID during countdown requires an extended Wits + Lore roll with a cumulative difficulty of 50, an interval of ten minutes and a normal difficulty of 4 for those familiar with First Age technology or 6+ for anyone else. Upon detonating the RID and everything for miles around evaporates in a maelstrom of Wyld energies, as the device cuts away as much of the vortex's corona as possible and at the same time compresses what geomancy can be detected around the thing into a feedback loop.

Everything within five miles is Shaped into component motes as the local reality buckles and becomes Pure Chaos. For a mile outside this area, everyone and everything is subject to such Wyld energies that they must roll their Willpower + Essence against a difficulty of 5 or they, too, will be annihilated as their surrounding environment transforms into Deep Wyld. Another half mile outside this ring of Deep Wyld the area becomes Middlemarch-strength Wyld and a mile outside that becomes as strong as the Wyld's Bordermarches. In these last two fringe areas, potential victims are only subject to the normal hazards of the Wyld, but they must make immediate Willpower + Essence rolls to resist mutation as if they had spent the appropriate amount of time in the area to merit regular Wyld mutation. See *Exalted*, p. 283 and *The Compass of Celestial Directions, Vol. II—The Wyld*, p. 139 for more on the Wyld and Wyld mutation. As with a normal PSV rupture, each of these Wyld zones reduces its severity by one category every century that passes, leaving behind tainted land.

BLASPHEMOOSE (ARTIFACT ●●●●●);

DEEP WYLD HORROR)

Centuries ago a great Fair Folk noble became infatuated with the Unconquered Sun. He sheathed his body in gold, grew two extra arms, slew dark unholy things; all to catch the Sun's attention. No matter what this raksha did, the Unconquered Sun would not respond to the Infallible Messengers he sent via a sorcerer he had captured from a Yozi cult. The noble grew jealous of all those who lived in Heaven, close to the Sun, and even of the stars above. This jealousy turned to bitterness, and the

raksha swore vengeance on the gods of Creation. For decades he labored, questing in the Wyld for a great weapon to vex the divinities of the world. The end result was the Blasphemoose.

The Blasphemoose stands thirteen feet tall at the shoulder, with antlers over three yards wide. Apart from its size, it appears to be a normal moose, physically. Hanging from its antlers are prayer strips, all of them beautiful paeans to the Unconquered Sun and other Incarnae and most prominent gods...*sarcastic* beautiful paeans. Everywhere the moose goes it spreads blasphemous discontent, speaking sincere devotions to the gods that those who hear take for horrible insults against divinity itself. On the rare instances the beast is angered, it speaks true blasphemies of exquisite construction. In any case the moose spreads confusion and disorder.

The Blasphemoose has two more Charisma and two more Appearance than its handler. At the beginning of each scene the Blasphemoose's handler rolls its Charisma + Socialize against the MDVs of all present who have (Wits + Essence) or Willpower equal to or less than the beast's Charisma. Those affected suffer an unnatural illusion, believing the beautiful prayers that hang from its antlers to be written in a disrespectfully irreverent, sarcastic manner. Should someone attempt to engage the Blasphemoose in social combat, its outrageous words leave them taken aback and off-balance, imposing an internal penalty on social attacks against the moose equal to (handler's Valor x 2). On the frequent occasions that the Blasphemoose has angered listeners to the point they assault it, it can make use of its four wicked hooves, which are equivalent to starmetal god-kicking boots (Speed 5, Accuracy +2, Damage +11B, Defense -1, Rate 4, Tags: MNP). It costs fifteen motes to attune to the Blasphemoose.

The perceived sarcasm of the Blasphemoose's prayer strips is achieved through Beguilement (9mp). The moose speaks eloquent blasphemies with Imposition of Law (2mp; Charisma + Performance [blasphemies]) and leaves those who encounter it spluttering in outrage through Dissonance of Principles (3mp). It has higher Charisma and Appearance than its handler because of two instances of Glorious Hero Form (4mp). For more on behemoths and the aforementioned Charms, see *Graceful Wicked Masques—The Fair Folk*.

MANSE POWERS

ONE-POINT POWERS

BOOSTER ENGINES

Craft (Magitech) 6; Structures: Mobile (Dreams of the First Age, Book II—Lords of Creation, p. 102)

If the decadence of flying about in magical cities wasn't enough, the Solars of the First Age devised methods of doing so in thrillingly speedy fashion. Great motonic dischargers, fire-dust-based thrust cannons or simply an intricate series of clockwork devices that resemble nothing so much as cheetah legs, Booster Engines increase the speed of a mobile manse while sorely draining the resources of other manses. Every purchase of this power multiplies the maximum speed of the manse by (1 + number of times this power has been purchased).

The power requirements for this technology are prodigious. The geomantic relays necessary to reach a particular speed are

equal to the square of the multiplier applied to the manse's speed (i.e., a manse with one purchase of this power can move 20/40mph and has a multiplier of 2; this requires 4 points of geomantic relays). The geomantic relays necessary for this increased movement are doubled for flying manses. The power dedicated to this enhanced speed can be varied, reallocating geomantic relays to more vital tasks; a manse can even move at fractional factors of 10/20mph, but the total geomantic relays required are always rounded up.

MANEUVERING THRUSTERS

Craft (Magitech) 6; Structures: Mobile (Dreams of the First Age, Book II—Lords of Creation, p. 102)

Carefully placed Essence vents, tubes that shoot steam, fire or worse, gyroscopes, or simply motonic vibrotrons that change the course of a moving manse. Each purchase of this power increases the Maneuverability of a mobile manse by one, and this power may be purchased up to (Manse rating) times.

TAINTED ALTAR (ABYSSAL, INFERNAL FAVORED)

Structures: Temple Manse

By subtly (or not so subtly) twisting and corrupting a temple manse's architecture, the prayers therein become tainted and destroy a god's mind. This manse power is almost exclusively used by Yozi cult infiltrators to slowly drive a specific god mad, though it saw some use in the First Age as a retributive strike against gods that had displeased a Celestial Exalt. Certainly, it was illegal by the laws of both Heaven and Creation, but blame could be easily deflected.

When prayers are made to the temple's god within the manse, they spread cracks through the divinity's psyche. Every month of daily prayers to the god within the temple calls for a roll of (average Magnitude of supplicants) against a difficulty equal to six minus the god's Compassion. If successful, the god accumulates one point toward "purchasing" a given derangement chosen at the time the manse is constructed. Once the god has accumulated enough points, they acquire the specified derangement. Further points upgrade its intensity. For more on derangements see *The Compass of Celestial Directions, Vol. II—The Wyld*, p. 148 and *The Manual of Exalted Power—Lunars*, p. 209. Derangements gained in this way are a form of insidious Sickness. This power normally only affects gods, who are by nature the only ones who can hear prayers. Some Charms and artifacts allow others to hear prayers, which makes them susceptible to this manse power.

The nature of a tainted altar can be hidden in subtle architecture, though there are always clues and this increases the point value of the manse power by one. Those suspicious enough may attempt to investigate (*Exalted*, p. 136), but the difficulty of the roll is equal to the architect's relevant Craft when he designed the manse, to a maximum of 5. Specialties such as "secret rooms," if they applied during the building of the manse, may also raise this difficulty and may even raise it above 5.

THREE-POINT POWERS

ALTERNATE LOCOMOTION ([VARIES] FAVORED)

Craft (Magitech) 6; Structures: Mobile (Dreams of the First Age, Book II—Lords of Creation, p. 102)

Each time this power is purchased, it expands the capacity of

the manse to travel across and through different media. There are three possible media: ground, air (which is Air Favored) and water (which is Water Favored). Normally, a Mobile manse can move through only one of these three, but with a single purchase of this power a land-based manse could also fly, or swim through the water. With a second purchase this power allows a manse to move through all three environments. The power requirements for flight remain unchanged, so the geomantic relays necessary to keep the manse moving can vary.

This power may also be used to specify unusual forms of locomotion that, while technically falling within one of the three media outlined above, are so odd that the Storyteller deems it necessary to purchase a power to move in such a way. This may include climbing vertical surfaces like a spider, which is neither flying or simple ground-based movement, or hopping about in a most destructive manner.

One particular variation which bears special discussion is that of teleportation, which is not favored by any aspect. Performing such fundamental motonic restructuring of reality is geomantically draining. A teleporting mobile manse can change its location as a Speed 3 action in long ticks, "traversing" up to a number of miles equal to those it could cover in an hour using more conventional means. However, after doing so it can not perform the same feat until an hour has passed, as its geomancy realigns itself. The power points used to fuel teleportation can not be reallocated in any way, as the act inflicts something like temporary power failure.

Teleportation outside a manse's sensory range is dangerous, and requires a five-minute dramatic action of plotting course, which is a roll of (Intelligence + Sail) at a difficulty equal to $(\{\text{destination distance}\} - \{\text{sensory range}\}) \div [\text{sensory range}]$. Failure results in the manse crashing into something (see *Scroll of Kings*, p. 43). A botch results in both teleporting in a completely inappropriate direction and a crash. Architects are advised to include Pasiap's Pervasive Attention (see below) in their teleporting manses.

FOUR-POINT POWERS

PASIAP'S PERVASIVE ATTENTION (EARTH FAVORED)

Structures: Extended Zone of Influence (Dreams of the First Age, Book II—Lords of Creation, p. 101), Pasiap's Buried Whiskers

Geomancy is one of the underpinning principles of existence, and manses with this power can exploit that stratum of reality to pry far and wide. With the two powers this one requires, the manse can sense stimuli up to (rating) miles away. This power does not extend its zone of influence any farther, but its range of sense increases dramatically. The base purchase of this power increases the range of the manse's senses to (rating) miles outside its zone of influence (whatever that may be).

If the manse is part of a geomantic network, a number of power points may be allocated to increasing this range, multiplying it by an amount equal to the points invested in doing so (meaning at least two must be allocated to increase the range at all). The manse's senses are not as robust at this extended range. Outside its normal, lesser range of perception it or anyone taking advantage of its senses suffers an internal penalty equal to the multiplier necessary to extend it to that range.

NECROTECH

ATTRIBUTE AUGMENTATIONS

Courtly Stillness: 2 pts: Necrotech animations can not, on their own, appear graceful in more than a gross physical way. However, there is a certain beauty in the everlasting motionless body of a statue or, say, corpse. This augmentation increases the animation's Appearance by one, but only when it is relatively motionless; it may move about deliberately, but its Appearance drops to 1 when it carries out gross movements such as running or fighting, its joints bending too far and its limbs swinging wide and dead. (Max = 3)

THAUMATURGY

THE ART OF ALCHEMY

Synthesize Leather (1, Intelligence, 2, 2 hours): With this procedure the alchemist can create a false type of leather common to the Mountain Folk (**Scroll of Fallen Races—Mountain Folk**, p. 22). It takes two hours to prepare and lay out a single yard's worth of synthetic leather, but it takes a week for the substance to dry. The drying process can be sped up with the use of moderated heat sources, reducing the time to a single day, but in the Second Age this requires an additional Resources 3 expenditure per yard as well as needing someone to constantly watch the fire (a fine alternative is to summon a fire elemental for the task). Any First Age magitechnological workshop would be equipped with the necessary heating elements, as are the Mountain Folk's underground manufactories.

Wode (1, Intelligence, 2, one hour): Northeastern tribes are known to apply dyes to their bodies, stinging substances that heat the blood and burn the skin, sending warriors into frenzy. Pounding the wode leaf and mixing it with water to make this dye is not particularly difficult, and so it is common. Depending on the complexity of the patterns, it can take anywhere from a few seconds to many hours to apply wode. This ritual produces enough wode to paint five men.

Shortly after application, the recipient begins to feel "feisty." This has no mechanical effect unless the hopeful berserker can succeed on a difficulty 2 Charisma + Integrity roll. If successful, they suffer a -1 internal penalty to Temperance rolls and gain a bonus die to Valor rolls. As an astringent, wode helps to keep mortals from bleeding to death; if a single wound inflicted on a mortal only deals one level of lethal damage, wode will keep it from bleeding. This lasts for six hours per application.

August Flesh Bathos Treatment (2, Wits, 4, five minutes): Whether or not they are destined to reform (as a god) or become something else (as an elemental), the concatenated notes that make up a divine corpse persist for a short period before dissipating. While the body lasts, a quick thaumaturge can wrest a gruesome souvenir from it for preservation, either as a trophy or mystical component of some larger project. This ritual must be performed within the scene that the spirit was slain, and it does not grant the thaumaturge the ability to reach the bodies of naturally immaterial beings which immediately dematerialize upon death. Of course, spirits with even more insubstantial bodies than others, such as volitional winds and fogs, require even more exotic exercises to harvest.

Celestial Wode (2, Intelligence, 3, one hour): In the East and Northeast many barbarians make use of wode, an astringent that livens them up for their berserker frenzies and helps keep their wounds from bleeding too much. Celestial wode, in contrast, is not a simple paste-paint mashed from plants, but includes minuscule amounts of celestial cocaine and finely powdered red jade. With their body covered in Celestial wode, warriors become more aggressive, suffering a -1 internal penalty to Temperance rolls and gaining one bonus die to Valor rolls.

To make up for their more pugilistic inclination, these warriors roll their Stamina + Integrity whenever combat begins, applying rolled successes as scene-length bonus dots to their Strength, Dexterity and Stamina, though these increases can not exceed the character's normal maximum trait ratings. Further, mortals who benefit from celestial wode may also reflexively attempt to stop their wounds from bleeding, just like Exalts (**Exalted**, p. 151). It takes anywhere from seconds to hours to apply celestial wode, depending on how fancy the artist is, but its effects last for a day. This ritual produces enough celestial wode to paint five men.

Distill Pyromantic Gel (2, Intelligence, 4, 5 hours): This ritual produces enough pyromantic gel (**Scroll of Fallen Races—Mountain Folk**, p. 22) to reload a flame-weapon like a firewand (**Exalted**, p. 373) or plasma tongue repeater (**Books of Sorcery, Vol. I—Wonders of the Lost Age**, p. 75). It is slightly more time-consuming than the firedust-based procedure because pyromantic gel includes ground red jade. This is also why the ritual and substance are cheap in the realms of the Mountain Folk and so expensive elsewhere.

Godstriking Admixture (2, Intelligence, 3, one day): With this procedure, the alchemist produces 10 doses of godstrike oil (**Scroll of Fallen Races—Mountain Folk**, p. 22). Much like *Distill Pyromantic Gel* this ritual and its resulting product are cheaper to create in the subterrene realms of the Jadeborn because the materials for the procedure are abundant there.

Celestial Cocaine (3, Intelligence, 4, one day): With delicate hands and clean utensils, the thaumaturge purifies and refines the leaves of a coca plant from Yu-Shan. This procedure is as much about keeping pollutants out of the refinement process as it is about rendering the leaves into cocaine. This ritual can convert a bushel of coca leaves at a time, each containing roughly 500 leaves and every 10 leaves becoming a single dose of celestial cocaine (**Scroll of the Monk**, p. 20).

THE ART OF BIOTHAUMATURGY

At the height of the First Age, not only Solar Exalted but mortals could alter the very nature of humanity, transforming people into barely recognizable members of their species. With the Art of Biothaumaturgy, the thaumaturge can modify the bodies of living beings to "improve" them, making them age slower, giving them claws or changing the gross shape of their body. This Art is largely lost in the Second Age, as it required a powerful infrastructure and intense training to support, but the return of the Lawgivers may see the return of transhumanist body modification.

This Art is one of changing the Essence and nature of a subject, improving or at least modifying its health, sometimes in the form of imposing mutations. These mutations are not Wyld-based and do not hamper its viability in Creation, nor

are they produced through a normal Shaping effect that can be banished with Charms. They are surgical enhancements to a body, and only to a particular body—these implants do not breed true (such wonders are true Craft [Genesis] projects). Though so rare in the Second Age as to be unheard of, the products of this Art were relatively common in the First Age.

A starting character may purchase such modifications just as they can Wyld mutations, by spending bonus points. They may even offset the cost of gaining positive mutations by acquiring negative mutations, though doing so is very rare in the field of biothaumaturgy. During play the Storyteller may or may not require players to spend experience to acquire positive mutations, and may or may not allow these costs to be offset with negative mutations. The experience cost to gain a mutation during play is equal to twice its normal value in bonus points. See **Exalted**, p. 288, **The Compass of Celestial Directions, Vol. II—The Wyld**, p. 144, **The Manual of Exalted Power—Lunars**, p. 206 or **Dreams of the First Age, Book II—Lords of Creation**, p. 45 for lists of mutations and mutation point costs.

A few mutations can “stack,” having a building effect by combining to form a higher-level, better version of the base mutation. Mutations imposed with Biothaumaturgy can not be

stacked. Rather, the higher-level version must be imposed on its own; the biothaumaturge can not use [*Pox*] *Implant* twice to impose an affliction-level mutation. If a subject already has a lower-level version of a mutation and wishes to acquire an upgrade, they must have the previous implant removed before the new one can take its place. This involves the *Remove Implant* procedure described below. A body can take only so much modification, even over time, so a character’s biothaumaturgic implants are limited by their Stamina + Essence. A character may not gain more poxes and debilities than this amount, while stronger mutations count double toward the limit. Negative mutations do not subtract from this limit, but count towards it normally.

Biothaumaturgical rituals that modify a being require long hours of difficult surgery, changing the humours of the body or grafting on new body parts. Any ritual that adds a mutation to a subject is considered a strenuous activity for the thaumaturge (**Exalted**, p. 130); if the surgeon’s Stamina + Resistance is not equal to or greater than the time the ritual takes to complete, they suffer the difference as an internal penalty to the ritual’s roll and subsequent activities normally affected by fatigue. Worse still, this surgery is always mildly harmful to the subject, inflicting an unsoakable level of lethal damage even on a resounding success. On a failure, the subject suffers a number of unsoakable lethal levels equal to the degree of the ritual, and on a botch the subject dies on the table unless they themselves succeed at a Stamina + Resistance roll against a difficulty equal to the ritual’s degree.

Patients are generally rendered unconscious for these procedures. If a patient wishes to stay awake during an implantation they must succeed on a difficulty 3 Temperance roll; failure inflicting three levels of lethal damage and an aborted surgery (which does not cause any further damage as a failed or botched surgery roll would). Biothaumaturses must manage appropriate stunts to perform these rituals on themselves.

Biothaumaturgy requires a fully-stocked workshop similar to those required for building artifacts (**The Books of Sorcery, Vol. III—Oadenol’s Codex**, p. 28); Genesis Laboratories count as *ideal workshops* (**The Books of Sorcery, Vol. I—Wonders of the Lost Age**, p. 117 and **Dreams of the First Age, Book II—Lords of Creation**, p. 103). Further hindering the prospective student is that they always use the lower of their Medicine or Occult when performing these rituals.

Characters with Craft (Genesis) may apply its principles to the various *Implant* surgeries, allowing them to enhance those procedures with appropriate Craft Charms. In the First Age the Art of Biothaumaturgy was facilitated with biogenesis tanks (see p. 105), which made its use much easier and safer.

Finally, every ritual above Apprentice-level requires materials—alchemical reagents, animal parts, etc.—that can not be obviated with the expenditure of Essence. These components have a Resources cost equal to the level of the ritual plus two.

[*Deficiency*] *Implant* (0, Intelligence, 4, 3 hours): At its most rudimentary the surgeries of biothaumaturgy can only generously be called experiments, though most might call them mistakes or tortures. The cruel and curious biothaumaturge can use this procedure to afflict a subject with negative mutations known as “deficiencies.” Each application of this ritual applies

THE THREE B’S

The Art of Biothaumaturgy may seem redundant or at odds with biomagitech and Craft (Genesis), as presented in **The Books of Sorcery, Vol. I—Wonders of the Lost Age**. Not so. Each has their advantages and disadvantages.

Biothaumaturgy is a difficult, “natural” procedure that applies what are clearly mutations to a subject. They gain things that become, essentially, natural parts of their bodies. It is faster but not easier to perform biothaumaturgic surgery on a patient, making it an attractive alternative to mortals who simply do not have season upon season to spare just to give someone a biomagitech hand.

Biomagitech grants someone artifacts that can not be removed, that can provide effects far better than mutations. The *Claws* or *Talons* mutations are nice, but as weapons they are no match for the razor claws that can be had with synthetics of clockwork elegance. On the other hand, magical effects such as the Greater Sign of Venus don’t shut off your mutation wings, while biomagitech would become inert. See **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, p. 70 for more on biomagitech.

Craft (Genesis) is much more versatile and has a greater potential impact on the setting at large. Where biomagitech and biothaumaturgy might grant someone wings to fly, the Genesis solution is to spawn an entire race of flying people. The guidelines presented on **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, p. 117-118 are rather vague. As a supplementary guideline, the author suggests that each level of Genesis creation can benefit from roughly the following number of points and types of mutations:

- 3; poxes or afflictions.
- 6; poxes, afflictions, blights.
- 10; poxes, afflictions, blights.
- 14; poxes, afflictions, blights, abominations.
- 18; poxes, afflictions, blights, abominations.

a single deficiency. These may help offset bonus or experience point costs for positive mutations.

Sturdy Soldier Reinforcement (0, Wits, 2, 5 minutes): With the greater knowledge of the living body that this Art provides, the thaumaturge can perform amazing feats of battlefield surgery. By performing this ritual on a subject, they temporarily overcome a non-magical Crippling effect (**Exalted**, p. 152)—even amputation, as the doctor lends them a crude prosthesis and some invigorating drugs—for the rest of the scene. Alternately, a single application of this ritual allows the subject to ignore wound penalties for the rest of the scene. The practitioner always uses his Medicine with this ritual, never his Occult.

Community Health Regimen (1, Intelligence, 1, [Magnitude²] hours): By ensuring proper respect for the little gods that surround them as well as distributing any necessary *Life's Little Luxury Blends* (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 130), the thaumaturge improves the health of a community. Carrying out this procedure is largely the act of seeing each member of the community, assessing their health and giving them minor supplements and advice that grant them the healthiest possible lifestyle. The time it takes to perform this ritual is a number of hours equal to the squared Magnitude of the group being cared for, making large populations a full-time career. The populace gains a bonus die to all Stamina + Resistance rolls to stave off natural infections, diseases, poisons and similar maladies. This bonus die persists for a full year.

[*Debility*] *Implant* (1, Intelligence, 4, 4 hours): As [*Deficiency*] *Implant*, but this procedure inflicts a debility instead.

[*Organ*] *Correction* (1, Intelligence, 4, 5 hours): With some difficulty, thaumaturges can achieve feats comparable to the healing magic of the Exalted. This procedure is a corrective form of surgery to repair a mundane Crippling effect that does not reflect the amputation of an organ. Successful surgery with this ritual fixes the malfunctioning organ; a lame leg is whole again, short-sightedness is cured, a bad heart is strengthened. This eliminates whatever internal penalties these failing body parts were inflicting.

[*Pox*] *Implant* (1, Intelligence, 5, 5 hours): With extensive knowledge of both the living body and how it may be improved, the biothaumaturge performs the arduous task of giving nature a little boost. This procedure, once complete, grants the subject a single pox.

[*Affliction*] *Implant* (2, Intelligence, 5, 5 hours): Like [*Pox*] *Implant*, but this procedure grants an affliction instead.

[*Deformity*] *Implant* (2, Intelligence, 5, 5 hours): Similar to [*Deficiency*] *Implant*, this procedure inflicts a deformity.

Ingenious [Organ] Prosthesis (2, Intelligence, 6, 5 hours): This procedure is similar to [*Organ*] *Correction*, but instead replaces an amputated organ with a functional prosthetic. This ritual encompasses replacement of both limbs and internal organs. Unfortunately, thaumaturgy can not approach the ingenuity of Exalted artifice; any internal penalties the mundane Crippling effect inflicted can not be raised above -1 with prostheses that this procedure installs. Fortunately, these relatively simplistic replacements require no maintenance and are permanent unless removed like a real organ (such as through violence, presumably again). If the prosthesis replaces an external organ, the thaumaturge may choose to use an appropriate Craft (usually

Fire or Wood; Storyteller's discretion) instead of Medicine or Occult when performing this procedure, even if it is higher.

Remove Implant (2, Intelligence, 5+, 5 hours): Whether for cosmetic, social or purely practical reasons, a transhumanist sometimes needs to get rid of a modification. This procedure allows the biothaumaturge to remove an existing implant, but not other mutations such as those inflicted by the Wyld. Often partially-formed biotonic replicants (**Dreams of the First Age, Book II—Lords of Creation**, p. 91) or other sources of replacement parts are necessary.

The difficulty of this ritual is 5 for poxes and deficiencies and 6 for more powerful mutations. Unlike other biothaumaturgic surgeries, this one is more harmful, inflicting a number of unsoakable lethal levels of damage on the subject equal to the point value of the mutation being removed. The number of health levels inflicted by this procedure are reduced by the threshold success of the thaumaturgy roll, to a minimum of one. On a failure, the subject suffers these levels of damage in full and the mutation remains in place; on a botch the subject rolls their Stamina + Resistance against a difficulty of the mutation's point value and dies on a failure.

[*Blight*] *Implant* (3, Intelligence, 6, 8 hours): This procedure mimics the [*Pox*] *Implant*, but instead grants the subject a blight mutation.

FIRST AGE MORTAL LONGEVITY

The processes by which the Exalted prolonged human life are notable, here, because the sidebar in **Dreams of the First Age, Book I—Lands of Creation**, p. 27 does not entirely agree with the Art of Biothaumaturgy. Freely purchasing the *Longevity* pox with Resources 3 means that it is nominally a Resources 2 commodity, which clearly conflicts with the given value of the procedure in the Art of Biothaumaturgy. This can easily be explained away by both the massive magitech infrastructure of the First Age and that infrastructure's particular focus on extending life. The Resources cost of the *Longevity Implant* is reduced to two both because it is the most common biothaumaturgical procedure carried out and because the Deliberative helps to subsidize its spread through government programs.

It is often assumed that the average human mortal has Attributes all rated at two. However, this need not be the case, and in the First Age likely wasn't. One of the Deliberative's purposes was giving humans longer, more luxurious lives; the general medical practices and regular health service of the time could increase the average human's Stamina to 3. With that in mind, the given average lifespan of 170 years would be correct.

Finally, the sidebar mentions an anagathic drug that extends a person's life by 40% with an apparent cost of Resources 3. Except for the percentage given, the age-staving cordial (**Exalted**, p. 378) is a perfect candidate for this drug. Two options present themselves: treat the given percentage in **Dreams of the First Age** as an error, or find another potion. By considering age-staving cordial the correct drug and the math in error, the given lifespans change only slightly, to 220 years and 420 years, not far off from those in the book.

THE ART OF THE DEAD

Empower Charnel Servant (3, Intelligence, 4, one day): Called by true necromancers “tin animation” or “pig iron animation,” this ritual twists deathly Essence into the false chakras necessary to mobilize a necrotech creation. This procedure can animate a necrotech creation of up to coil rank 2, but the effect persists only for a number of weeks equal to the threshold successes on the roll to perform the ritual. On top of the constant decay common to necrotech animations, those spurred on by this procedure suffer an additional aggravated health level of damage every 10 maintenance intervals. See **The Manual of Exalted Power—Abyssals**, p. 193-220 for more on necrotech.

This procedure can be used to attach a graft to a living being (**The Manual of Exalted Power—Abyssals**, p. 206). Used to do so, the graft remains nonfunctional for three days after it is attached as the being’s living Essence acclimates to the addition, though it still requires regular maintenance during this time. Attaching such grafts requires a successful eight hour Intelligence + Medicine dramatic action at a difficulty equal to (prosthesis’ coil rank + 5). Failure inflicts two level of unsoakable lethal damage on the patient, while a botch does the same and causes wound infection (**Exalted**, p. 151) automatically without checking for Virulence.

THE ART OF ENCHANTMENT

Celestial Fugitive Knife (2, Intelligence, 4, one hour): By way of this ritual, mortals can have some hope of dealing with troublesome gods and elementals. Unlike *Ghost-Smiting Salt Weapon* (**Scroll of Kings**, p. 141), which aligns the Essence of the weapon with salt so that it becomes inimical to the death energies of the Underworld, anointing the weapon with oils and charcoal from burnt prayer strips coaxes the least god of a weapon to channel its power into striking immaterial gods and elementals for the good of Creation. Use of this ritual without good cause can be taken by the divine bureaucracies as interference, which may call for retribution. This ritual enchants one hand-to-hand weapon, or 10 pieces of ammunition; Essence-users may spend an additional 3 motes per extra threshold success to enchant an additional weapon or 10 more pieces of ammunition. The enchantment can last up to a week, but dissipates at the end of a scene in which the weapon is actually used.

HITTING DEMONS & HURTING GODS

With the somewhat completionist tone of including a ritual so that mortal thaumaturges can produce weapons to strike immaterial gods and elementals, it may seem odd that there is a lack of rituals to hit immaterial demons or cause aggravated damage to gods and elementals. This is deliberate. In the latter case, the little gods that manage Creation and are appeased or prodded into action through most rituals are unwilling to go so far as to cause “real” harm to their more sentient brethren. In the former case, demons are sufficiently alien to the processes of Creation, even when they appear identical to other spirits, that the science of Creation can not fully affect them. While plating a weapon in gold or silver to deliver holy wrath to the denizens of Hell is fairly straightforward, slipping into the spaces that demons inhabit in the Chasm of the Material is another matter.

THE ART OF GEOMANCY

Geomantic Reinforcement Grid (3, Intelligence, [reinforcement rating], [reinforcement rating] weeks): Preparation for this procedure requires that the thaumaturge make a thorough survey of all the wellsprings of Essence to be included in a geomantic relay network; this ritual produces a plan that will bolster the Essence reserves of that network (**Dreams of the First Age, Book II—Lords of Creation**, p. 99). The thaumaturge’s player counts up all the geomantic relays in the network and divides that number by ten, rounding down, to find the “reinforcement rating.” Every manse to be a part of the network must be accounted for, and any change in the network or power failure renders this boost unavailable until the network returns to its original state or is rebuilt according to the plan. While the network is operable, it receives an extra number of power points to distribute equal to (reinforcement rating²).

This involves making minor but integral modifications to the geomancy of each involved manse. This does not increase the difficulty of building or designing the manses, but the plan must be followed from beginning to end in the manse construction process; they can not be added to a completed or mid-construction manse. This ritual’s difficulty is equal to the reinforcement rating, and it takes an equal number of weeks to draw up the plan. This ritual requires no Resources expenditures except whatever might be necessary to travel to each manse and demesne to assess its dragon lines.