

PILLARS OF CREATION



THE EXALTED ESSENCE COMPANION

PILLARS OF CREATION



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Introduction

Pillars of Creation is the companion to **Exalted: Essence**, broadening the scope of material available. *Exalted* is an expansive game and this book brings more of that content into **Exalted: Essence**. For players, this book offers expanded powers for all types of Exalted, including more Charms, martial arts, sorcery, necromancy, and artifacts. It presents two brand-new Exalt types, two more example Exigents, alternative playable

character options, and rules for mighty warstriders: towering war machines that dominate the battlefield.

However, this is just one book and can't contain all the material for the **Exalted** line or even all of our favorites. Use the book as inspiration for adding your own material to your game or for converting other **Exalted** material for **Exalted: Essence**.

THIS BOOK AT A GLANCE

Chapter 1: The Eight Directions Atlas provides an overview of more of the diverse cities and regions of Creation and beyond. The locations offer story hooks to include in your story or in character backgrounds.

Chapter 2: Heroes of Your Story introduces two Exalt types as playable options and provides rules for playing non-Exalted heroes, such as the ancient saurian Dragon Kings or mortals with a touch of divinity in their blood. Finally, the chapter presents optional Exalt types that may appear in your Creation.

Chapter 3: Games of Divinity: Storytelling the Chosen offers advice for how to get the most out of your **Exalted** stories with a particular focus on long-term and high-Essence games.

Chapter 4: Might of the Chosen expands the Charms available to the Exalted, including new options for all core Exalt types and Charms for those included in this book.

Chapter 5: Fount of Esoteric Wisdom expands sorcery, necromancy, and martial arts, including many Sidereal martial arts styles.

Chapter 6: Enemies of the Chosen populates the setting with example antagonists and allies to use in your stories.

Chapter 7: Array of Wonders brings warstriders — massive, armored battle suits — into **Exalted: Essence** as well as offering a catalogue of hearthstones and artifacts with which to arm the Exalted.

Lexicon

Architects: Exalted of cities, chosen by both Wun Ja, Goddess of the Shining Metropolis, and a city father, the god of a single city.

Dragon Kings: An ancient saurian species that predates humanity. They can merge with gods and become a champion called *olchiliké*.

Dream-Souled: An optional addition to **Exalted's** setting, these strange Exalted are empowered by the mysterious god-thing Ketu of the distant Wyld. They're masters of dreams, illusion, and transformation.

God-Blooded: A broad term for someone with magical ancestry: children of spirits, the Fair Folk, the Exalted, etc. Savants reserve it solely for the descendants of gods, distinct from Demon-Blooded, Fae-Blooded, Ghost-Blooded and the like, but for most people in Creation, they're all God-Blooded.

Hearteaters: An optional addition to **Exalted's** setting, these corrupted Exalted take over others as pawns. Their opalescent bones can be found in isolation, waiting for an unsuspecting explorer to touch them and inherit the Hearteater's Exaltation.

Lintha: A sprawling "family" of pirates and reavers feared throughout the Southwest, the Lintha trace their origins back to one of the world's makers and an empire older than history. Some *God-Blooded* Lintha manifest demonic powers from this lineage.

Olchiliké: (Singular: *olchilik*) *Dragon Kings* that have merged with a god to gain Exalt-like power.

Sovereigns of Uluiru: Exigents empowered by gods of gemstone and auroras in the Fount of Glories. Sovereigns rule the northwestern city of Uluiru as a complex and competitive dynastic family.

Spoken: Inhuman Exalted of the deep seas, empowered by a now-dead god known only as The Voice in the Trench, the Spoken went extinct after the Niobraran War in the First Age.

Umbrals: An optional addition to **Exalted's** setting, these Exalted were created by the traitor-Incar-nae Nebiru. They both struggle against and draw power from their darkest selves personified: their Shadow.



CHAPTER ONE

The Eight Directions Atlas

This chapter expands on the example locations in Creation, adds seeds for new hooks in every Direction, and offers a glimpse of the strange worlds of Autochthonia and Zen-Mu.

THE NORTH

Snow, ice, and freezing winds dominate the North for much of the year. Farmers struggle to raise crops during the short growing season; what meager provisions a town can set aside become a target for raiders. Still, some places thrive amidst the harsh climate, aided by First Age magics, strange wonders, or the sheer determination of their residents and rulers.

Ascension

Lightning blizzards bombard a storm-shrouded peak in Creation's Northernmost mountains, but, on the slopes below, a temperate city thrives. A shoulder-high wall covered in enigmatic glyphs rings the city of Ascension. The wall anchors the ancient magic that keeps the environs warm year-round and draws up freshwater springs, allowing the citizens within to farm, raise livestock, and grow fruit trees. Artists, savants, and mystics from across the North brave the perilous journey to Ascension, drawn by the timeless sanctuary's beauty, libraries, and magics.

Ascension's spiritual and temporal rulers are the Caretakers, keepers of Heartbreeze Mahavihara, a monastery manse whose maze-like underground halls extend deep beneath the earth. Most Caretakers become part of Ascension's monkhood, though some deal solely with secular concerns. Monks tend the city's divine pagodas — 20-foot-tall stone towers with altars to Ascension's many gods — scattered throughout the city. Only monks may access Heartbreeze Mahavihara's library, where mystical lore, sacred texts, and other ancient writings have been gathered for a thousand years. While most monks adhere strictly to their duties, some may be persuaded to copy sections of texts for the right price. In the deepest parts of the maze, Caretakers guard a jade-and-starmetal engraved prayer wheel. Spirits, drawn to its spin, trade blessings for access.

Outside the walls, it grows steadily cooler. Farmers raise yaks and alpacas, and grow hardy crops like barley, rye, kale, and root vegetables. People here prepare for long, harsh winters, storing food and firewood and shoring up their shelters. If there's an avalanche, weeks might pass before the snow melts or aid arrives.

The mining town of Notch sits on Ascension's doorstep, at the base of the plateau on which the ancient city lies. It originated decades ago, growing around newly discovered veins of silver, tin, and stranger minerals. It draws prospectors, merchants, glory seekers, and ne'er-do-wells from afar, growing into a town of thousands. Notch's mines are its lifeblood, but elementals and other strange creatures haunt the tunnels, making the work risky.

Notch and Ascension are connected by dangerous trails, pulley systems, and chain-drawn elevators, facilitating trade between the two and exposing the once-isolated Ascension to an influx of foreign customs, wares, and ideas. The ancient city isn't Notch's only neighbor; it's the first of a chain of villages and cities that line the Graveland Trail.

Inspirations

Ascension is inspired by Nepal and Tibet, while Notch bears similarities to 19th-century gold rush towns.

Medo

Medo is located in the nearby Northern Threshold, bounded by the Almaj Mountains to the west and a river to the east. It's a land of rolling hills and green meadows, with long, wet winters.

Once a power of its own, Medo's swift-riders expanded their empire, snapping up the wealth of surrounding cities and enslaving their people to build the three massive walls that stand between them and the Almaj Mountains. However, their armies couldn't match the Realm's Dragon-Blooded soldiers, and Medo was swiftly absorbed. Today, it's one of House Tepet's few remaining satrapies. The Realm conscripts young Medoan warriors into the legions, who often return with foreign notions and cosmopolitan ways that draw distrust from other Medoans. Only upon their deaths are they freed from this stigma, their clans honoring them as the Medoans they truly are with blazing pyres and songs.

In the fortress city of Karasch, ancestor ghosts stand sentry at night. Creatures crawl out of shadowlands throughout the region, threatening cities whose resources and best fighters have been conscripted to serve House Tepet in distant lands. As the monsters' numbers and the ferocity of their attacks grow, the ancestor ghosts struggle to turn them aside. The city's voivode calls upon his clan's remaining defenders to aid them, determined not to seek the Realm's help.

Other remnants of the ancient Medoan empire still remain. Many of its people fled from the Realm's advance, seeking refuge in farther reaches of the North. The Touman clans make up one such group, tracing their lineage back to one of Medo's last great princes. Carving out a new life as nomadic raiders, they found an unexpected ally in the Lunar warlord Wake. With her aid, they conquered the trade city of Carnelian decades ago, which has led to a divide between well-to-do Touman, those who toil in urban poverty, and those who reject city life entirely and remain nomads.

Inspirations

Medo is inspired by Transylvania and the Golden Horde.

Uluirū

In the harsh lands of the far Northwest, Queen Ulu and her divine guide, the god Cantata-of-the-Depths, led their people across the icy tundra to safety when the Fair Folk drove them from their home. They sheltered in the barrow of an ancient god, whose radiant blood still pooled within the cavernous chamber. There, Cantata sacrificed himself to stoke the flames of Exigence, igniting the forgotten god's blood into a pool of rainbow flame, the Fount of Glories. Ulu, baptized in the sacred flame, emerged as the first Sovereign.

As the city that bore Ulu's name grew and flourished, so did her legend. She devised its code of laws, won many victories against the Fair Folk, and forged breathtaking wonders of adamant and fireglass. In the waning years of her long lifetime, she named her great-granddaughter Nuwa her heir, ruling alongside the younger Sovereign in anticipation of the day when

Nuwa would succeed her. However, before Nuwa could claim the throne, she was slain by assassins bearing the Wyld's touch. A grieving Ulu rode into the lands of chaos to seek revenge. Her one-woman crusade was finally ended by her death six months ago, leaving no clear successor.

Uluirū's people value merit and skill. Aspirants for prominent positions in its government and military must undertake the Forty-Four Distinctions, a series of tests and competitions in areas ranging from archery and military strategy to statecraft, literature, and philosophy. Ambitious families prepare their most talented children from a young age — and none is more ambitious than Uluirū's royal family. A descendant of Queen Ulu who attains all Forty-Four Distinctions may enter the Fount of Glories and be Exalted as a Sovereign. Not all who do so Exalt — some die in agony, consumed in rainbow flame.

The people consider Ulu and her descendants living gods. Shrines throughout the city are dedicated to them as well as other regional spirits. Queen Ulu's palace sits at the city's center; all else radiates from it. Soaring spires adorn the palace — one for each Sovereign, erected in honor of their Exaltation. Some make a permanent home in the palace, while others reside in manors or manses of their own, using their chambers in the palace only occasionally.

Uluirū's common people live in clan compounds. Within, families live in individual houses, but share common areas for cooking and storage. Child-rearing is the responsibility of everyone in the clan. Mines around Uluirū provide much of the city's wealth. In addition to precious metals, gems, and marble, some shafts contain deposits of blue jade, adamant, and bizarre wonders.

Inspirations

Uluirū is inspired by the late Joseon Dynasty in its decline. The Sovereigns draw from the dynastic machinations of royal families like the Tudors and the intensely personal family rivalries in Roger Zelazny's *The Chronicles of Amber* series.

OTHER NORTHERN LOCATIONS

The Northwestern city of **Fajad** is strangely temperate due to the fiery behemoth Pyrevein, whose body lies trapped beneath it. It's pinned there by the Needle, a 1,000-foot stone spire that's home to Aqadar, the Lunar sorcerer who called it down. Fajad is a Realm satrapy, but its garrison mostly leaves the Anathema's tower alone — he's destroyed every Wyld Hunt sent against him, and the Scarlet Empress was unwilling to risk the city's destruction by laying siege to the Needle. Perhaps that's for the best — Aqadar's sorcery might be all that staves off the stranger horrors that lurk beyond the city.

When the scavenger lord Kassan Coldwhisper ran afoul of a local crime syndicate, she sought refuge in the ruins of **Thyre**, a sprawling tomb-city of a First Age god king. Through exploration and experimentation, Kassan learned how to activate the tomb's defenses, and now offers Thyre as a refuge to those fleeing the syndicate or other pursuers.

Delan-on-the-Water has no fixed location. This flotilla of river traders carries goods to remote locations and pays mercenaries from the Garnet Spear Sisterhood exorbitant sums to protect them from bandits, raiders, and the horrors that lurk along the river's banks.

The Fair Folk noble Evori of the Brittle Days rules the far Northern city of **Rigvard** from her frozen palace. The entire city is made from ice, its structures carved into and shaped from a glacier. Travelers who pause here rarely leave; their dreams of warmth and shelter sustain Evori and her court. Many remain in her thrall even after death, their frostbitten corpses hauling blocks of ice for new construction.

Herbalists tend gardens of poisonous plants in **Pinewillow**, a city built around a fertile Wood Demesne. Assassins and apothecaries throughout the region seek their wares, and the profits keep Pinewillow fed. Though the villagers have always managed their own trade, the Guild merchants of the Hellebore Company seek to acquire the fields and supplant the village's merchants with their own.

Once one of the greatest sorcerous colleges of the First Age, all that remains of **Lyaskala Academy** today are ruins. Sorcerers delve into the ruins in search of arcane lore, while scavenger princes, savants, and mystics seek out other secrets and wonders of the First Age. The ruins' depths are perilous: unstable spells have sunk into the stones, and ancient sorcerers' hungry ghosts haunt the halls. A shadowland spreads through some of its labyrinthine tunnels, and the things that dwell there are eager to pact with power-hungry necromancers.

Gian belongs to the Haslanti League but is far from its capital at Icehome. Gianese crafters sell goods to trappers, scavenger princes, and travelers passing through. These include high-quality metal and textiles, alchemical concoctions, and other products of Haslanti expertise. They pay handsomely for schematics and parts scavenged from ruins, all with the hopes of repairing the damaged mechanical being — in truth an Alchemical Exalt — who sleeps at the town's center, where the earliest Gianese raised a great temple around her. Their attempts to wake her up have thus far failed, but, even in her dormant state, she occasionally utters advice.

Unnerving dreams plague those who sail off the coast of **Atmu** in the far Northwest. Explorers who dare set foot on the island and live to tell the tale speak of its alien horrors: eerie, pre-human ruins, skies filled with unfamiliar stars, and uncanny melodies heard in the midst of howling blizzards.

THE EAST

The East is set apart from the other Directions by its abundance of resources: all life burgeons and grows strong where the Elemental Pole of Wood holds sway. Abundance begets competition, as mighty powers and

flourishing cultures vie to control the land's bounty — but also cooperation, as they seek to find their own place in the web of life.





Ixcoatl

The bright-scaled serpentfolk fought for supremacy with the dark-feathered raitonfolk, until the Contagion and the Fair Folk crusade ravaged both civilizations. When their scattered remnants later came upon each other, they put aside their enmity to live as one, founding Ixcoatl, Empire of the Winged Serpent, and its capital city, Izahuaca. As the burgeoning empire grew, its formidable theomilitary conquered many neighboring societies, providing a steady flow of tribute and slaves. Today, Izahuaca sprawls contentedly under the green blanket of the distant canopy, a city of lustrous mahogany and brilliant amber where temple academies and lush gardens of medicinal plants line the streets.

The founding beastfolk created a rigid caste hierarchy. The serpentfolk form the empire's ruling class of bureaucrats and merchants, while raitonfolk hold prominent roles as priests, savants, officers of the sacred theomilitary, and occasionally as assassins. All others fall beneath them, afforded little political power at best and enslaved at worst. Many Ixcoatl cities are diarchies, either formally or in practice, with a raitonfolk hierophant overseeing spiritual

matters and a serpentfolk governor responsible for civil administration.

Many have struggled to change Ixcoatl's oppressive caste system over the centuries. The most recent challenge has come from the diarchs of the empire's own capital: Indomitable Quetzal, a venerable raitonwoman, and the young, charismatic Laughing Adder. Having encountered predictably fierce opposition from both raitonfolk priest generals and serpentfolk elites, the diarchs have chosen to eschew politics in favor of a subtler path.

Quetzal and Adder now speak to the people of the Third Book of Sacred Verses, a holy text lost in the Great Contagion. Drawing on fragmentary records and allusions in other texts, Indomitable Quetzal has proposed that it depicted an idyllic society free from caste or division, led by a ruler who embodies the empire's heraldic winged serpent. Laughing Adder spreads Quetzal's scholarly theories with a storyteller's flair, winning hearts and minds from every caste.

But the diarchs' greatest obstacle may prove to be each other. Quetzal seeks the immediate abolition of the caste system, but Adder favors incremental reforms, something more palatable to those in power. Thus far, the younger diarch has prioritized her friendship with

Quetzal over pragmatic concerns, but both know this can't last forever. The movement they've built is still new, and its response to a fracture in leadership could have consequences that neither diarch can imagine.

Inspirations

Ixcoatli is inspired by the co-rulership of the Pandya Dynasty of Tamilakam and the city of Kanchipuram, as well as the Mayan city of Chichén Itzá.

Lookshy

Holding a strategically enviable position where the Yanaze River flows into the Inland Sea, the city-state of Lookshy is the greatest military power of the Scavenger Lands, boasting Dragon-Blooded might and an arsenal of First Age weaponry. There is no greater bulwark against the Realm's advance into the Scavenger Lands. Lookshy's leveraged this into immense political power within the Confederation of Rivers, a coalition of city-states in the Scavenger Lands. The fortress-like city-state is divided into four tiered rings by concentric walls of stone and jade, each surmounted by watchtowers and bristling with siege weapons. Should the city be invaded, each rising tier serving as a defensive fallback in the event of invasion, and every aspect of the city's layout is designed to make it a killing field. Lookshy considers itself the only true successor to the Dragon-Blooded Shogunate, founded by the Shogunate's Seventh Legion atop the ruins of Deheleshen amidst the Fair Folk invasion. With the shogun gone, the Seventh Legion still follows its final order, the Lookshy Directive: Maintain Lookshy as a Shogunate city under Seventh Legion authority and hold their post until a new shogun emerges.

Lookshyan society is organized around its military. The city is governed by the Seventh Legion's General Staff, and all residents are subject to mandatory terms of service. Every Lookshyan not assigned to active duty is considered part of its reserve force. The Seventh Legion is also Lookshy's primary source of wealth, providing elite mercenary forces to kingdoms and city-states that can pay their price.

Lookshy's Dragon-Blooded gentes aren't an aristocracy like the Realm's Great Houses, but they still stand at the apex of its social hierarchy. Beyond this, the city is further divided by citizenship. Only citizens have the right to own land, vote in district councils, and leave Lookshy once they've completed their term of service. To become a citizen, one must either be born into one of the gentes or rise to the rank of officer in the Seventh Legion. Helots are a serf-like subordinate

class, the labor that fuels Lookshy and the majority of the Seventh Legion's rank and file. The General Staff watches carefully for signs of unrest among the helots and is quick to violently suppress revolts.

The Deheleshen Lighthouse, a wonder of a bygone age, watches over a harbor bustling with merchant ships from a dozen ports and the sleek vessels of the Naval Force. It is but one of the many artifacts the Seventh Legion controls. While its arsenal of First Age weaponry has dwindled far beyond what Lookshayan propaganda claims, its might is undeniable, even fielding warstriders (p. 206).

The prevailing political attitude among the Seventh Legion favors the Lookshayan military machine's current status quo, but the disappearance of the Scarlet Empress has created a prime opportunity for dissenting viewpoints. Some wish to take a more active role in the River Province's politics, establishing Lookshy as a hegemonic force, while others dream of empire and conquest.

Inspirations

Lookshy is inspired by the warrior culture of Sparta, cultural elements from Edo-era Japan, and the maintenance of past identity and complex politics of Byzantium.

Rathess

Among the first cities of Creation, long slumbering in ruin, Rathess wakes as a new generation of Dragon Kings emerge to reclaim it. Ancient worshipers of the Unconquered Sun, the diverse saurian Dragon Kings built the city in his honor. When he chose the Solar Exalted as his champions, Rathess' Dragon Kings welcomed them as kin, even interring fallen Solars alongside their own dead in the city's monumental tomb complexes.

Between the Great Contagion and the Fair Folk invasion, the Dragon Kings' numbers have dwindled considerably in the Second Age. Rathess' famed astronomer priests foresaw the cities' downfall from their Great Observatory, but they could not predict the nature of their doom. Their endlessly reincarnating souls would still return, but as an orphaned generation. Without care and education from older Dragon Kings, the newborn Dragon Kings might die before they ever reach full mental maturity, perpetually trapped in an animalistic existence in every incarnation.

Only a few heeded the astronomer priests' warnings. Faced with impending disaster, they set a desperate

plan in motion, suspending themselves in a deathless stasis in crystal chambers deep beneath the city. When they awoke, they could guide the reincarnated Dragon Kings to maturity. Unable to tell with certainty when they could safely emerge, they staggered their reawakenings. For the interim, they devised a half measure for the reborn Dragon Kings, designing ingenious puzzles and tests in Rathess' hatcheries to accelerate the hatchlings' cognitive development.

There was much the sleepers could not have foretold. The first to awaken found the city still gripped by the Great Contagion, while those who followed after fell before the Fair Folk. Over the centuries, some sleepers have seen success in educating young Dragon Kings, but with little lasting results. Some still slumber in the city's depths — unless they've already woken.

But while the sleepers' plans largely failed, the tests and trials they left behind have proven well-suited to their purpose. The cognitive development of Rathess' juveniles is swifter than that of other unattended Dragon Kings, though it's still rare that they survive to maturity. Even before that, these Dragon Kings sometimes develop precocious levels of intelligence long before fully maturing and regaining their past life memories.

Today, Rathess echoes with the cries of adolescent Dragon Kings. As they complete their forerunner's trials of reasoning, creativity, and teamwork to open their hatcheries, they form packs with their crèchemates, exploring and reclaiming their city. Without memories of past lives to tie them to ancient Dragon King society, these adolescents create entirely new and vibrant cultures, often centering on the lessons of their crèche and the trials they've survived.

Victorious First (p. 187) is perhaps the most prominent of these adolescents today. The first of her brood to complete their crèche's test, she's always been the most keenly intelligent of her pack. When she triumphed in the Arena of Atlaaki, she woke its ancient god, unintentionally joining with him to become one of the olchiliké (p. 30). She challenges other packs' leaders in Akki-Akki, a game of her own devising that throws competitors into the chaotic disarray of the modular arena. Defeated leaders' packs have flocked to Victorious First, and her pack's territory now encompasses much of one of the city's octads.

Dragon Kings who reach full maturity and reclaim their memories sometimes remain in Rathess, caring for their younger kin, investigating the city's ancient tombs, or salvaging crystals and precious metals from

ominous humming engines to use as tools, raw materials, or ornamentation. Others set into the world beyond the city, whether to find allies and assets in hopes of restoring Rathess or to forge a life of their own.

There are more than just Dragon Kings in Rathess. In the wake of the Contagion and the disasters that followed, some among the cities' human neighbors sought refuge amid the ruins. Some of their descendants still remain today, largely keeping to the city's subterranean tunnels to avoid their Dragon King neighbors. The city's underways are also home to leech spirits, ravenous prehuman horrors imprisoned by Creation's makers under the Dragon Kings' watch. Since Rathess' fall, they've sought out worshipers — primarily human refugees, but some Dragon King juveniles as well — to slake the leech spirits' hunger with their offerings. Some among the leech spirits, desperate to escape the millennia-long durance, have turned from parasitism to symbiosis, joining bodily with favored worshipers in a mimicry of the olchiliké.

Rathess is also home to the forbidden god Han-Tha, the Eater of the Dead, who feasted on the ichor-stained battlefields of the Divine Revolution. Once, he was worshiped by a heretical Dragon King cult in the First Age, but the city's fall has all but eradicated it. He's found a potential ally in Filial Wisdom, a Solar warrior-poet drawn to Rathess by misunderstood past-life memories. Han-Tha plays to his ambition, promising him a throne as the First City's god-king, but the Solar's loyalties remain divided. In his dreams, he remembers a time when the city was ruled by Dragon Kings, and he wonders if they might be worthier of his service than Han-Tha.

Other horrors haunt Rathess still. Plague gods, baleful elementals, and crystalline battle-automatons have brought an early end to the career of many an adventurous young Dragon King. Just south of the city, a coterie of long-stranded Fair Folk reigns over a ruin-haunted bordermarch, raiding neighboring polities for mortals — or Dragon Kings — to feed on. In the city's depths, the Contagion Protoplasm (p. 187) stirs, a horror of the Dragon Kings' own creation.

Inspirations

Rathess is inspired by the glory and tragedy of México-Tenochtitlan, the abandoned splendor of Teotihuacan, and the vibrant youth culture of their modern successors, Ciudad de México.

OTHER EASTERN LOCATIONS

A vast Northeastern swamp of many colors, **Gweylum** is home to a species of sapient, ambulatory fungi. Within the last generation, their insular society has been thrown into upheaval by the arrival of Lipu Muté, The Tale That Tells Itself. Once merely an animal-hide scroll of an extinct culture's mythology, the Wyld's touch awakened it to sapience. Some fungi seek to recreate this miracle, taking the unprecedented step of trading with human neighbors or carrying out raids to obtain more stories.

The singing trees of **Troupial** transfix travelers with their beauty and harmony, and the sick and aged make pilgrimages there to find final rest among their iridescent roots, hoping to join the Chorus as new voices. The stoic Voiceless protect the trees with songstaves that echo with their own donated words.

The moving city of **Tecavani** is carved into the green, crystalline bones of a massive skeletal jaguar, honored by the city's people as a long-dead tutelary god. The glacially slow steps of the behemoth take it deep into the Wyld, searching for a lost mate. Largely protected from the Wyld's chaos inside its skull, Tecavani's people compete at making increasingly grandiose professions of love during these sojourns, believing such impassioned words will bend the Wyld to aid in the search.

The exiled Guild magnate Featherless Arrow escaped her debts by taking refuge in the many-mirrored manse **Liar's Paradise**, home to the trickster deity Can't-Stop-Sniggering, an outcast of the local spirit courts. The unusual pair became partners in blackmail, luring marks to the manse, where any who speak the truth are doomed to reveal more than they intend.

The **Society of Beast-Friends** is a forest-dwelling cadre of mendicants, outcasts, and runaways. The Society teaches that all living things are equally deserving of respect and compassion, be they gods or mayflies. Only those who've won the trust of a dangerous beast — whether claiming a dangerous predator as a familiar or taming a Wyld-spawned horror — may join the society's ranks. Neighboring cultures view them warily, but generally tolerate them so long as they and their bestial companions keep their distance.

Silent Scream is a stand of conifers decorated by the intricate webs of wolf-sized spiders, distinguished by their yellowed carapaces and pale eyes. A Fair Folk noble, Lament's Sigh Distended, lounges among her mutated pets. Their unique venom leaves victims trapped in a waking sleep, letting the fae connoisseur savor the exquisite confusion of those who suffer nightmares and living nightmares simultaneously.

It is said that **Marigold** was once a goddess. The secretive priesthood that tends this demesne speaks of the goddess' grief at the death of her child, how she sank into the earth and became the field of golden flowers they now tend with their obsidian knives. Some make pilgrimages to Marigold in search of solace — often the mothers of stillborn children and other grieving parents. Some remain in the demesne, finding peace and community in its sacred order.

A powerful water demesne, the cenote **Codriya** is a great cave-crater filled with clear, pure rainwater. Animalistic wood elementals with green-glowing eyes gather around it in consternation, driving away any who come near, but youths venture there on coming-of-age quests to drink the sacred water and gain the wisdom of harmony in opposition.

THE SOUTH

Hot, dry summers and cool, rainy winters characterize the fertile coast of the South. The coastal region hosts prosperous city-states dominated by tyrants who in turn bow before empires. Southward, hot and dry steppes give way to rocky badlands, sun-bleached stone, and endless desert before the Pole of Fire.

Ember

The city-state Ember, final fastness of the Nywera, is nestled in the western slopes of the Summer Mountains. Once-mighty rulers of their fallen homeland, Ekyo, Prasad's legions overran the Nywera. But their seers foresaw their defeat and planned an exodus across the

mountains. Far from home, the Nywera found refuge in a relict Shogunate-era citadel, constructing Ember upon its old foundation. Now, instead of the huddled remnant of a dying people, Ember is the living spark of a still-vibrant civilization, searching for the opportunity to blaze bright once again.

The massive fortress city of Ember resides in the largest of the Iron Valleys, carved into the cliffside by ancient hands. As they rebuilt the city, Nywera masons converted ancient bureaucrat's offices and barracks into temples and apartments. Beyond Ember's soaring

100-foot walls, outlying towns and villages similarly roost atop Shogunate ruins and infrastructure. Ember's most precious resource grows on the outskirts of their settlements: torch-pine groves, needles glimmering red even in the night. These precious trees burn hot enough to feed excellent forges, their sap forms high-quality incense, their flowers produce perfume, and even their pollen serves as natural firedust.

In sacred rites, Nywera twins inhale torch-pine pollen, experiencing visions that grant oracular abilities to those who survive. So, the Nywera deem twins



to be wise, natural leaders, and gifted twins fill most elite positions in society. First among them are the twin queens Babirye and Nakato, whose rule began in the early days of the exodus. Dragon-Blooded and fiery, Babirye is a fearless warrior and natural leader, while the aging mortal Nakato is known as a peerless seer and peacemaker. Both seek allies among Ember's many rivals — **Kitangaala's** golden-helmed warriors favored by Ahlat, the winged honor guard of **Seraph's** tyrannical Potentate, the inauspicious curse-drummers of the city-state **Cadence** — to defend her against hated

Prasad's encroaching legions. Should they prove successful, their ambition will become the liberation of Ekyo and others left behind from Prasadi dominion.

Inspirations

Nyweera culture takes inspiration from the Chewa of south and central Africa and the Mataram Kingdom of Java.

Harborhead

The nation of Harborhead seethes under centuries of the Realm's suzerainty, the fierceness of their uprisings having bloodied even the renowned Imperial legions. Now, the disappearance of the Scarlet Empress and the exile of Ahlat's favored priest stoke the fury the Immaculates failed to smother. Rural chieftains offer hecatombs to Ahlat and forge alliances with former rivals, while Dynasts in the capital of Kirighast restrict themselves to the King's Mountain, the city's northern hill, where the fortified Imperial Garrison resides. Within, the satrap's officials pretend at normalcy, assessing tribute, socializing at galas, and organizing safaris onto the veldt, largely ignoring the fervor growing among the populace.

In the centuries that followed the Great Contagion, the God-Blooded prince Blood on the Horn carved a great empire in the near South. As a daughter of Ahlat, Southern god of war and cattle, Blood on the Horn spread her father's worship far beyond Harborhead's borders through sacred mercenaries and missionary warrior priests. When the Realm finally subjugated Harborhead, Ahlat himself interceded to defend his cult from the Immaculate Order's censure. Unwilling to bloody her legions against the war god's divine forces, the Scarlet Empress negotiated his noninterference through byzantine accords between the Immaculate Order and war god's cult.

Each of the Five Peoples of Harborhead is an agglomeration of tribes, with its own songs, dances, dialect, customs, heroes, patron spirits, alliances, and vendettas. Despite tensions engendered by their histories, ritual raiding, blood feuds, and the Realm's taxing tribute demands, the Five Peoples are united by their reverence for Ahlat and close ranks quickly against outsider aggression. First spread by the settler mercenaries of Blood on the Horn's empire, then later as auxiliaries to the Realm's legions, a great diaspora of the Five Peoples has prospered across the South. Friendship comes easily among the diaspora, often through shared military background or Ahlat's cult.



To honor their god and history, all free people carry weapons and train at arms from childhood, from the Brides of Ahlat — the land's most elite soldiers, chaste warrior-priests ritually wedded to the god — to nomads, artisans, clerks, and priests. Ahlat's cult venerates warriors and honors the proud aurochs as a sacred animal. Harborheadites prize cattle herds as symbols of prestige and wealth, but their most sacred function is as sacrifice to Ahlat, offered individually or in great hecatombs. Mendicant priests, often aging Brides of Ahlat, lead rural worship, training youths in battle, instructing in faith, officiating ritual cattle raids, and overseeing sacrifices. The hierarchs of Ahlat's urban temples perform similar duties, but command immense wealth and the ears of Harborhead's most influential figures.

Rumors of treachery spread through the Palace of the Leopard Seat. The Leopard **Resham Keshara**, Harborhead's puppet prince and distant kin to the Scarlet Empress, suppresses dissent in Kirighast after the disappearance of Ahlat's high priest, her political enemy. Hierarch **Excellent Ibis** has since taken control of the priesthood and supports the Leopard's efforts, all while fomenting an elite conspiracy to unseat both Leopard and satrap. Recently the conspiracy has

grown to include members of the Brides of Ahlat, the Leopard's Royal Guard. The hierarch's plans are fast gaining traction among Ahlat's priesthood in the capital and the eastern jade mines of Bent Creek, while in the countryside and the western border-citadel of Tiraktou, local chieftains join itinerant priests to call for general revolt against Kirighast and the Realm. Ahlat's rural faithful fervently hope their god will bless villages decimated by tributary demands after the Realm's expulsion, but his priesthood dreams of Blood on the Horn's empire reborn.

Inspirations

Harborhead's political situation draws loose inspiration from the Iranian Revolution and the Sokoto Revolution. Ahlat's influence over religion and culture in Harborhead draws upon elements of Maasai pastoralism and near eastern classical religious rituals such as the hecatomb and taurobolium.

Zhaojūn

When the Realm's expeditionary forces invaded Greater Zhao, the lands of Zhaojūn were among the last to submit to imperial power. Half a century ago,

OTHER SOUTHERN LOCATIONS

Clans of Delzahn nomads herd goats, camels, horses, and cows on the hilly grasslands of the **Ghadan** to Chiaroscuro's southeast. Recently, conflict has erupted between the influential Zaidi clan and the mercantile Hyderi. Each accuses the other of kidnapping and retaliation, unaware that a handsome river god has seduced the missing youths to join his epicurean cult.

In **Terumah**, the spider-priests weave sigils of triumph and protection into silken banners, rallying villagers against Harborhead's frequent raids. Having received little aid from the satrapy's Imperial garrison, Terumah's prince hires mercenaries to protect the satrapy's interests, offering the spider-priesthood's immaculate-proscribed treasures as payment.

Slain by the Great Contagion, the ghostly denizens of **Dazra** and **Irivande** learned to puppet their sunbaked corpses, sufficiently preserved by the Burning Sands to house them. Draped in gold and silver jewelry, they barter access to their cities' precious mines with the Guild in exchange for human remains to mend their failing undead bodies. Some grow to care for the Guild's enslaved laborers, risking the cities' trade agreements to aid them in escaping to freedom.

The mortal rulers of the **Princely States of Senjar** send seasonal tribute to the floating sanctuary of Za-Yanakh, an imperious ifrit sorceress. In exchange, her sorceries and mighty spirit court defend Senjari cities from the Fair Folk, and the elemental queen arbitrates disputes between mortal princes. As the Za-Yanakh grows in power and experience, she's fixated on the prospect of draconic ascension and withdrawn from public life. In her absence, the Senjari turn against one another to subjugate their sibling-states.

Nahundara, the Horizon Seat, a monastic arcology, reappeared five years ago among the sands. It disappeared in the Usurpation when its sorcerer queen was slain, flung beyond time and space by a death curse. The ruin's lack of great wonders frustrates exploring scavenger princes, but the Nine Graces School, a cult of Jupiter, has flocked to the site to decipher its crystalline tablets, translating lost spiritual treatises and decoding sorcerous secrets.

the Zhao High Queen sued for peace, agreeing to marry a scion of House Mnemon to spare the city and her people from war. Today, Zhaojūn is the most prosperous of the four Zhao satrapies. High Queen Mnemonrai Enzei negotiates the balance of power between Great Houses, while her generals hungrily eye their nation's former territories, intent on reassimilation.

Beneath the High Queen, nearly a dozen ministries are devoted to each aspect of Zhaojūn's governance, from enforcing the law to maintaining public granaries. Some ministries have a reputation for venality and corruption — particularly the Ministry of Red Paper, devoted to recording matters of lineage, succession, and citizens' ethnic backgrounds. Zhaojūn's society contains an ethnic hierarchy that affects taxes, legal protections, and general prestige. The ruling Zhao are first in rank, followed by the "Three Righteous Peoples" — Blessed Isle natives, the seafaring Baihu, and the Tay Chai Nha, a tribe that aligned with Greater Zhao in its early days. Below them are the native Meiyu folk, immigrants like the Tengese, and neighboring peoples such as the marsh-dwelling Tay Man Tau and the militant Rao.

Zhaojūn's holdings extend along the length of the Changdao River Basin, from the estuary that lets out into the Meiyu Sea to the foothills of the Firepeaks. Beyond these territories to the north lie three other satrapies that were once part Greater Zhao. Forested **Ferazha's** Zhao rulers were overthrown by Immaculate hillfolk. Its coastal neighbor, **Zhujen**, controls Ferazha's access to the Changdao, and has grown wealthy off the river trade. **Maichu**, a former capital of Greater Zhao, was first to fall to the Realm, and is a ghost-haunted and impoverished land. To the south lie Meiyu cities that once belonged to Greater Zhao, some of which still pay tribute or suffer raids from their former conquerors. An anti-Zhao confederation now brews among them, seizing on the Empress's disappearance.

Inspirations

Zhaojūn takes inspiration from Al-Andalus, blended with elements of Southeast Asia and the bureaucratization of the Qin.

THE WEST

The Elemental Pole of Water dominates the West. It includes pirates, sea raiders, warriors upon aquatic metropolises, underwater kingdoms, vast seas, giant ocean beasts, and great jungles.

Bluehaven

The Lintha have existed since the ancient days before the Divine Revolution, when they ruled an ocean-spanning empire, but they've fallen far from former glory. Today, Bluehaven is the center of what remains of the Lintha, a city built from countless shipwrecks, lashed together with ropes and bridges, drifting in a sargasso sea.

Countless obstacles face those who seek Bluehaven's shores; sea routes strewn with wreckage, thick sargassum, and treacherous reefs, and hostile Lintha ships. There is a safe path through it, but only the Lintha know it, though they might provide passage to Bluehaven if bribed or persuaded.

Various important landmarks of Bluehaven are the swarms of ships lashed together by rope woven from Oroo tree. The **District of Riches** is a cluster of massive ships, where the wealthiest Lintha live in opulence

and play games of status, wealth, and glory. Looming above it, the **Golden Tower** houses the Lintha's greatest treasures. **The Floating Market** is a great marketplace of sundries, crime and bribery, tea ships and wine barges. The **Plaza of the Humbled Supplicant**, a warship bound by bronze anchors, sails low in the water offshore, and is reachable only by sea. This is the greatest temple of the Cult of Dukantha, a Lintha religion that venerates the demon prince Kimberly, the ancient progenitor of their people.

At the center of the sargasso sea lies all that remains of Lintha Ng Oroo, an islet like the surface of a shattered moon, eternally wounded and bleeding. That is Lintha Ng Oroo's body. In the First Age, she rose from the ocean's depths in the Lintha's hour of greatest need, a vast living island that bore them to what would be their new home. "This shall be our haven," she proclaimed. "We shall become more than what the Lintha have ever been."

Today, Ng Oroo is all but sunken into the ocean, scarred by the wars of the First Age, the Great Contagion, and the taint of the Wyld. At times, the fetid pus that drips from her wounds seeps into the

OTHER WESTERN LOCATIONS

A powerful state in western Cinder Isles, the mandala of **Bulanmerah**, is ruled by the Devil Chakravarti Krayajagara. The mortal sorcerer has fended off invasions from both the Realm and the Wyld, forming pacts with strange spirits for their aid. Prisoners of war captured from Imperial legions and faerie warbands alike now labor to build Candi Rayabudr, a giant temple made to represent the fabled paradise of Zen-Mu. Not content with his victories, Chakravarti dreams of conquering all of the Cinder Isles.

Corpsicoral is a chain of islands that are, in truth, giant crab shells. If one swims underneath Corpsicoral's waves, they will find a large complex of giant crab skeletons whose legs extend into the depths of the abyss. Their shells make for great weapons and are highly sought after in the Realm, and thus denizens of Corpsicoral mine it continuously, leaving sections of the islands brittle and prone to collapse.

Kamat boasts one of the densest populations in the West, brought about by the centralization of markets and cultures there, enforced by the Realm. Under the Realm's oppressive presence, Kamat's poor are increasingly forced into crime to survive. The locals call the Realm's Dragon-Blooded *B'way*, or "crocodile," in reference to how they take and take, like a crocodile's maw that swallows and is never satisfied.

Stellgar is the lightning bolt sword that once belonged to an ancient storm god. It struck the sea, calcifying into the island that now bears its name. A kingdom of eaglefolk now live here, worshipping the long-dead storm god.

Queen of **Mutya**, Fulminating Amparo, the Rose-Skinned Warrior of the Seas, stands high above the Coral Palace, wielding a titanic sword made from hardened pearl. A silver moon burns upon her brow, and she seeks to tear down the Realm's empire. Mutya's people mark status with art and color. Commonfolk are clad in brilliant saffron and indigos, while subdued colors are saved for the highest of royalty.

Pavise is a grand city of white stone formed by a joint monarchy of Dragon-Blooded and Fair Folk. Its ivory edifices and giant spear-towers are unmatched feats of architecture, ancient titans' shields turned into impenetrable walls and warships. The elite and the middle class enjoy Pavise's advancements, but slaves, peasants, miners, and other workers forced to live beneath the city keep everything running. Animosity between the classes simmers as elites kill dissidents and the corpses of princelings are dragged into the undercity.

The Realm's westward expansion has recently brought them into contact with the many cultures of the **Sword Archipelago**. Warriors that march to demon-skin drums, seafaring merchants that trade in the abundant mineral wealth of their island, and silent priests who speak only with the voice of the island's gods are only a few of their inhabitants. The Realm's attempts at conquest have unified the archipelago's many cultures against them.

freshwater channels that supply Bluehaven's water, tainting them with deadly toxins. She no longer speaks, though the winds that issue forth from a cave at her center are said to be her pain-maddened groans.

The Lintha

The ancient Lintha, it is said, stood seven feet tall with glistening emerald skin and hair the color of the moon. Few today resemble this ideal. While their proportions tend to lean and long, some look little different than any other human. Some boast strange features — bulging eyes, gills, and protruding joints — but these aren't the result of Lintha lineage. Over millennia and the long-ago collapse of the Lintha population, many have intermarried with outsiders, including aquatic beastfolk, Dragon-Blooded outcastes, peoples of the Undersea, and other, stranger partners.

Infamous across much of the West, the Lintha are feared corsairs, raiding coastal villages and merchant vessels. Black and silver banners adorn Lintha ships, but they fly no sails, for they are drawn through the sea by demonic beasts. Raiding ships return to Bluehaven with holds filled with plunder and slaves, the source of the Lintha family's riches.

The Lintha see themselves as a single vast family, divided into a handful of expansive kinship groups called septs. The titles that represent their status within the septs are family roles. Those born to Lintha parents receive the status of *sibling*, while each sept's leader is an *elder grandparent*. Many of the corsairs who crew Lintha ships are *cousins*: foreign recruits or conscripts with no blood ties to the family. Lintha practice matrilineal polygamy. Marriage is a matter of political

negotiation rather than romantic desire, and there's little expectation of fidelity for Lintha raiding out at sea.

Three centuries ago, **Lintha Ng Hut Dukantha**, a Water Aspect outcaste, vanished into Ng Oroo's depths. He returned a year later, proclaiming his return from hell as the Chosen of the Great Mother. Since then, his cult has risen to immense power within Lintha society, suppressing and driving out rival ideologies. It preaches unity among the Lintha and a revitalized worship of the Great Mother and Dukantha as her prophet. In addition to the cult's spiritual leadership, it's also responsible for the Lintha's maritime supremacy, binding the demons that draw their war barges.

Playing the Lintha

You can use the rules for playing God-Blooded (p. 37) to make a Lintha player character. Keep in mind that not all Lintha accept the brutality and bigotry that currently dominate Bluehaven's culture. While some seek to change it from within, others leave the family — willingly or not — to make a new life on distant shores.

The Eastern Cinder Isles

Dozens of nations make their homes in The Cinder Isles of the Southwest seas, a diversity of cultures to rival the Hundred Kingdoms. Shifting webs of empires and alliances have unified the islands and coast of the region in the past, but no single power holds sway in the modern age. Craft of all kinds ply the trade lanes between the islands: bird-prowed galleys, swift-sailing triremes, and beasts of the sea bound by sorcery or tamed through friendship.

A generation ago, Spear-Empress Bhadri, a fae warlord, led an army of rampaging nightmares out of the bordermarches to conquer much of the mainland south of the Cinder Isles. Mortal armies and Exalted champions have opposed her and her twelve champions, yet none have been able to stop her. As panicked mainlanders poured northward into the Gray-Eye Peninsula, on the Isles' eastern periphery, some turned to pillage and conquest of their newfound neighbors.

Some peninsular peoples, displaced by this influx and the still-looming threat of Bhadri's forces, took to the seas in search of a new home. The bellicose Mygdons, the mercantile Yensei, the spirit-wise Issyk, and many more came together as a raiding war fleet known as the Bronze Tide. Its leader, the Lunar warrior Lukha Palash of the Mygdon people, has promised to lead the Bronze Tide to safety through conquest, striking out from the Gray-Eye Peninsula to find a new home.

The Bronze Tide has swept northward along the Gray-Eye Peninsula and other parts of the Isles' eastern edge, razing conquered cities to the ground and building new towns and cities near the ruins. The Tide has drowned many city-states in its path: Aichlus, whose hilltop shrines lie shattered as their sky-gods rage eternally overhead, and sorrowful Terypho, a shadowland where phantom ships sail on moonless nights. Others have weathered the Tide, like the high-walled temple city Tenai and many-pillared Sayfar, whose whirling oracles glimpse the past and future as they dance. But while their lookouts watch to the north in case the Tide returns, the true, fae threat comes from the south.

Inspirations

The Eastern Cinder Isles draw together elements of the Bronze Age Aegean world and maritime Southeast Asia. The Bronze Tide is inspired in part by the mass migration theories of the Bronze Age collapse.

Randan

The island nation of Randan is a gateway to the bounties of the Far West, and the source of many wonders. Its venerated craftspeople weave enchantments into their masterworks: silk robes whose brocaded sleeves deflect blades, ceramic jars that swallow up flames, knives that sing with heartbreaking beauty, and more. Once a loose confederacy of rival city-states and warring clans, Randan has been unified and prosperous for decades. Client states and recently conquered colonies offer up raw materials and ceremonial tribute, kept in line by the promise of lucrative trade contracts and the threat of filigreed spears. The seawalls of Randan's cities glisten like mother of pearl, but up close, every brick is glazed with images of monsters, heroes, and gods in a hundred colors.

Three factors predicate one's social standing in Randani society: class, lineage, and skill. Class distinguishes the *pechin*, aristocratic warrior artisans, from the *heimin*, everyone else. Lineage bequeaths the secret thaumaturgical rituals guarded by the *pechin*, letting those scions with the inborn talent to wield them create enchanted masterworks. Skill in crafts and artistry offers a path to prestige and prominence to any Randani in the esteemed craft lodges, equal parts temple and trade guild. Those with the gift for thaumaturgy may even be adopted into *pechin* families. At the apex of Randani society are the *pekumi*, *pechin* nobles who have proven their mastery of warfare, crafting, and thaumaturgy.

Beyond the power and prestige of the craft lodges, many Randani view their craft or art as a spiritual

devotion, honoring their gods, the land, and themselves. Grandmaster artisans are revered as saints and gods. This reverence dates back to a myth of three artisans — a potter, a weaver, and a smith — who liberated their village from three demon queens. Randan's queens claim descent from them, and the craft-lodges of their three trades stand above all others.

The current queen, Dove White Sky, has maintained a delicate peace on the island for decades. A shrewd diplomat, she's deftly navigated the craft lodges' contentious politics, negotiated peace between feuding clans, and mediated disputes between the island's

quarrelsome spirit courts. But as her once-sure hands begin to tremble with age, she fears that the peace she's so carefully sculpted will be shattered by her death. Bellicose pechin advocate for expansion, restless war gods long for strife, and many among Randan's colonies seek to be freed from its yoke.

Inspirations

Randan's inspirations are the artisanship of the Ryukyuan Kingdom, Malaysia, the Philippines, and the maritime culture of Portugal.

BEYOND CREATION

Difficult to reach and dangerous to travelers, the homes of the Alchemicals and Getimians exist beyond Creation's bounds.

Autochthonia

A world of living machinery and impossible industry exists beyond Creation. This massive realm is in fact the slumbering body of one of the world's creators, Autochthon, a titanic god-machine and master of all artifice. When the gods rebelled against their makers in the Divine Revolution, Autochthon betrayed his kin. The Great Maker shared secret wisdom with the Celestial Incarnae, and, with it, they created the Exalted.

Early in the First Age, Autochthon fled from Creation and its Exalted masters, bringing with him a host of mortal worshipers. He raised the great Seal

of Eight Divinities, a barrier insurmountable even to the Incarnae. Those who came with the Great Maker dwelled within the world that is his body, known as Autochthonia to its denizens. Autochthon has fallen into a deep slumber, but his people are not alone. His souls — the Eight Divine Ministers, and the countless machine-spirits that emanate from them — tend to the Great Maker, while his Chosen, the Alchemical Exalted, safeguard his faithful.

Autochthonia is a sunless place, vast and unforgiving, but rich in wonders to those willing and able to explore. It's filled with rivers of boiling oil, vast tracts of lightning fields, thundering pistons, and shifting passageways ready to misdirect or outright crush those not familiar with the terrain. That is not to mention the inhuman machine-spirits, out-of-control constructs, abandoned experiments, and other perils that roam inside the titan. But it also holds beauty, for those who can find it: vaults of impossible wonders birthed from the Great Maker's mind, luminous crystals that sing the blueprints of cities that never were, and floating fields of spinning glass that casting rainbow hues to soothe the soul. Paths through Autochthonia shift as the machinery of the world churns, and what was close one month may become a distant journey the next.

The descendants of Autochthon's followers have divided into Eight Nations, periodically competing as the shifting machine geography draws them together and pulls them apart. The cycle of reincarnation is of utmost importance to them, for only a soul marked by many lifetimes of heroism can sustain the miracle of Alchemical Exaltation. Autochthon's Chosen serve as

AUTOCHTHONIA AND THE EXALTED

Alchemicals are the foremost Exalted of Autochthonia, but they aren't the only ones. When the Great Maker brought humanity with him, the blood of the dragons came with them. Dragon-Blooded are rare in Autochthonia, disruptive anomalies in the Eight Nations' status quo that often draw unwanted attention from authorities. The unique nature of Exigents also makes it possible that some may exist within Autochthonia. Other Exaltations are barred from entering the machine-world by the Seal of Eight Divinities — but if you want to play a mixed Circle in Autochthonia, perhaps one of the Eight Nations has already broken it.

champions to the nations that created them. The great cities in which Autochthonia's people dwell are in fact the eldest Alchemicals, having abandoned any semblance of human form to become living metropoli.

While few in Autochthonia would admit it, the future before them is troubled. In the metallic reaches of the Great Maker's body, the god-engines and machine-organs that drive the realm have begun to grind down. Corrupted machine-spirits lurk just beyond the cities, preying on the unwary. In these troubled times, the nations and their Alchemical champions look to stories of their past and wonder if it's time to unlock the Seal of Eight Divinities that separates Autochthonia from Creation.

Zen-Mu

Long before the ancients anchored Creation's Poles, they created Zen-Mu. Yet, in time, they found that the world they had made pleased them not and cast Zen-Mu aside as a failed paradise. As the ancients set about forging a new world, they made of Zen-Mu an oubliette for ill-considered creations. Some of Zen-Mu's denizens are mindless things of hunger and fury, while others are sad, strange creatures, who bear no hostility to outsiders.

Those who travel into the reaches of Zen-Mu risk encountering the experiments of the creators: half-formed gods, uncontrolled sorceries with wills of their own, impossible monstrosities that dwarf mountains, and prisoners whose nature defies explanation.

Today, Zen-Mu is best known to the renegade Sidereal Rakan Thulio and the Getimians he's recruited to his war against heaven. They lair in a temple manse atop an eternal mountain, the same mountain where the Getimian's makers once sealed them away. From this hidden stronghold, they launch strikes against destiny and the Sidereals.

But even the Getimians know little of Zen-Mu, only those parts that surround their mountain fastness. They've mapped landscapes of towering geometric forms, wreathed in dense prismatic mists of silvers, purples, and blues. Impossible geographies thwart many expeditions — mountain ranges slam together like masticating teeth, ocean tides flow upward into the clouds and rain down in spiraling sky rivers, and cyclopean temples hold endless, swaying fields of sighing razor-grass within their fractured geometries.





CHAPTER TWO

Heroes of Your Story

This chapter expends the playable character options. The Architects and Sovereigns are new example Exigents. The God-Blooded are mortals whose bloodline bears some mark of power. The Dragon Kings are ancient allies of the Exalted. Finally, the apocryphal Dream-Souled and Umbrals are optional Exalt types that could appear in your game.

EXIGENTS

While most Exigents are singular champions, the price of diminishment being too high for most gods to

pay more than once, a few broader cohorts exist where divine power touches many heroes.

VIRTUES AND INTIMACIES

Your Virtues shape who your character is and their outlook: how they live their life and the way they view the world. Consider them the fundamental building block of your whole character. If you're struggling to pick Virtues, spend a little more time with your concept, as the seven options indicate the kind of characters a game of **Exalted** anticipates. A beefy hero with a heart of gold who fights for what's right easily fits Courage and Compassion, while a ruthless and focused magistrate of the Realm chooses Ambition (Protect the Realm) and Discipline. Your concept might morph over the course of gameplay, so you can always swap these out during a Major milestone if you find your concept has changed.

Intimacies indicate what your character cares about, personally, as informed by the way she approaches life in Creation. The default character creation rules suggest beginning with three, but your character can have as many as you like and feel are appropriate. As a Circle you should have Intimacies to at least one other Circelmate, and at least one setting element you feel strongly about. Collaborate with the other players. This indicates to the Storyteller (and serves as a reminder to yourself) the things that matter to the story you want to tell. For example, the beefy hero with a heart of gold has a Minor Intimacy *Protect my found family* informed by his Courage Virtue and a Major Intimacy of platonic love to his best friend and mate, the Circle's Lunar. The Storyteller should help guide players through deciding what matters to their characters. Take the time to think about it, the game will be better for it.

MILESTONES

Pay attention to your Exalt milestones, they matter. If you don't like any of the options presented, consider borrowing from another Exalt type not in play, writing your own version, or simply choosing another Exalt type to play. Whatever you decide to go with, you indicate to the Storyteller *I want this to happen* or *I want to be able to solve a problem in this way*. Storytellers may want to keep a document with relevant milestones, to make sure that every player gets a moment to shine.

Come up with a couple personal milestones based on what's going on in the game. The Storyteller should provide some hooks to care about up front, and within the first session. It's fine to ask "do you think this will resolve within three sessions?" or a similar question. If you have come up with a personal milestone that seems like it may be more long-term, you can always create another that you think will resolve more quickly. It's a good idea to think both long and short term. If there's nothing in the game that engages you to this degree, then it's time for a conversation with the group. Remember: this is a collaborative endeavor.

ARCHITECTS

Architects are the living embodiment of the city they represent. Individual city gods choose an Architect through Wun Ja, the god of metropolises. These Exalted protect their cities from threats within and without. Usually chosen in a moment of crisis, Architects are bound to their city and serve it as much as it serves them. Once the crisis is over, the Architect is now a part of the city and beholden to both its god, the city father, and Wun Ja.

Play an Architect if you want to be the lord of a city, using your magic to bring buildings down around your foes or embodying the city's architecture to empower yourself.

Exalt Advantage

The City Speaks: Once per session, the Architect may spend a dramatic scene communing with a city or settlement's streets, walkways, footpaths, etc. During that scene the Architect may ask up to her Essence in questions regarding events happening in that location such as: *Did the person I'm looking for pass through here? What hidden passages haven't I noticed? Where can I find what I'm looking for? Where can I find a service I need?*

Of the City: Choose a single city that your character is the Architect of. This city is considered her home city. The Architect can spend 1 mote to manifest a smell, sound, or minor sight that originated in her city. The phantasm she manifests lasts for the scene and grants her two bonus successes on actions taken that would benefit from the manifestation. For example, the smell of baking bread may help endear her to a target she wishes to persuade, or the sounds of a constable coming around a corner may help her intimidate a ruffian.

Resonance: Each Architect has their own unique resonance. Pick a material, including any of the magical materials, that represents their city and gain the Resonant modes on any artifact made from that material.

Milestone

At the end of each session, Architects gain an Exalt Milestone if they spent at least part of the session defending, protecting, or upholding the values of a city or settlement, or if they shared a story with their fellows centered on their home city.

Anima

Architects do not have castes and are instead bound to the city they protect. All Architects have animas that reflect their home city. The color of the anima may reflect the way the city lights appear at dusk or suggest the haze of dust from the constant movement in the overlarge trade quarter.



Architect animas may also include sounds and smells from their cities. The sound of a bustling dockside port or the smell of sticky buns baking in the morning may accompany an Architect's anima.

Anchored to the Stone (Passive): The Exalted always knows what direction her city is in, and about how far away it is. She cannot be disoriented, such as from magical confusion, or lost while she or her city are anywhere on Creation. Gain her Essence plus one bonus dice to resist any effect that would do so.

All Roads Lead Home (Active): The Architect always gains their Essence in bonus successes on travel

ventures to return home. The Exalt may spend a mote to gain this benefit on any other travel venture as long as it is to or from a city she has been to before.

Birth of a City (Iconic): Spend 3 anima. The Architect creates a single structure out of nothing that lasts until the end of the session. This structure can be anything from a house to a bridge. The structure grants appropriate bonuses for its purpose — a house provides lodging for the night and has enough food inside for everyone to eat, while a boat can be sailed across the sea. The Exalt may use any Milestone to make this structure permanent.

SOVEREIGNS OF ULUIRU

Far to the north near the bordermarches to the Wyld lies the city state of Uluiuru. Here, outside the reach of the Realm, the Sovereigns reign over Uluiuru. This ruling family has held the city for centuries under the guidance of Ulu, their matriarch, who protected the secret to Exaltation in the Fount of Glories. Since Ulu's untimely death, every member of her family has turned their eyes toward the throne. Most every Sovereign in Uluiuru has some design on leadership, seeking to gain more power in the struggle than they have now. This means the family spends its time jockeying for power and struggling sibling against sibling and child against parent.

Play a Sovereign if you want to struggle for power to ultimately control the city-state of Uluiuru. Sovereigns work well in mixed games with Dragon-Blooded characters where they can compare what it's like to succumb to duty and family pressure. They also work in games centered on Uluiuru or as a band of Sovereigns or other mixed Exigents working together.

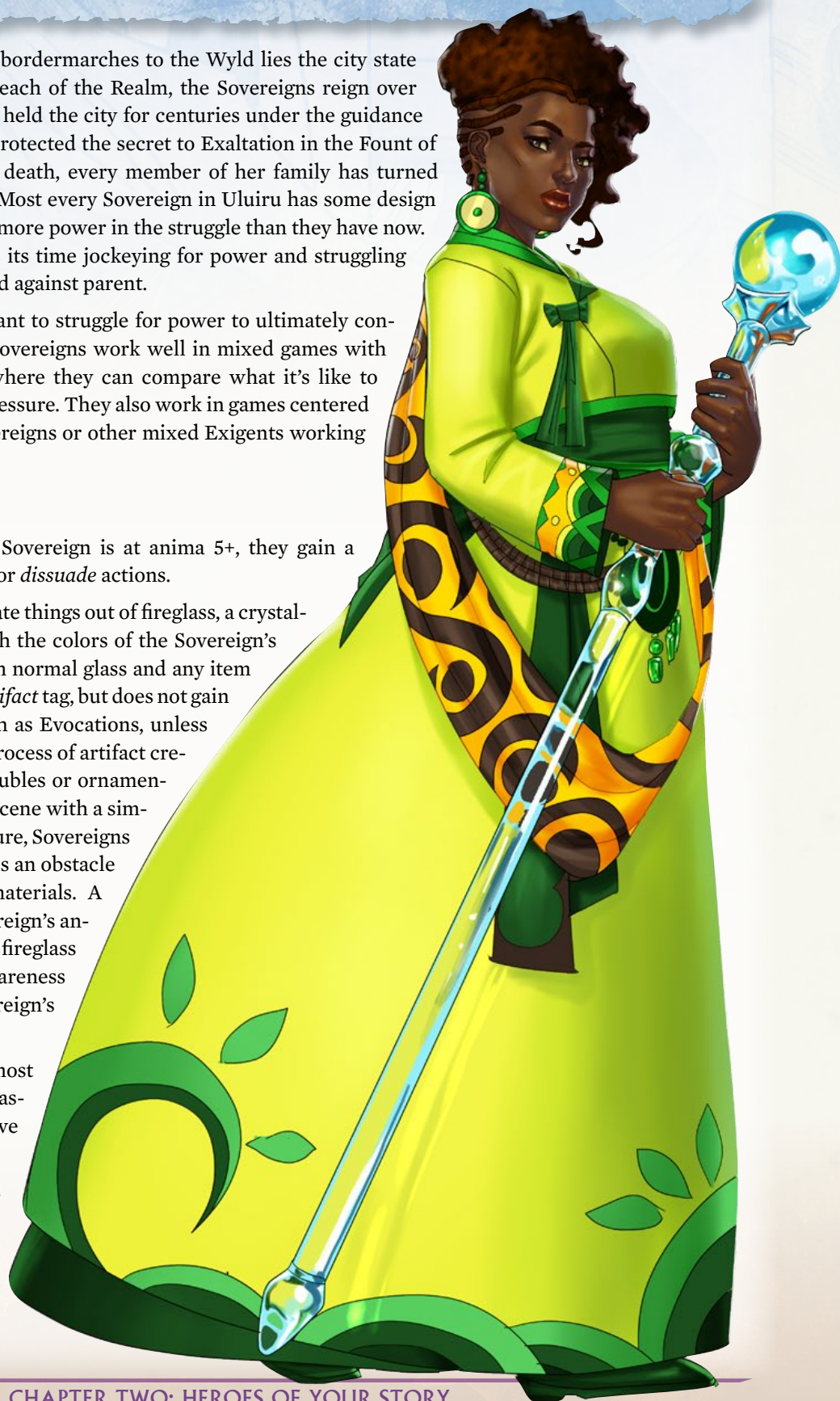
Exalt Advantage

Bright Burn: When the Sovereign is at anima 5+, they gain a three-dice bonus on *persuade* or *dissuade* actions.

Fireglass: Sovereigns create things out of fireglass, a crystalline substance that shines with the colors of the Sovereign's anima. Fireglass is harder than normal glass and any item made from fireglass has the *artifact* tag, but does not gain other artifact advantages, such as Evocations, unless the Sovereign uses the usual process of artifact creation. Sovereigns can create baubles or ornamental items out of fireglass for a scene with a simple action. Once per craft venture, Sovereigns may spend one anima to bypass an obstacle related to needing special materials. A character familiar with a Sovereign's anima banner can recognize her fireglass as her handiwork with an Awareness or Craft roll. Upon a Sovereign's death, her fireglass shatters.

Aspects: Unlike most Exigents, Sovereigns have aspects that define their passive anima ability.

Resonance: Sovereigns are resonant with adamant.



Milestone

At the end of each session, Sovereigns gain an Exalt milestone if a subordinate followed their instructions and successfully completed a task, or if they organized a group into successful action.

Δήιμα

The Sovereigns' animas take on the colors of an aurora and that of precious gems, usually dominated by one or two colors. Normally, these are jewel tones such as amethyst, garnet, emerald, and sapphire. Many Sovereigns integrate these colors into their personal heraldry, often with actual gemstones worked into sigils or imagery.

Adamant Will (Active): The Sovereign may spend 1 mote to add her Essence or +3, whichever is higher, to her Resolve to resist actions to threaten or persuade her.

Transcendence (Iconic): The Sovereign lights up their anima which can be seen for dozens of miles. Until the end of the scene, she can spend anima instead of motes to activate Sovereign Charms. Alternately, she can spend 5 anima to immediately use a Sovereign Charm she doesn't know, ignoring its prerequisites.

Sovereigns Aspects

Sovereign aspects represent how they reacted to the agony of their Exaltation in the Fount of Glories.

Diamond Aspect

Diamond Aspect Sovereigns endure the Fount of Glories with stoic determination. They seek to rule by righteousness and incorruptible virtue, but are often cold, distant, and self-reliant to a fault.

Eternal Reign Persistence (Passive): Once per scene, the Sovereign may elect to ignore any and all penalties to a resistance roll, Performance-based influence roll or Build Power action, or a leadership-based venture roll.

Emerald Aspect

Emerald Aspect Sovereigns accept the agony of their Exaltation as the price of power, clinging to their ambition. They seek to rule by understanding the wants and needs of others, and have insatiable desires of their own.

Desires Laid Bare (Passive): The Sovereign innately knows the desires of others. The Sovereign adds two bonus dice to all Read Intentions rolls.

Opal Aspect

Opal Aspect Sovereigns descend into delirium when they Exalt, refusing the realities of the Fount's pain and agony. They rule by trickery, intrigue, and spectacle, and tend toward caprice and eccentricity.

Trickster's Poise (Passive): The Sovereign gains a two-dice bonus to Stealth actions and rolls to trick or deceive others.

Ruby Aspect

Ruby Aspect Sovereigns succumb to fear, desperation, or anger as they Exalt. They seek to rule by forceful words and actions. Their own passions are equally forceful, predisposing them toward volatility, recklessness, and misguided wrath.

Unchecked Diva Bravado (Passive): The Sovereign ignores up to her Essence in dice penalties she suffers as a result of her own recklessness, such as rushing into a dense fog bank or impulsively drawing attention to herself, excluding penalties that cannot be ignored.

Sapphire Aspect

Sapphire Aspect Sovereigns are captivated by the beauty of the Fount of Glories as they Exalt. They seek to rule by gaining the adulation, love, or obedience of those around them.

Inspiring Grandeur (Passive): The Sovereign adds a two-dice bonus to all influence rolls to inspire awe, reverence, or wonder in those around her.

DRAGON KINGS

Mighty and learned before the first human drew breath, the Dragon Kings are ancient saurian creatures that once dominated much of Creation. Their forms were astonishing and diverse. Unlike humans, who bear no memories of their past lives, Dragon Kings retain memories of each of their soul's incarnations, redefining and refining their abilities and identities through successive lifetimes. Newborn Dragon Kings reach physical maturity in only a few years, but take much longer to fully develop mentally. Until then, juvenile Dragon Kings lack the full cognitive faculties, knowledge, and skills of their past incarnations. With the benefit of care and education from older Dragon Kings, juveniles reach maturity in a few decades. Without it, many juveniles die before ever fully maturing.

Beloved of the gods, various Dragon King societies both worshiped the distant Incarnae and cultivated personal relationships with more immediate gods. The former resulted in great religious communities such as the settlement at Rathess dedicated to the Unconquered Sun, while the latter saw the establishment of the olchiliké, Dragon Kings honored by the union of their soul with an indwelling divinity.

The Dragon Kings gladly joined in the Divine Revolution, despite the certainty that the enemies of the gods would strike against them. Indeed, they never fully recovered from that devastation — but amidst unimaginable strife, they found new allies. As the Exalted led the gods to victory and ruled the world in the First Age, the Dragon Kings often befriended or allied with the Chosen, olchiliké standing side by side with the Exalted. The Usurpation's bloody wars, the Great Contagion, and the Fair Folk invasion further winnowed Dragon King ranks, toppling many of their civilizations. In the Second Age, few societies of Dragon Kings remain.

Player-character Dragon Kings are adults, often olchiliké. Whether one of the few to attain maturity in the Second Age or a sleeper hidden away since the First Age, most Dragon Kings are comparable in power to the likes of Dragon-Blooded and Liminals, while olchiliké vary in power as the Exigent Exalted do.

Dragon King Advantages

Ancient Child of the Great Clades: Dragon King characters can consciously shift and modify themselves. Dragon Kings may change their form through a recovery scene after a major milestone or a relevant venture, gaining all the advantages of their new clade. When they do so, they may also choose whether to manifest any Embodied Charms. Additionally, Dragon King characters benefit from Greater Recovery.

Embodied Charms: Dragon Kings begin play with four charms, split between their choice of Universal and Dragon King charms. Olchiliké, like the Exalted, also begin with a free Excellency or Ox-Body. Dragon Kings may choose to embody Charms with the appropriate modes, modifying their bodies to gain the mode's benefits at all times, even when the charm isn't activated. A Dragon King may have up to their Essence in embodied Charms, plus any number they've repurchased for this purpose.

Cyclic Being: Dragon Kings are adapted to their native climes, gaining three bonus dice to any rolls to navigate, survive, or resist damage while in a specific environment. During a recovery scene, a Dragon King character may alter their adaptation for a different environment, or focus on their personal expression, gaining three dice to rolls to express or evoke emotions, including *instill* social actions.

Ancient Resonance: Dragon Kings are resonant with orichalcum.

Natural Weaponry: Dragon Kings may choose which weapon category to count as their unarmed attacks according to their clade, freely changing between category in each round.

Clades

Dragon Kings possess considerably greater variation in their physical forms than humanity, and are skilled in altering their bodies. They're broadly divided into four clades: heavily armored Ankloks, aquatic Mosoks, winged Pteroks, and swift-hunting Raptoks. Within each clade exists a number of distinctive

variations known as subclades. Some subclades are adaptations to environmental conditions, while others come into being for cultural, philosophical, or ideological reasons.

Anklok

Adapted to dealing with harsh conditions and dangerous surroundings, the bodies of Anklok Clade Dragon Kings tend toward frames clad in bony plates and defensive spikes, standing over seven feet tall and weighing more than half a ton. Practical subclades aid survival or warfare, pushing the already durable Anklok form in directions that can survive solitarily in Creation's least hospitable places or wreak bloody havoc against those who would assail them. Subclades in pursuit of cultural or individual goals often take advantage of the form's size to make statements in flesh writ large, such as the sun-crested frills of the Beholders of the Unconquered in the deep south, or the seething body art of Living-Tapestry-Witnesses-History in his quest to document human development in the southeast.

CLADE ADVANTAGES

- **Shattering Spikes and Cleaving Horns:** Anklok may count their unarmed attacks as Light, Medium, or Heavy.
- **Extremity's Form:** Anklok always count as wearing heavy armor. If wearing additional armor, they may choose to use the better of the two soak values, but they do not stack. They do not apply mobility penalties to Physique rolls where enduring fatigue or the environment apply, instead applying them to rolls relating to fine manipulation or utilizing tools not made for their impressive sizes.
- **Enormous:** Anklok benefit from the *enormous* quality (**Exalted: Essence**, p. 316).
- **Life From Extremes:** Anklok gain two automatic successes to all rolls to survive harsh environmental conditions or deprivation.

Mosok

The Mosok form shapes itself to master aquatic climes, from landless, far-West stretches of ocean to teeming jungle rivers



to Northern glacial lakes. Webbed appendages, paddle-flat tails, and numerous marine organs such as swimming bladders and pressure-sensitive membranes commonly adorn powerfully toothed heads. Variations often closely match a subclade's particular environment, from delicate whiskers for navigating lightless depths to heat-dispersal fins to recover from boiling pools in the far South. Ascetics and philosophers often push their bodies to the edge of what's possible in the Dragon King form to thrive in extreme aquatic environments or to pursue abstruse philosophies away from the air-bound surface. Migratory subclades such as the Pursuers of the Dawn shape their forms to allow for quick transit across myriad waterways and the areas between them. Sleepers and the reborn such as Seven-Severed-Vertebrae engage in ancient conflicts with respected enemies, growing renowned and venerated living weapons for conflict with the Lintha and undersea prehuman peoples, fondly pursuing ancient strife and 10,000-year-old war oaths.

CLADE ADVANTAGES

- **Wicked Claws and Murderous Teeth:** Mosok may treat their unarmed attacks as Light, Medium, or Heavy.
- **Flowing Forms:** Mosok may choose to molt during a recovery scene, counting as their choice of Light or Heavy Armor until they molt again. The Dragon King chooses whether to benefit from her inherent Soak or that from armor, but they do not stack. They do not apply mobility penalties to Stealth rolls or movement rolls in the water, instead applying them to rolls utilizing tools not specifically made for their anatomy.
- **Aquatic Life:** Mosok treat swimming and other movement through water as standard movement and never suffer penalties for acting underwater.
- **Sunken Industry:** When undertaking a venture related to aquatic exploration, construction, cultivation, or leadership, the first time a Mosok completes an obstacle roll they may immediately complete an additional obstacle.

Pterok

Pterok soar across Creation, wing limbs and finely tuned anatomies pulling them skyward. Bearing membrane wings, feather coats, and skull crests, Pteroks

ruled the lands above the horizon. Much of that diversity still exists among their populations. Variations often follow a subclade or individual's place in the world. The graceful lines and ever-lighter forms of Winged Scribe Seven-Notes of Yu-Shan are svelte in contrast to the Diving Murder Hunters whose hulking bodies and sail wings approach the mass of a sky titan. Strange philosophies and abstruse concerns occasionally lead to Pterok with even stranger morphologies — the enormous wingspan and engineered digestive systems of the Cloud Thinkers allow the subclade's members to spend years without ever touching the earth of Creation, while the Nesting Teacher Toleration-For-Youth can carry dozens of hatchlings clinging to their downy body.

CLADE ADVANTAGES

- **Lightning Wings and Thunderbolt Talons:** Pterok may treat their unarmed attacks as Light or Medium. On a rush, they may add the *chopping* or *piercing* tags to their attack.
- **Soaring Form:** Pterok may use their reflexive move vertically or to fly, and gain double-9s on Athletics rolls relating to speed or agility as long as they can fly.
- **Limitless Ascent:** When undertaking a travel, chase, or related venture, the first time they complete an obstacle roll they may immediately complete an additional obstacle.
- **Skybound:** Pterok must use equipment made for their physiology (or similar) while flying and suffer a two-success penalty when trying to use inappropriate equipment even when grounded.

Raptok

Muscular but lithe, of sinuous neck and tail but erect stance, the Raptok clade's versatility and adaptability leads to their presence in habitats throughout the world. Even within an individual subclade, their feathers, scales, and ornamental ridges present in wildly varying ways, both through natural variation and through individual grooming preferences. Raptoks excel at instinctive pack behavior and coordination. While populations of young Dragon Kings, such as the stalkers near Rathess, often stay within the variation of the clade's median form, many historic and surviving populations alter themselves further away from the most common shapes. The Vesathar Cultivators have

settled into gentler bodies more suited for caring for their human neighbors and coaxing life from the bitter earth they live upon. The reawakened Arbiter of Years changes itself through sinuous and ever more serpentine shapes, the better to operate within the hinterlands of Ixcoatl by blending in with its serpentfolk rulers.

CLADE ADVANTAGES

- **Clever Claws and Sharpened Teeth:** Raptok may treat unarmed attacks as Light or Medium weapons.
- **Stalker's Form:** Raptok always count as having armor when beneficial and do not count as wearing armor when it would be a disadvantage. The Dragon King chooses whether to benefit from her inherent Soak or that from armor, but they do not stack.
- **Keen Senses:** Gain two bonus successes for all rolls related to sensory awareness, tracking, or hunting.
- **Pack Hunter:** Once per round, Raptok may take the *power exchange* action reflexively. Alternatively, one of their allies may take the *power exchange* action reflexively to target the Raptok.

Olchiliké Advantages

Merged with gods out of long-held respect or recent necessity, olchiliké resemble the Exalted in many ways. They gain Exalt milestones and suffer the Great Curse as Exigent Exalted do (**Exalted: Essence**, p. 95). They possess anima banners as their indwelling god's nature manifests through them, granting them Active and Iconic anima effects. Olchiliké may have unique anima effects like Exigents, but many share similar god-roused forms to those below.

Roused Divinity (Active): Dragon King and divine souls harmonize perfectly, realizing the full potential of the joining through furious action. Reduce flurry penalties and the penalty to use Presence on multiple individuals by 1.

Blazing Cynosure (Iconic): Timeless glory blazes through the realization of ideal god-saurian union, which even the greatest beings cannot ignore or withstand. Characters within close range reduce their Defense and Resolve against the olchiliké's actions by two, and suffer a four-dice penalty on rolls to resist the olchiliké's actions.

OPTIONAL EXALTED

Dream-Souled and Umbrals are optional additions to Exalted's default setting. Your play group may add them to your version of Creation.

Dream-Souled

Visionaries, artists, and ideologues, the Dream-Souled are the Chosen of the mysterious god-thing Ketu of the distant Wyld. They're masters of dreams, illusion, and transformation.

Play a Dream-Souled to walk in others' dreams, champion an ideal, and warp reality to your will.

At the end of each session, a Dream-Souled gains an Exalt milestone if she convinced a significant character or group to act on her Ideal or made progress on a long-term goal involving the Ideal.

Dream-Souled Exalt Advantages

Dreamwalker: Spend 1 mote to observe a touched character's dreams, discerning your choice of their motives or one of their Intimacies or Virtues.

Unyielding Ideal: Each Dream-Souled has an Ideal, their vision of a perfect world. Treat this as an additional Minor Virtue. The Ideal must be defined in the same manner as an Ambition Virtue.

Resonance: Dream-Souled are resonant with moonsilver.

Δηιμα

Dream-Souled animas burn with too-vivid colors and shifting hues while their Iconic imagery includes chimerical nightmares, impossible geometries, or surreal landscapes.

Δηιμα Effects

Of Chaos Born (Passive): The Dream-Souled is immune to Wyld exposure (p. 49). She adds her Essence to Resolve against the influence of Fair Folk and other fae.

Conviction Beyond Defeat (Active): Spend 1 mote on Step 2 to add her Essence to Defense or Resolve against an enemy who's challenged, mocked, or opposed her Ideal.

Conquering Visionary Mien (Iconic): Add her Essence in automatic successes on rolls against enemies who've challenged, mocked, or opposed her Ideal, including damage rolls.

Umbral Exalted

Haunted heroes, noble monsters, and masters of darkness, the Umbrals are Chosen of Nebiru who was torn asunder and imprisoned by his sibling Incarnae when Jupiter foresaw his treachery during their Divine Revolution. A splinter of Nebiru dwells within each Umbral's darkest thoughts, worst impulses, and greatest insecurities — her Shadow.

Play an Umbral to wrestle with inner darkness, gain power from surrendering to your Shadow, and control literal and figurative darkness.

At the end of each session, an Umbral gains an Exalt milestone if she suffered a setback from acting on her Shadow's Virtues or Intimacies or succumbed to the Great Curse.

The Shadow

The Umbral's Shadow has a Major and Minor Virtue and a Major Principle reflecting its dark influence. Examples include "I must claim vengeance on those who wrong me," "I deserve everything I want," or "I am not safe."

Umbral Exalt Advantages

Soul-Darkening Power: Excellencies are free for rolls that uphold the Shadow's Virtues or Intimacy.

Temptation is Power: When the Umbral succumbs to the Great Curse, her player can choose to either completely refill her mote pool or raise her Anima to 5. If she's already at Anima 5+, she instead gains 3 Anima.

Resonance: Umbrals are resonant with soulsteel.

Δηιμα

Umbral animas are black or gray, sometimes limned with indigo, violet, or white. Iconic imagery includes hulking figure of darkness, countless shadowy chains, or night-black wolves.

WHO CAN LEARN WHAT?

Each of the new playable options is capable of learning sorcery and martial arts.

Architects use Terrestrial modes with martial arts and can learn sorcery as appropriate to the god of their city, but typically First Circle sorcery or necromancy.

Dragon Kings use Terrestrial modes with martial arts and can learn either First Circle of sorcery or necromancy, but not both. **Olchiliké** use martial arts modes and access to sorcery or necromancy appropriate to their god, up to a maximum of the Second Circle.

Dream-Souled use Terrestrial modes with martial arts and can learn First Circle sorcery. Those with bleak Ideals may learn First Circle necromancy instead.

Mortal God-Blooded use Terrestrial modes with martial arts and can learn First Circle sorcery. Ghost-Blooded and others of thematically appropriate lineage may learn First Circle necromancy instead.

Sovereigns of Ulvuru use Terrestrial modes with martial arts and First Circle sorcery.

Umbrals use Celestial modes with martial arts. They can learn up to Second Circle sorcery and First Circle necromancy.

Δηιμα Effects

Prince of Night (Passive): Darkness never impedes the Umbral, including magical darkness. Extras can't perceive her when she hides in darkness.

Inner Darkness Unleashed (Active): The Umbral adds her Essence in automatic successes on ability rolls that uphold her Shadow's Virtues or Principle.

Everlasting Night (Iconic): Darkness swirls out to short range from the Umbral, inflicting a penalty of her Essence in dice on rolls that depend on vision that are made by characters in the darkness or that target such characters.

THE GREAT CURSE

Each Exalt is uniquely cursed. The following are the Great Curse triggers for each new playable Exalt type featured. It follows the same rules found in Chapter Two of **Exalted: Essence**.

Architects

In the throes of the Great Curse, the Architect experiences thoughts, emotions, and impulses that originate from her city's nature, or from the goals and ideals of its city father or prominent factions within the city.

Sins of the Father: The Architect overindulges in her city father's preferred vices, to the detriment of her allies and followers. She might also respond to an insult with lethal force, as would be appropriate by the customs and laws of her home city.

Their Fortress Standing: The Architect takes significant and self-sacrificing risks to defend her home city. She interrupts the goals of others or breaks her own promises in order to put herself at risk for the sake of the city.

Dream-Souled

The Great Curse drives Dream-Souled to obsession, delusion, and fanaticism. They have an additional condition that incites it:

- Their Ideal is challenged, mocked, or threatened.

Dream-Souled who succumb to the Curse suffer feverish delirium. This ends prematurely if their actions undermine their Ideal. Examples include:

Chimerical Daydream Utopia: Perceiving the world as if her Ideal were reality, the Dream-Souled rationalizes away discrepancies and lashes out at those who contradict her.

Future-Forging Zeal: The Dream-Souled does whatever's necessary to make her Ideal a reality, including violence, crime, and ignoring the wishes of those she seeks to help.

The Sovereigns of Ulairu

The Great Curse smolders within the Sovereigns, a baleful flame that burns along the seams of their patchwork Exigence. If their will falters, if the stress becomes too much to bear, it will consume them from within, an agonizing torment that drives them to acts of cruelty and self-destruction. They have an additional condition that incites it:

- When the Sovereign submits to another's authority.

This does not apply to characters the Sovereign has positive Major intimacies to. This ends prematurely if the Sovereign destroys something (including relationships) that cannot be replaced.

Agony Cataclysmic: The Sovereign catches ablaze with terrible internal fire that manifests externally. This great flame destroys anything flammable in the scene and wracks the Sovereign with unbearable pain — causing them to lash out and act irrationally.

Diamond Heart Trance: The Sovereign hardens her heart to all emotion. She cares not for her friends and loved ones, and turns a callous eye away from the suffering of others. This consumes her thoughts and dictates her behavior, regardless of her Virtues or Intimacies.

Umbral Exalted

The Umbrals' Great Curse manifests through the Shadow. They possess additional conditions that incite it:

- Suffering a significant defeat, trauma, or failure.
- Harming or being rejected by someone toward whom they have a positive Tie.

When an Umbral succumbs, she falls under her Shadow's sway, gaining its Virtues and Principle for the session in addition to her own. She must act on them whenever possible. This ends prematurely if the Umbral harms someone toward whom she has a positive Tie or undermines one of her goals.

THE GOD-BLOODED

God-Blooded have been touched by the divine. Most are descendants of supernatural parents or ancestors, like spirits, fae, and even the Exalted. Others gained their power, whether by a god's blessing, a pact with a powerful demon, or the like. Savants distinguish between these divine heritors by parentage — Demon-Blooded, Ghost-Blooded, Fae-Blooded, and so on.

Mortal God-Blooded aren't as mighty as spirits or the Exalted. Some possess only small gifts, but the mightiest of them possess considerable potency. These rules can be used to play one such exceptional mortal God-Blooded, or a God-Blooded Exalt. They can also be used for stranger things: sorcerous creations, those with unique supernatural talents, students of a legendary Exalted teacher, and more.

God-Blooded Characters

Mortal God-Blooded gain both advantages and may pick one power from Extraordinary Form that is always active and does not cost motes or count as a Charm activation. They may also pick up to two additional Qualities agreed upon with the Storyteller. They start with five Universal or Martial Arts Charms or Spells. They do not gain free Excellency or Ox-Body when they increase their Essence. Note that without taking Greater Recovery (**Exalted: Essence**, p. 321), such characters have a much harder time recovering from harm (**Exalted: Essence**, p. 144).

Exalted characters may use secondary Merits to gain both of the God-Blooded advantages. Adding dice or gaining static value bonuses from Extraordinary Form apply on Step 1 or 2 as appropriate.

God-Blooded Advantages

These Advantages represent God-Blooded and similar characters in all their potential forms and origins.

Extraordinary Heritage

This character's supernatural descent manifests through magical power. Non-Exalted characters may gain Universal Charms with modes unique to their heritage as minor milestones, and they may take appropriate Eclipse-OK abilities or other appropriate Qualities with consultation with the Storyteller at major milestones.

Exalted characters with this advantage may gain modes appropriate to their heritage at personal

milestones and appropriate Eclipse-OK abilities at major milestones.

Extraordinary Form

Supernatural heritage, a chance encounter, or magical modification marks the character's form. Often, their form is obviously supernatural unless concealed with a disguise, but not all God-Blooded are so marked. They may spend 1 mote to gain one of the following benefits for an action, each defined when this advantage is taken:

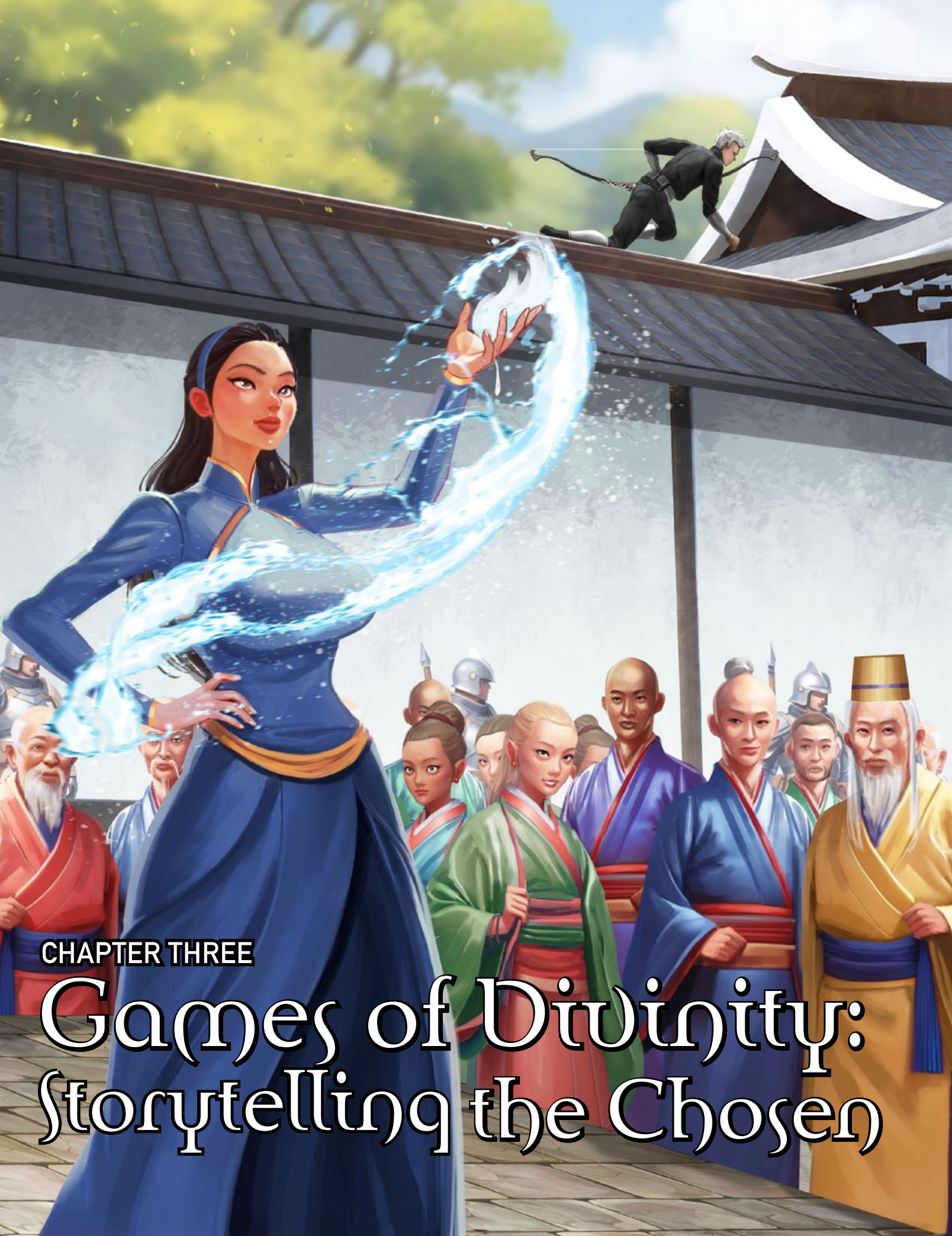
- A three-die or +2 static value bonus to resisting effects that fall within their form's purview.
- An appropriate reflexive form of nonstandard movement (**Exalted: Essence**, p. 142).
- A three-dice bonus to actions that involve manipulating or knowing about a domain appropriate to their heritage.

Finally, particularly tough or naturally armored characters may choose to count as Armored at all times, including all benefits and drawbacks.

Example Characters

Bronze-Toothed-Smile is a Dawn Caste who just so happens to be the daughter of a minor forge god. Taking both Extraordinary Heritage and Form, she can spend a mote to gain bonuses against heat effects and burning attacks, leap from fire to fire, or grant herself bonuses to Craft rolls when working with metal or in a proper forge. She also uses a personal milestone to take her mother's mode on Guard Breaking Technique, allowing it to damage enemy's soak for the scene.

No-Hope is a Lintha pirate. They can always move reflexively through water or without penalty on the deck of even the most unstable ship. Spending a mote to unleash horrible Lintha techniques, No-Hope can gain three dice or +2 Defense against effects that would poison or weaken them or gain three dice to attacking enemies already suffering from penalties to Defense or Hardness. No-Hope's player and Storyteller agree on allowing No-Hope to start with the Greater Recovery to represent the cleaner organisms that keep the Lintha's wounds in check, and Trail of Gore (**Exalted: Essence**, p. 321) for their murderous pirate techniques.



CHAPTER THREE

Games of Divinity: Storytelling the Chosen

Once your group has completed their first few adventures and settled into their characters, you might want to think about long-term play, and how to handle challenges as the characters grow more powerful. This chapter offers advice for Storytellers, whether you're just at the beginning of your game, or you're looking for inspiration mid-campaign.

A Path of Prompts

Exalted: Essence relies heavily on players taking cues from story beats created by their Charms or Stunts. Sometimes these come in the form of answers to a specific question that a Charm provides, or narrative-focused boosts such as Lightning Speed's upgrade which states *quickly sprint to a location within a few days, such as a neighboring village or point of interest*. What exactly does a "point of interest" mean, anyway?

The system also contains a lot of mechanical depth. This depth isn't at all necessary for beginner players to memorize in order to enjoy the game. However, not engaging with some of these systems leaves a bit of texture on the table. In other instances, players without previous exposure to Exalted might have difficulty picking up the rhythm of stunting their actions.

Fortunately, there's an easy solution to all these possible pitfalls: prompting. If a player seems stuck on making a choice, working with information provided by a question, leveraging a narrative benefit, or deciding which rule to engage with, prompt that player to act by asking a question. For example: *I see you have 6 Power. You can use the Knockback gambit, which costs 4 Power, to hit him over the edge of the cliff. Do you want to?* Or for another example: *You've learned that the King of Knives rules the criminal underworld in this city, and they're responsible for all the illegal drug smuggling you've been tracking. Do you want to take this information to the authorities or pursue the King of Knives yourself? Do you want to try to find their headquarters?* If you see a player not remembering to Stunt their action, just prompt them with something like "go ahead and describe how that looks for me," or a similar, gentle nudge toward description. Always reward the result with Stunt dice to reinforce the idea that this is part of the game's core play loop.

If you notice a player feeling stuck or struggling, go ahead and ask them what their goals are or what they were trying to achieve. Present possible suggestions that will help them accomplish that. You can also offer suggestions for courses of action to take. This isn't railroading — it's helping someone progress through a story you're both actively participating in.

Goals and Highlights

Some players may find the process of choosing a personal milestone goal challenging and can feel frustrated if the goal they desired doesn't come to pass during the session or even the following. To avoid players struggling to come up with a goal at the *start* of the session, consider using **highlights**. At the end of a session, ask each player to highlight their favorite part instead. Maybe they made a connection with a Storyteller character, or they described an extremely cool Stunt, or made a clever plan that came to fruition over the course of play. Treat these highlights as personal milestone goals.

Long-Term Play

Long-term games follow the characters through epic sagas and personal growth. They offer the opportunity for players to delve into and discover themes, plan and achieve goals far in their characters' futures, and explore even more of Creation and its mysteries. For Storytellers, it's a chance to create longer arcs, revisit earlier stories, and set up plans that might not pay off until much, much, later. Here are some ideas to help you along the way.

Organization and Structure

You might already be thinking of your game in terms of scenes, chapters, and stories (or scenes, episodes, and seasons). Long-term games go another step, encompassing an entire series. Think about a television show you enjoyed that ran for several years. In many series, each season has its own overarching plot, often with a new challenge or antagonist. Those things escalate, requiring the characters to dig deeper and push themselves harder to overcome the danger. Long-term stories also give characters more time to grow and give their relationships more room to develop. Even while everyone's working to stop this season's villain from carrying out his plan, they're also dealing with their own personal (and interpersonal) issues and pursuing their individual interests.

How do you use that in your game planning? Note down the current story's plots, threats on the horizon, and stories you'd like to explore someday. Additionally, take a look at the characters' histories, Merits, and Intimacies. How can you tie them into your future plans? What are some events the characters have set in motion that might come into play later on? What allies have they made who might offer help in the future, or send them word asking for aid? What enemies have they made, even if they didn't realize it at the time?

If your group of wandering heroes disbanded a bandit gang in one of their early adventures, who filled the power vacuum after the heroes moved on? How have they grown their criminal empire while the characters were elsewhere in Creation?

If you want to hint at what's coming, you might seed in small mentions of looming conflicts: the characters overhear a conversation in a teahouse about a city-state annexing its neighbor, or a letter from home hints at trouble brewing for the House's matriarch. These hints shouldn't sound so dire that the characters feel like they have to drop what they're doing and fix the problem — rumors can also talk about a mercenary group that rebuffed the city-state's army, or the character's cousin could assure them she has the situation well in hand.

You don't have to use every hook you present. Some might be plot threads you intend to come back to and never pick up again. You might even have more story ideas than your group can reasonably explore. Sometimes players either never take the hint or simply aren't interested — this isn't a bad thing and isn't a condemnation of your storytelling style. **Exalted's** world is huge, and players are most engaged when they follow the clues that excite them and feel most relevant to their characters. If you foreshadow something and no one pursues it, it's okay to move on. Tuck it away for another game — you might be able to use it in a future **Exalted** tale or recycle some of the Storyteller characters you invented into other plotlines.

Of course, remember that foreshadowing is just *one* tool in your toolbox. If the next season's arc begins with a Fair Folk noble and her army suddenly pouring out of the Wyld, or an unknown sorcerer unleashing chaos, that's okay, too! Mixing surprise events with others that build slowly and inevitably keeps your stories feeling fresh.

Long-term games allow for breaks in the action. The characters can take time out to explore smaller stories and side quests. Maybe the Lunar and the Solar spend a session talking about how their bond has changed over time and incarnations. The Liminal takes on a job pursuing a ghost and earning a local's goodwill. The Getimian sees a way to recreate just a little bit of their Origin and enlists the Alchemical's help. Some of these may tie back into the main plotline, bringing the characters a new ally or informant, or offering them a new insight into a problem. Other times, they're simply moments of character growth.

In addition to the wrongs they're trying to right, keep in mind what the characters are *building*, too. This

may be an actual physical thing, such as a manse or a massive garden. It might also be a community, a political career, or a family. Are they training a protégé? Writing an epic poem recounting their Circle's deeds? Seeing a project through is rewarding. What major narrative beats are they leading up to for their characters? This might be a pending fall from grace, or a moment of redemption. Perhaps they're reconciling with an estranged family member or discovering that their skills have surpassed their mentor's. Big personal changes and moments of character growth are just as important as the tangible things they've built.

As you go, keep notes about loose threads and unfinished business. Not every story has to wrap up neatly. Henchmen get away, political rivals are defeated but not ruined, and items of power have funny ways of going missing. While they're off screen, they're growing just like the characters are, building up their strength and resources for another attempt at their plots. This also makes the world feel bigger and more "real" — the characters are the center of their own stories, but events in Creation happen independently of them. You don't have to sketch out every individual Storyteller character's growth in great detail. Spend time considering the changes that would make for the most interesting conflicts or encounters with the players' characters and use those details to craft new plot threads.

Skipping Ahead

Long-term games don't require one event to immediately follow another. You might jump ahead a few months — or even years — between arcs. This doesn't mean that the characters have been idle during that time. Ask what types of projects they pursued in their downtime. Were they crafting a legendary artifact? Shoring up support for a member of their Great House? Researching an ancient mystery? Your next session might start with everyone coming back together and filling each other in on their adventures or gathering because they received a call for aid.

Be careful to make sure everyone's on board before introducing a time jump. Does everyone feel like their characters' current arcs are tied up enough to skip ahead? If there are loose ends that still need tending to, make sure to address them first, which could be through skipping to the climactic scene or using a venture if you don't have the time to play things out as a full arc. Consult your players about how far ahead they'd like to look — going too far risks losing out-of-character momentum. For example, if a player wants their Dynast to be leading their own Fang in their house's legion in 10

years, don't start them right at the promotion — rejoin them partway through their career, at the cusp of a significant battle, so the character experiences the victories that lead to their success, and the challenges they faced along the way.

Remember to check in with your players, too. If you began with a Session Zero, you might have asked them what themes and plots they wanted to explore. As you reach the end of a big plot arc, consider taking time at the end of a session to talk about what comes next. Have any of their characters' aspirations changed over the course of the game? Are there new places in Creation they'd like to visit? Now that they have a deeper understanding of the characters, the setting, and the cool things they can do, are there any new types of stories they'd like to tell?

When you begin a session after a time jump, offer players a chance to reintroduce their characters. What's changed about them cosmetically that their friends and allies would notice? Are they dressed more richly than before, or does their battered, mismatched armor show that they've fallen on hard times? Do they carry themselves with pride or guilt? Are they battle-scarred, or have they spent time in the Wyld that's changed them in some way? How much of what's happened in the intervening period do they talk about up front, and what do they keep to themselves a while longer?

You may want to introduce these details alongside their adventures during downtime in its own session akin to a second Session Zero. Bring a list of questions to ask people about their characters' growth. You can even allow for some roleplaying and light rolling to open the story post time skip with a little bit of anticipation and excitement for what's to come.

This might sound overwhelming, but don't worry — you don't have to plan everything out all at once, and you certainly don't have to hold several years' worth of plot points in your head. If you're more comfortable looking no more than a session or two ahead, that's okay! The tools here can help you look back as well as forward, revealing patterns that were hard to see while you were in the middle of a game. These can be things like themes and motifs in your stories, or types of plots your players responded to enthusiastically (and those they didn't enjoy as much).

You don't have to spot all of these on your own, either. On occasion — at the end of a major plot arc, times when the group's going into or coming back from a brief hiatus, or even after a set number of sessions — ask your players to talk about their favorite highlights,

what things didn't work as well, and ideas they might have for improvement. As a group, pick one or two suggestions to try out going forward. These might be things like introducing recaps at the start of a session, working together to make sure quieter players (and their characters) get their moments in the spotlight, or varying up the story structure. If you and your players like the changes, keep them. If you try them out and find they're just not working for your table, you can discard them at any time.

Passing the Reins

If you're running a game for a long time, you might need a break to recharge. If another person at your table is willing to take over for a while, consider playing one of your recurring characters, or someone new to the Circle who travels with them from time to time. Work out what elements of your story are available for them to expand upon, and which characters, locations, and plotlines you'd like to keep off limits.

Alternatively, they might wish to run a spin-off game, focusing on characters who are related to the main Circle or the setting in some way. These might be people in the community that supports an Alchemical, other members of a Dynast's house, or members of a thieves' guild in Nexus plotting a heist the main Circle will investigate later. Maybe the characters decided not to follow a thread that the players are still interested in, so you tell that story with a different Circle.

Trope Play

In books and TV series that feature an ensemble cast, often a particular arc will focus heavily on one particular character. If a part of your story requires a character to go off on their own, like part of completing a project or personal quest or journeying to a place the others wouldn't feasibly be able to go, rather than have the other players sit out for most of the session or continue the story without their Circlemate, they can play new characters related to the one who's in the spotlight. Provide antagonist writeups for them, including a few sentences describing their background and how they know the focus character, plus two or three adjectives describing their personality.

Changing Schedules

Games that continue over a span of years often bump up against changes in the players' lives. People move, get new jobs, have kids, become caretakers for family members, or have other life events that alter or reduce their availability. This doesn't mean your game has to come to an end. You might need to reduce the



frequency of your sessions or change your start or ending times. If you mainly play in person, consider adding some virtual sessions, or offer the option to play by post. If it's hard to reconcile everyone's schedules, you might even split the adventure into smaller pieces, running stories based on who's available and filling everyone in between sessions on what happened. Flexibility and patience are key.

If a player needs to take a break from the game for a longer period, discuss how they'd like to proceed. Do

they want to retire the character until they can return? Would they like the character to remain involved as a Storyteller character? Leave the door open for them to come back for one-shot arcs, and don't kill off their character or destroy the things they've built without the player's permission.

High-Essence Games

Where Essence 1 characters face local concerns and Essence 2-3 characters often deal with problems



on a regional level, at Essence 4+, characters may handle world-shaking challenges. When this section refers to “high Essence” we’re talking about games where the Essence level is 3 or higher. Characters at this power level have abilities that make them intimidating foes capable of taking on armies, wielding powerful spells, and matching wits with legendary thinkers. They survive in situations that would fell any lesser character. Their ambitions have grown to match their prowess, whether he has his eye on the Scarlet Throne, or she’s decided to raise a forgotten island from the sea.

In high-Essence games, everything feels larger than life. While it’s not impossible for characters to hide the extent of their power, it gets harder to do so as stories about their legendary deeds spread. People look to them as leaders and heroes, and more powerful enemies seek to test their strength or get them out of the way entirely. The characters can stave off death, slay gods, and shape the land around them with the power of their Essence. These Exalted make daunting foes, but Creation is full of dangers that will test even their formidable skills.

The things your characters do affect more than their immediate surroundings, and their actions can change the course of nations. They fight bigger and weirder enemies and are pursued by powerful entities who want to have them on their side... or think they stand in the way of their agendas.

Challenges increase in scale with the characters’ power. Rooting out a small bandit gang is a trivial matter; now they’ve made an enemy of an elite thieves’ guild, headed by a puissant Nadir Caste Infernal and her allies. Civil war finally erupts in the Realm, and the Dragon-Blooded characters lead their houses’ legions. A sorcerer in the Scavenger Lands raises a demon army to carve out a kingdom. A behemoth emerges from a Western volcano, roaring its challenge across the ocean.

As the Storyteller, show the increase in power level during your sessions. When characters face a situation that took them weeks to succeed at when they were first starting out, let the players resolve it with a single roll and narrate the outcome. High-Essence games don’t always have to be high stakes. Introduce smaller challenges and let the characters show off what they’ve learned from previous encounters or use Charms that make those obstacles easier to overcome. If a player saved up for a particular Charm after a tough social showdown or a grueling fight, give them a chance to put it into play and savor the victory.

Point out things that reflect the characters’ journeys and ask the players to describe how they feel as they recognize the ways they’ve grown beyond the problems that once seemed insurmountable. Think about stories that start out with a character who’s never left their small town seeing a big city for the first time. How do they feel years later, returning home after seeing the world and traveling to even bigger cities? If a magistrate made the character’s life difficult early on, what does it feel like to face them again now that the character wields more political power? Do they turn the tables, or do they see how small and petty the person was and pity them instead?

PERPETUAL APOCALYPSE IS EXHAUSTING

If the world is always about to be destroyed — a Deathlord's army's on the march, the Fair Folk are sweeping in, the Loom of Fate is unraveling, etc. — it's easy to feel a bit fatigued. If you're always saving the world, when do you get to *enjoy living in it*? Remember to give the characters some time to breathe after big, epic plot arcs, and let them have some in-game stories that celebrate their wins or allow them to pursue lighter goals.

Additionally, keep in mind that "epic" stories can also be deeply personal and local to the character. The entirety of Creation doesn't have to be under threat, but if the things that mean the most to the Exalt are in danger, it can feel like *her* world will fall apart if she doesn't save them. *The Odyssey* is an epic story of Odysseus' long journey home from war; even as he faces dangers along the way, his driving goal is to be reunited with his wife and son.

"Yes, And," "No, But"

Your players have put in the time and effort to build up their powers, and, as the Storyteller, you've helped them get there. That's an accomplishment to be celebrated! Don't be afraid to let them use their high-Essence Charms, powerful artifacts, and Third Circle spells. Give players a chance to show off and do the cool stuff. Present opportunities in your games with their big Charms in mind — they don't *have* to use them if they find a different solution, but it can be fun to set up the exact moment where Neighborhood Relocation Scheme (p. 97) or Unity of the Closed Fist (p. 161) is a perfect fit.

While challenges should still be tough for the characters to overcome, resist the urge to make every enemy massively powerful just to show the Circle there's something bigger and meaner out there. While as the Storyteller, you retain the power to say no to a character's actions, the world feels more real if you've thought about the obstacles that will stand in their way. A spell doesn't fail outright but butts up against the sorcerer's own decades-long working. Taking out one political opponent advances another's agenda. The Wyld reacts in unpredictable ways to the massive amounts of Essence expended, giving the Fair Folk general an advantage.

Raising the Stakes

Coming up with increasingly tough enemies and plots that can feel daunting, and like you have to constantly one-up yourself. It's challenging not to write yourself into a corner or worry that a story's jumping the shark. With high-Essence games, you have permission to go big, sending the characters into strange corners of Creation, the Wyld, and the Underworld. Wars during the First Age nearly shattered the world, and there are places still reeling from the spells Exalted sorcerers unleashed. So how do you keep your story and your characters grounded, even as they're going toe to toe with gods and the servants of the Neverborn?

First, keep it personal. No matter how big the challenge, it needs to mean something to the characters. By pursuing this plotline, they might be righting their past lives' wrongs or ensuring the future for their community. Think of the things they've built up so far in their adventures: places they've protected, people they've helped, causes they've championed. How does this new threat touch upon those things? This could be a matter of proximity, such as a Deathlord setting his eye on their city. It could touch upon the character's Intimacies in some way — someone they care about sets off on an expedition and disappears near Atmu or Bluehaven. Keep the characters' Virtues in mind as well: how does this tug at their sense of loyalty, wonder, ambition, compassion, and the like?

Don't take things away without player buy-in. As mentioned above, both you and your players put time in via roleplaying and spent experience to get them to this level. This isn't just about denying their access to their high-level Charms or their artifacts' most powerful Evocations, but also about the people and places that have become part of their stories. If something *temporarily* doesn't work due to fluctuations in geomantic flows, that can be fixed. Likewise, if an enemy sets up on the outskirts of the Exalt's hometown, the characters can work to turn them away. *Permanent* changes — a broken artifact, a murdered ally — need to be something the player wants to happen and shouldn't be sprung upon them. Remember to check your players' Lines and Veils (**Exalted: Essence**, p. 172) to guide you as well.

It doesn't have to start with violence. Antagonists often think their goals — and the methods they use to achieve them — are the right course of action. Instead of fighting the Circle from the outset, they may first try to sway the Exalted to their cause. Consider where their interests and ambitions intersect. Does the antagonist have informants who can tell them

about the Exalted's ongoing projects? She might commit some of her own resources in the region (under the name of a different organization, or through a proxy) to help them out.

Don't tie yourself (or your plot) into knots to be clever. If your players figure out where things are headed, that's okay! Let them be happy and excited about following the clues you set down and reward them for their efforts. You don't have to pivot into a new twist.

What Do You Build?

Not all high-Essence story arcs need to be about conflict. At this level, the Exalted are capable of crafting legendary items, sculpting the land to provide food for its inhabitants, and harnessing geomantic energies to power their manses. Think about the communities they can build, and the great works of art they can create. What do those look like? How do they affect the people around them?

Also, congratulations, your characters are the movers and shakers now! Younger Exalted come seeking their wisdom, wanting to train under them or fight at their side. Others look to them in council, counting on their experience to help guide the faction to victory. What sort of legacies do they want to create? How do they want to shape the future?

Take another look at the things the characters spent time building or creating in their early adventures. What new challenges do they present? A town they founded grew into a bustling city — how do its residents' and rulers' changing needs interact with the Exalt's vision for its future? What nearby powers want to annex it? What happens if the citizens' aims conflict with the Exalt's? If the characters founded a martial arts school or taught at a sorcerous academy, what students have become more powerful and come looking to test themselves against their old teachers?

High-Essence Plots

The seeds of endgame content can often be planted at the very beginning of your game, even if they're more feelings and attitudes than concrete character goals. For example, a Dragon-Blooded Dynast uncomfortable with the Realm's structure and policies doesn't have the power to change those things when she's fresh out of school. However, as she gains power and experience, her arc might lead her toward making a play for the Scarlet Throne or allying with the Silver Pact to help defeat the Realm entirely. Other stories don't reveal themselves until characters reach the heights of

their powers, as new enemies appear, and the repercussions of prior actions take effect. Sometimes they'll need help from other high-level Exalted, combining their strengths with those of another type.

The following adventure hooks are intentionally broad, for you to customize based on the composition of characters at your table, their ambitions and actions, and players' interests.

- **Reshaping an existing society:** These might be the aforementioned Dynasts changing the Realm, an Architect guiding her city's future, a Circle of Infernals tearing down an empire, Dragon Kings rebuilding Rathess, or a Getimian making his Origin a reality.

- **Challenging the supreme:** The Exalted pit themselves against a power even greater than themselves, whether it's a Sidereal against the Maiden she serves, a Liminal questing to find the Dark Mother and seek answers from her, or an Alchemical seeking to awaken Autochthon from his torpor.

- **Fixing what's broken:** Stories like this might take the form of Exalted repairing the damage their past selves wrought on Creation. Perhaps they restore a city destroyed during the Divine Revolution or Contagion or attempt to repair the Constellation of the Mask. If Abyssals bring about the apocalypse they've worked toward, what comes next? Can the Wyld be pushed back and the lands it overran reclaimed?

- **Exploring other realms:** The Underworld, Yu-Shan, the Wyld, and Malfeas hold mysteries even for those Exalted who are most at home in them. Beyond them lie stranger realms still — the slumbering world-body of Autochthon, the ruined paradise of Zen-Mu. Who knows what other strange worlds there might be? The player characters — or their enemies — might even forge worlds of their own: Solars or Dream-Souled raising paradise realms from the Wyld, Getimians spreading their Origin's infectious unreality from horizon to horizon, or sorcerers creating esoteric realms with the greatest of workings.

- **History repeats itself:** The Exalted overthrew the enemies of the gods in the Divine Revolution; the Dragon-Blooded overthrew the Solars and sidelined the Lunars during the Usurpation. The characters may find themselves leading another such revolution, or even be the targets of it. First Age wars destroyed cities — what do you do when your power level threatens the very things or

people you love or swore to protect? What can you fix? If you decide to walk away, where do you go?

Rules Are for Breaking

The endgame of an Exalted chronicle is also a chance for Storytellers and players to test the characters' — and the setting's — limits. Exalted at the height of their powers have the ability to reshape the world, and while our out-of-character recommendations traditionally recommend avoiding certain plot points, no

one's told the characters they can't make the attempt. This is a chance to ask, "what if?" and take on the types of quests that are nearly impossible or off limits in the scope of Exalted games: finding the Scarlet Empress, freeing the Yozis, stealing the Games of Divinity from the Celestial Incarnae, experimenting with time travel, and so on. Changes you explore at your table in this game don't have to hold true for your next one. When a group of new characters sets out, the Empress is still lost and the Yozis remain imprisoned.

CREATING YOUR CREATION

Creation is full of peoples and cities that provide background for your characters and form the backdrop for your adventures. While this and other books offer a ton of materials, the map leaves room for hundreds of lands between the dots defined so you can expand the setting at your table.

Every location should draw from multiple inspiration sources, as demonstrated in the inspirations sections included in this book. Most inspirations come from pre-modern history, but don't neglect unconventional sources, like more modern time periods, science fiction, and pulp fantasy. While Exalted avoids generic Eurocentric fantasy elements common in quasi-medieval settings, unique elements like the mercantile contracts of the Hanseatic League or machinations of the Venetian Republic fit perfectly in Creation's milieu.

When drawing inspiration from particular cultures, try to avoid writing a fantasy counterpart culture; they should stand on their own as best as possible. People everywhere care about the same things — they want safety and comfort for themselves and communities. Especially when drawing from real-world cultures, try to conceptualize them from their own perspective rather than highlighting foreignness. When drawing inspirations from particular cultural practices or elements, consider carefully in context why people do what they do, and always write from a humanizing perspective.

Consider the perspective of those in the margins, ordinary people with everyday concerns. Often, the default in historical and fantasy writing centers the viewpoint of those with power or who come from power. To make a place feel real and lived in, you need to understand the concerns and dreams of ordinary and marginalized people. While the Exalted often get involved in

the affairs of princes and gods, never forget that many of them lived among common people and shared their concerns before they took the Second Breath. Those people are important and understanding them grants depth to your characters.

While Creation's history stretches back thousands of years, focus on more recent events when developing a new location. What are the founding or transformational moments of the past few centuries? What recent events shape the outlook and concerns of today? These details are more important to what's happening today than the ancient history of the First Age or Great Contagion. While a few characters have living memories that go back to the ancient past, the vast preponderance of people are ordinary mortals. Similarly, the setting of Exalted blends the supernatural with the mundane, but the supernatural shouldn't overshadow the material concerns of the people who live there. Supernatural elements contrast or complement cultural elements of the peoples of Creation where they touch, but do not define them.

Finally, even as you fill in Creation, remember that the blank spaces exist for a reason. You can leave details undefined until they come up in play and add locations as their importance brings them into the narrative. You can tune the elements to the interests of your players and their characters — if you have a group consisting of a Liminal, an Abyssal, and a Dragon-Blooded exorcist, you'll want to ensure you've thought about hauntings, tombs, and shadowlands. During session zero, talk to your players about what interests them. You don't have to define everything before your game reaches the table. Leave room for the players at your table to add to your Creation, whether through their backstories or dramatic editing.

ADVENTURE HOOKS

The following adventure hooks are geared toward mixed Circles.

- Miners discover a new vein deep within the mountain below Ascension. Shortly after, towns along the Graveland Trail report unusual activity — elementals hindering passage to the summit, the dead long-buried beneath avalanches digging out of the snow, and wintry weather in the normally temperate Ascension. At the same time, a power broker moves into Notch, claiming she can set things right again... for a price.

- Throughout the Dreaming Sea, the Fair Folk of the Orchid Court attack shipping lanes and settlements as their captains jockey for leadership. Their conflict isn't only driven by ego: far out to sea, the behemoth called Karanthis, the Living Maelstrom, swallows passing ships whole.

- The Exalted travel to Bluehaven as part of a trade delegation, or in search of an artifact a band of Lintha pirates seized. Allowed into the city of ships under the protection of a Lintha host, the characters find themselves navigating intrigue among the families and fighting duels on Bluehaven's lashed-together decks.

- Randan's craft lodges sponsor a competition, inviting artisans from near and far to come and show off talents. Exalted artificers, God-Blooded smiths, and other makers come to be judged by some of Creation's finest crafters. Prizes might include access to the craft lodge's materials or workshops, tutelage from a renowned mentor, or a powerful artifact. The characters aren't the only competitors, however. An old rival enters the competition, making the stakes personal.

- Sijan's Mortician's Order calls for the Circle's aid. The funerists' burial rites not only ensure the dead are properly laid to rest, but also that their ghosts receive the proper wealth and luxuries in death. Recently, unhappy ghosts and their loved ones have raised alarms, as their expected riches on the other side have vanished. Someone is stealing offerings or diverting the magic embedded in the rites, and it's up to the characters to set things right.

- A warrior poet travels in a remote area of Creation, singing of forgotten battles and fallen soldiers. The songs stir listeners' hearts. Inspired by the melodies, youths disappear into the wilderness, seeking glory. The hardest of them find the bones of the Hearteater Hateful Ivory, whose Exaltation awaits her perfect heir...or pawn. The Circle learns of this through the warrior poet's song or by passing through a village whose strongest fighters have all disappeared.

- Deep in the East, the Fair Folk Lachdana, Daughter of the Prince (p. 178) spins a riveting tale of things that might have been, and of the Fair Folk's victory over Creation. Mortals who come to listen become ensnared by her voice. Some die during the telling; others devote themselves to the manse she oversees. Still others return home for a time, determined to bring their loved ones back to the manse so they, too, might hear her tales of beautiful chaos.

- A new ring of volcanic islands appears in the Western Ocean, but none of the other nearby volcano gods know who claims dominion over them. In truth, each island is actually the gigantic, petrified corpse of an ancient Spoken, and other Niobranan Exalted — apparently not so extinct — have risen with them. The returned Spoken dwell in the reefs deep beneath the ring, rallying peoples of the undersea to their cause.



CHAPTER FOUR

Might of the Chosen

This chapter expands the options for Charms available to the Exalted and provides Charms for the new Exalt types presented in this book.

NEW RULES

This section includes new rules for use in **Exalted: Essence** campaigns.

Alternate Withering Attack: Hero's Trick

The following rule is an alternative option for withering attacks for games that desire more flexibility regarding the gaining and use of Power.

Hero's Trick: After succeeding on a withering attack, the character may immediately apply Power earned on the attack to enact a gambit on Step 5. If the gambit requires additional successes (such as *reveal weakness* or *distract*) the character may spend Power earned past the gambit's cost one for one to increase its effectiveness. This does not override any immunities to gambits, such as a character who cannot be knocked down.

Wyld Exposure

The power of the Wyld warps and changes all it touches. Different regions of the Wyld have distinctive character. The changes they inflict reflect this: a glacial ziggurat transforms people into living ice; a subterranean labyrinth twists those who pass through it into pale, elongated creatures; a forest of speaking beasts traps humans in animalistic forms.

Resisting exposure to the Wyld is an Integrity roll; failure results in addiction or unwanted transformation that alters the mind or body. Exposure to the Wyld is a heady, intense experience. Wyld addiction leaves characters seeking that thrill over and over. Mental alterations should focus on the mythical, the occult, or the bizarre and should avoid reflecting real mental illnesses the players at your table might struggle with. For example: horrifying (and accurate) prophetic visions, unbidden glimpses into the past, or the ability to extend one's senses to another location but not under the character's control.

The player and Storyteller should come up with the sort of bizarre complication they find the most

interesting. When it comes up, it applies a penalty to appropriate rolls. If the transformation made the character's life more difficult, this counts as a personal milestone goal. The difficulty, consequences for failure, and frequency at which the roll must be made depend on the Wyld's intensity. Once a character fails a roll against exposure, she doesn't need to make rolls for that specific location again for the rest of the story.

- **Bordermarch:** Difficulty 3, interval one story or month of downtime. Possible effects include addiction and largely superficial transformations. No mental alterations happen.
- **Middlemarch:** Difficulty 5, interval one session or week of downtime. Possible effects include addiction and minor mental changes. It can also cause undesirable transformations: mutations that inflict a -2 dice penalty on a limited range of actions; physical dependency on an unusual substance; vulnerability to iron, etc.
- **Deep Wyld:** Difficulty 7, interval one scene or day of downtime. Possible effects include addiction, and serious alterations of the mind. Transformations are life-altering: bodily reconstructions that impose a -3 dice penalty on a broad range of actions; eternally rotting and unhealing flesh; sapient, parasitic organs; etc.

New Combat Modifier: Hindered

- **Hindered** represents any temporary setback inflicted against an opponent in combat, such as temporary blinding, knocking the wind out of someone, or a vicious kick to the knee. Hindered imposes a three-dice penalty to relevant actions. For example, a blinding hindrance inflicts penalties to attack rolls and vision-based Awareness rolls.

New Venture: Undermine Organization

This venture models an effort to overwhelm, out-compete, sabotage, or subvert an organization: economic warfare, sowing dissent, litigation, bribery, blackmail, rumor campaigns, espionage, etc.

Prerequisites: None

Time scale: One session

Base obstacles: 3

Common Ability rolls: Embassy, Presence, Stealth

Common obstacles: Funds and Resources (Difficulty 3); Large Organization (Difficulty 3-5, depending on how much larger than your forces); Opposed by Law or Custom (Difficulty 3-5, depending

on complexity and harshness); Unfamiliar with Local Institutions (Difficulty 3-5, depending on complexity); Organization Has High Morale (Difficulty 4); Under Surveillance (Difficulty 5); Guarded Against Sabotage or Strong Leadership (opposed).

Common advantages: discover a vulnerability in the organization, adding +1 die on relevant Embassy and Stealth rolls (1 success, maximum +5); one of the organization's ventures increases its difficulty by one (2 successes, maximum +3 difficulty per venture); someone owes you a significant favor or debt (3 successes, maximum one per character); learn a secret about the organization (4 successes, maximum two uses).

Common consequences: making a powerful enemy, incurring a troublesome obligation, a secret is exposed, a rival unexpectedly benefits, legal trouble, unexpected economic consequences.

UNIVERSAL CHARMS

These Charms are available to all of the Exalted with modes to highlight the power of particular Exalt types.

Athletics (Evasion)

BENT BRANCH REPRISAL

Prerequisites: Athletics 4 or Stealth 4, Essence 2

Evading her opponents' every move, the Exalt surprises her foes with quick action.

Spend 1 mote on Step 4. If the Exalt has successfully defended against an attack this round, at the end of the round she may make one reflexive miscellaneous action or attack action against a target she successfully defended against. This action counts toward the action limit. At Essence 3, she may use this Charm to attack any opponent.

Unbowed, Unbroken (Olchiliké): Substitute Fortitude 4, Essence 2 as the prerequisite.

FORCE-STEALING EVASION

Prerequisite: Athletics 4

The Exalt's graceful evasion leaves her opponents off-balance and reeling.

Spend 1 mote on Step 4. If the attack fails, the attacker's Defense is decreased by two until their next

turn.

Shattered Glass Defense (Architect): The attacker suffers three dice of environmental damage. Increase to four in a city.

Never-There Avoidance (Getimian): The Getimian may reflexively move one range band away, without crossing the intervening space.

Flesh Like Water (Liminal): If the Liminal takes at least two damage from a decisive attack, she applies the penalty anyway.

Disorienting Redirection Technique (Upgrade: Athletics 5, Essence 2): On Step 8, after successfully defending, counterattack with a *knockdown* or *disarm* gambit. The Exalt may use Athletics for this attack.

Athletics (Movement)

PERFECTED ATHLETE MARATHON

Prerequisites: Athletics 5, Essence 3, Lightning Speed

The Exalt has achieved an unbound mastery of speed, able to move with the ceaseless alacrity of imagination.

Spend 3 motes and choose one of the following effects:

- Move to any point within extreme range in

combat, avoiding any detrimental effects from difficult terrain or environmental hazards. This movement may not be blocked or prevented by other characters. If this would result in a roll off, gain the Exalt's Essence in automatic successes to the roll.

- Ignore 2 obstacles on a travel venture.
- Enter a dramatic scene and run anywhere in the Direction within a few days.

ΔAwareness

DANGER DIVINING INTUITION

Prerequisite: Awareness 5

Preternatural senses alter the Exalt to hidden dangers.

Spend 1 mote. The Exalt immediately becomes aware of any trivial characters observing her and any mundane traps within long range, even if they're hiding themselves with magic. Against significant characters, this requires an opposed roll, gaining three automatic successes if the observers intend harm to her or her allies.

Overheard Echo Eavesdropping (Architect): Architects suffer no penalties for listening through walls, and when the Metropolis keyword would apply, they add an automatic success.

Foretold Danger (Sidereal): Commit 1 mote instead. The next time a threat is forthcoming, the Storyteller informs the Sidereal, who rolls Attribute + Awareness to identify the source and nature of the threat.

KNOWING THE ENEMY

Prerequisite: Awareness 3 or War 3

The Exalt's keen assessment grants her insight to her enemies.

Invoke this Charm while observing an enemy, studying an opponent, or otherwise engaging in martial observance. During this scene, you may spend 1 mote to ask one of the following questions. The Storyteller will answer truthfully. Additional questions cost 1 mote each.

- What motivates them to fight?
- What should I watch out for in this coming battle?
- What is the enemy's greatest weakness?

- Which of my Intimacies or Virtues do they pose a threat to?

MASTER PLAN MEDITATION

Prerequisite: Awareness 3, Sagacity 3, or Stealth 3

Ten thousand steps ahead of her rivals, the Exalt reveals her plans.

Spend 1 mote to oppose a persuade, dissuade, or war- or bureaucratic-based venture roll with an Awareness, Sagacity, or Stealth roll. Against a decisive attack, spend an additional mote and Power equal to the attack's to clash the attack on Step 2 with Awareness, Sagacity, or Stealth. If they have explicit plans or preparations, they count as armed with the weapon of their choice for the clash.

Expected Pain (Sidereal): If the Sidereal reveals preparations, she gains 1 Power, which persists until the next fight. If she gains Stunt dice, she banks two sets.

Living Shadow Preparedness (Solar), Scheme-Revealing Monologue (Abyssal), or Vengeance Long Awaited (Infernal): Add Essence in bonus dice.

Plans Left Unmade (Getimian): The Getimian warps reality rather than revealing preparations, ignoring feasibility limitations and gaining 1 anima. The result must be of comparable narrative significance to this Charm's base effect.

Close Combat (Attack)

WE FIGHT AS ONE

Prerequisites: Close Combat 5, Essence 5

United, the Exalted host is more powerful than any foe to stand against them.

Spend 3 motes to activate this Charm at the start of the round before any characters have acted to declare a special attack. Any number of allies may spend 1 anima to participate in the attack. Designate one participant as the primary attacker. Each other participant makes a special withering attack or Build Power action that builds a separate pool of Power, which may exceed the Power limit — to a maximum of 20. The primary attacker then makes a decisive attack wagering all Power generated from this Charm. This counts as the action for the turn only for the primary attacker.

This Charm may only be used once before being reset by achieving a major milestone, or by a Circle member being incapacitated or suffering a dramatic injury.



Tiger-and-Dragon Combination (Dragon-Blooded): After contributing a withering attack, the Dragon-Blood may use her action to launch a decisive attack that uses the same Power total as the primary attacker.

STAGGERING BLOWS ADVANCE

Prerequisite: Close Combat or Ranged Combat 3

The Exalt strikes like a battering ram, brute forcing openings where none exist.

Spend 1 mote on Step 3 of a withering attack. The Exalt may choose to forego gaining Power in favor of reducing the target's Hardness, Defense, or Soak (chosen when declaring this Charm) by an equivalent amount, up to a maximum of 5, which lasts until they are hit with a decisive attack.

Cliff-Clearing Onslaught (Strawmaiden Janest): Regardless of if she chose Hardness, Defense or Soak, the other options are decreased by 1 as well.

Walking Boulder Disruption (Olchiliké): Spend 1 mote on Step 5 to gain half the Power the attack would normally generate.

FERVENT BLOW

Prerequisites: Close Combat or Ranged Combat 3, Essence 2

The Exalt eschews defense entirely in favor of a single decisive blow.

Spend 1 Power and 1 mote on Step 1 of a decisive attack. The Exalt may lower her Defense in place of spending Power, one to one, up to her base Defense. This penalty lasts until the end of her next turn and cannot be removed. Damage dice from this Charm may never exceed the Exalt's original Power plus one. If the attack fails, she loses 1 Power as if she'd missed normally.

Rage-Stoked Devil Soul (Infernal): If the Infernal spends up to her limit of Defense, extra successes on the attack roll convert damage dice into automatic successes, up to Defense spent. Gain an additional anima.

Fire Follows Smoke (Olchiliké): The Dragon King may split the cost between Defense and Soak.

Craft

CANNY ARTIFICER'S FORESIGHT

Prerequisite: Craft 3

When she works, the Exalt prepares for all things.

Spend 1 mote when a roll during a crafting venture fails to immediately reroll. If the reroll result also fails, she takes the higher result of the two rolls and gains two automatic successes that do not count against the limit.

CRACK-MENDING TECHNIQUE

Prerequisite: Craft 3

The Exalt's shining Essence fills the gaps, like gold enamel in a broken vase.

Spend 1 mote when the Exalt attempts to reassemble a simple, damaged item, such as a shattered knife or a burned missive. Roll Craft when all pieces of the broken item are accounted for, difficulty 5 for items half-ruined, and difficulty 7 for items completely destroyed — though there must be *something* of the item left for this Charm to function. If the item was enhanced by a magic the Exalt wishes to preserve and reactivate, increase the difficulty by 2.

On success, the Exalt's Essence knits between the cracks and the item restores — letters are legible and knives regain their edge. On failure, the item is still recovered, but its contents are only partially useful or its utility is impaired. Regardless, gain 2 additional anima.

Fracture Motive Method (Repurchase: Craft 5): After applying Crack-Mending Technique or its modes to an item and spending a moment in study, the Exalt may attempt a *read intentions* influence action, which may be rolled with Craft, targeting either the owner, the creator, or the vandal. Her target cannot boost Resolve with Intimacies or Virtues, even if they are present. Once a scene; success conveys a two-success bonus to the next applicable roll in an investigation venture.

Unbroken Image Focus (Solar): At Essence 2 and at each increase after, the difficulty of repairs enhanced with this Charm decreases by 1, to a minimum of 1.

Intact Reality Blueprint (Getimian): Alternatively, commit 1 mote for a scene when examining a damaged object to perceive it as it was before its destruction.

INFINITELY EFFICIENT INVESTMENT

Prerequisite: Craft 4 or Embassy 4

The Exalt leverages her resources judiciously and to maximal effect.

When investing a Merit in an act of governance or crafting venture, negate consequences equal to the tier of the Merit: 1 for tertiary, 2 for secondary, 3 for primary. This Merit may not be utilized for the duration of the venture except for dramatic scenes where applicable.

Inspired Lapidary Trance (Sovereign): The Sovereign may use Resources or Followers at all times while invested.

Embassy

GOOD FIRST IMPRESSIONS TECHNIQUE

Prerequisite: Embassy 3 or Presence 3

The Exalt finds new friends waiting in all the corners of Creation.

Commit 1 mote when first arriving at a new town, district, encampment, or other location where the Exalt is not recognized. The Exalt creates a positive impression of herself, acting as a temporary Minor Tie of Friendship toward her in everyone she interacts with. A mortal character will always be willing to talk to her and provide an honest, useful answer about the location.

Dragon's Lair Audience (Dragon-Blooded) or Perfect Audience Exemplar (Sovereign): The Exalt may instead leverage a Tie of Obedience.

Sanguine Humors Bearing (Liminal): Ghosts count as mortals for this Charm's effect.

Scent-of-All-Nations Attitude (Lunar): The Lunar appears as a native, and she ignores negative Intimacies toward outsiders.

Integrity

TRUE CONVICTIONS SHINE

Prerequisite: Integrity 3

The Exalt's discerning gaze measures the hearts of all she meets.

Spend 1 mote. The Exalt automatically succeeds at a *read intentions* roll, which may be refused with a hard bargain. The Exalt always gets a useful clue as to the target's motivation, even if he refuses. Alternatively, double 9s on a roll to discern a Virtue or Intimacy.

Truth Unveiling Gaze (Alchemical, Lunar, Strawmaiden Janest): Automatically discern an Intimacy relating to protecting a specific person or community.

EMPOWERED SOUL TECHNIQUE

Prerequisites: Integrity 5, Essence 3

Witnessing the strength of the Exalt's convictions inspires onlookers to share them.

Spend 2 motes after upholding a Principle or Virtue. The Exalt may make an *instill* roll against all characters who perceive her using Attribute + Integrity, imparting that same Principle or one that reflects that Virtue.

Everyone's City (Architect): The Intimacy is instilled at Major level if it relates to the Architect's home city.

Eminent Paragon Approach (Solar): Solars add three successes to the *instill* roll.

Navigate

STEEL FALCON'S WINGS

Prerequisite: Navigate 3

Vessels under the Exalt's command move with impossible grace and speed.

Commit 1 mote for the duration of a naval combat scene. The Exalt may flurry the *position* action with

another ship action at 2-die penalty and reduce the Power necessary to escape from combat by 1.

Ocean Darting Maneuver (Dragon-Blooded): In Water or Air aura, increase base movement by one range band.

MISLEADING TRAIL

Prerequisite: Navigate 3 or Stealth 3

Insinuating herself into the Essence of Creation, the world leads her pursuers away.

Spend 1 mote and make an opposed roll Attribute + Stealth or Navigate when being pursued. Success convinces pursuers that the Exalt's trail has gone one way, throwing them off; attempts to convince them otherwise suffer a -2 dice penalty.

Face-In-The-Crowd Anonymity (Architect): The Architect will always have at least one scene before being found in a city.

Innocence Is a Lie (Infernal) or Whistling Coyote Diversion (Lunar): The trail automatically implicates another of the character's choice, imposing a Tie of mistrust in anyone who perceives the other character; trivial characters will always believe this.



WAR GOD AEGIS

Prerequisites: Navigate 5 or War 5, Essence 2

The Exalt will see no harm comes to those under her command, whether on the battlefield or at sea.

Spend 2 motes on Step 2 when a ship or battle group under the Exalt's command within short range is attacked from within short range to increase the target's Defense or Soak by 3.

Enfolded By Dragon's Wings (Dragon-Blooded):

In Fire or Earth aura, this Charm may be activated on Step 7 instead.

WATER-DOWSING INTUITION

Prerequisite: Navigate 2

Everything that lives needs food and water and the Exalt knows just how to get it.

Invoke this Charm while searching for food, water, or supplies. During this scene, you may spend 1 mote to ask one of the following questions. The Storyteller will answer truthfully. Additional questions cost 1 mote each.

- *Does this area have potable water? If so, where can I find it?*
- *Are there edible plants? If so, where can I find them?*
- *Is there game for hunting? If so, where can we pursue it?*
- **Alchemical:** *Will this area support my community? If not, where's the nearest place we can go?*
- **Architect:** *Can I build a well, canal, or aqueduct here? If not here, somewhere nearby?*

Special: A Dragon-Blood may use this Charm to enter Water aura. Gain an additional anima.

Performance

BATTLE ANTHEM OF THE EXALTED

Prerequisites: Performance 5 or War 5, Essence 2

The words or music of the Exalt lifts the spirit of her allies.

Commit 1 mote for the scene. At the start of every round, all allies gain 1 Power and increase their Overwhelming by 1. While this Charm is active, the Exalt may only take reflexive actions. This effect ends if

the Exalt is unable to keep performing, such as by being knocked down.

Unconquered Chorus (Solar): Allied battle groups add the Solar's Essence in dice to all their attacks. This ignores the dice limit.

Fivefold Maiden Harmony (Sidereal): Allies may use the Sidereal's banked Stunt dice to pay the mote cost of Charms. The allies gain anima as if they'd spent motes.

Rally The Sapphire Knights (Sovereign): Subordinates gain 2 Power when the Sovereign's anima is visible.

DIVINE PATRONAGE INVOCATION

Prerequisites: Performance 5, Essence 4

When the Exalt entreats the divine for aid, their prayers receive swift answers.

Spend 2 motes to summon a powerful elemental or god. The spirit arrives within moments. This takes one round in combat. The spirit is always a character appropriate to the current scene or location, or based on other connections the Exalt may have. For the duration of the scene, the spirit counts as a Primary Ally. This character may be secured as a permanent Merit with a milestone as normal at the end of the scene.

INSPIRING BATTLE-DANCER METHOD

Prerequisites: Performance 4 or War 4, Essence 2

The Exalt inspires her comrades in the heat of battle, pushing them to fight harder.

Spend 2 motes. The Exalt forfeits her action, instead allowing an ally who has already acted to take one of the following actions:

- She may attack.
- She may use the full defense action.
- She may take a movement action, including rushes.
- She may aim.

The Exalt may not flurry or benefit from additional actions created by Charms during the round in which she uses this Charm.

Day-Follows-Night Performance (Lunar): If the ally is the Lunar's mate, she may take two of these actions but they may not be the same action. Gain an additional anima.

Shall-We-Dance Invitation (Sovereign): The ally gains two anima.

Physique

VIGILANT GUARDIAN DENIAL

Prerequisite: Physique 3 or Presence 3

The Exalt protects their companions by keeping their enemies in line.

Spend 1 mote and 1 Power on Step 2 when an enemy in close range declares an action against an ally. The enemy loses one Hardness and Defense and must delay their action until the end of the round. If they were already acting last in the round, they also act at the end of the next round.

The target may instead accept a hard bargain: go last or opt to take a different kind of action, taking her turn as usual. This Charm cannot be used on the same target two rounds in a row.

Preemptive Defense Technique (Repurchase, Essence 2): Activate this Charm on Step 1 when making an attack. If the attack is successful, reduce a die from the opponent's pool next time they roll, plus one for every extra success, up to five.

Mandate To Rule (Abyssal, Infernal, Solar): Enemies with less Power (compared at the time of activation) than the Exalt cannot accept the hard bargain and must go last.

Overwhelming Automaton Discombobulation (Alchemical): Steal one Power from the enemy and give it to the Alchemical or her ally.

Cracked Stone Shatters (Dragon-Blooded): The next ally to attack the target adds +2 dice on Step 3. This Charm may be used to access Earth aura.

DIAMOND-BODY RESILIENCE

Prerequisite: Physique 3

The Exalt's body turns away blows, yielding not an inch.

Spend 2 motes on Step 4 against a withering attack. Reduce the Power your attacker gains from the attack to their Overwhelming, or to 2 if their Overwhelming is 3 or higher.

Struck Crystal Chime (Sovereign): When the Exalt's anima is visible, also gain one Power.

Limitless Thews (Olchiliké): The olchiliké may immediately counterattack with any gambit with a cost equal to Power negated without paying the cost.

Presence

MIND-BLANKING REBUKE

Prerequisites: Presence 5, Essence 4

The Exalt spits a vicious remark back at her opponent, leaving them speechless and reeling.

Spend 2 motes when targeted by a social influence roll. The Exalt may use this against a group of characters influencing her. After seeing the result of the influence roll, the influencing character may *only* apply the action she chose and cannot spend extra successes on other influence actions.

Acceptable Response Protocol (Alchemical): The Alchemical chooses which influence action she may be targeted by: *read intentions*, *persuade*, or *dissuade*. If the character did not choose one of these options, they must pick one of them instead.

Imperious Authority Stance (Sovereign): The Sovereign gains the extra successes, which she may apply to her own subsequent influence roll.

GOOD FIRST IMPRESSIONS TECHNIQUE

See p. 53.

Ranged Combat

PRECISION OF THE STRIKING RAPTOR

Prerequisite: Ranged Combat 3

The Exalt holds her fire until her arrows fly truest.

Spend 1 mote on Step 1 of a decisive attack. The Exalt chooses to take only a single action or act last in a round to ignore three Soak. If she does both, she halves her target's Soak or ignores six instead, whichever is higher.

Calculated Trajectory Projection (Alchemical): The Alchemical ignores cover and concealment on this attack.

Unreal Arrow Conundrum (Getimian): On Step 5, the Getimian may cause their arrow to vanish into unreality to give their target a hard bargain: suffer the Soak penalty or be treated as though they had been struck with the *knockdown*, *disarm*, or *pilfer* gambit.

WISE ARROW

Prerequisite: Ranged Combat 3

The Exalt's strikes find their mark regardless of any obstacles.

Spend 1 mote on Step 3. Double the extra successes after applying Defense but before any bonus successes



are applied to a maximum of 10 additional successes. Additionally, ignore penalties hindering a single Ranged Combat attack, excluding self-imposed penalties and penalties that cannot be removed.

There Is No Wind (Solar, Abyssal, Infernal): Add any penalties ignored by this Charm to the attack instead.

Discreet Killing Speed (Architect): Ignore one Defense from cover; in cities, ignore it entirely.

In Defense of Mine Own (Dragon-Blooded, Sovereign): Against enemies of their subordinates, families, or institutions, treat ties against Defense as having a single success.

SWIFT ARROW RETRIBUTION

Prerequisite: Ranged Combat 3

The Exalt makes her enemies pay for closing the distance with her.

Spend 1 mote and 1 Power on Step 8. The character makes a Ranged Combat counterattack targeting one enemy who attacked her this round. The target must be within range of her weapon. This counts toward the action limit.

Revolving Arsenal Deployment (Alchemical):

If this is the Alchemical's first action this turn, reduce an additional point of Hardness or convert two damage dice to a success.

Flashing Vengeance Draw (Solar) or Twisting Spiteful Shaft (Abyssal) or Hell-Wind Reprisal (Infernal): The Exalt instead commits 1 mote until the end of the scene, and may make additional counterattacks at the cost of 2 Power each. The additional attacks do not count towards the action limit.

COMET ARROW TECHNIQUE

Prerequisites: Ranged Combat 5, Essence 5

The Exalt pours her Essence into one final shot, launching an arrow that can fell any beast.

Spend 4 anima and commit 3 motes for the scene, once per session. The Exalt may gain up to 20 Power, ignoring the normal limitations. She can only make a single decisive attack with more than 10 Power. Any Power above 10 cannot be transferred with Power Exchange and cannot be transformed into anima. Allies cannot give her any additional Power once she has reached 20.

This effect ends after making such an attack.

Bellows-Breath Firestorm (Olchiliké): This Charm can attack out to extreme range as an area of effect attack, dealing half damage (round up) to characters within short range of the target and creating an environmental hazard equivalent to a burning building (**Exalted: Essence**, p. 146) that persists for three rounds.

FERVENT BLOW

See p. 52.

STAGGERING BLOW ADVANCE

See p. 52.

Sagacity

THE TIME IS NOW

Prerequisites: Sagacity 5, Essence 3, initiation into Second Circle sorcery or necromancy

The Exalt blasts her mind open to the structures underlying reality, transcending her limitations.

The Exalt may summon Second Circle demons or other timebound spirits at any time of year. Once per story, she may summon them instantaneously for 5 Will.

Repurchase (Third Circle Sorcery or Necromancy, Essence 5): Summon Third Circle demons and similar beings during any new moon.

Death's Lawgivers (Abyssal): Reduce the difficulty for binding and summoning Underworld spirits by two.

Demon-Compelling Noose (Infernal, Solar): Reduce the difficulty of binding summoned demons and elementals by two.

WORLD-WALKER'S OBSERVANCES

Prerequisite: Sagacity 3

The Exalt has learned thaumaturgy's manifold tricks and secrets.

This Charm grants the Exalt access to thaumaturgic rituals, small magics that are neither Charm nor sorcery. Thaumaturgic rituals that call for a roll use Attribute + Sagacity, may call for a venture, or may contribute to a venture. The Exalt gains access to a number of rituals equal to her Essence +1, learns a new ritual when her Essence increases, and may purchase further with personal milestones or appropriate Exalt milestones.

Below are some example rituals:

Blood From a Stone: The Exalt marks a stone with her blood, then pierces it with a pick or chisel.

The stone emits warm water that tastes of iron, enough to slake a day's thirst.

Brocade Armor: The signature art of Randan's Weaver Lodge, this ritual lets the Exalt spin silk like steel. Increase the base obstacles of a venture to craft armor by one and one obstacle must be overcome with an Attribute + Sagacity roll. Armor made in this way appears to be simply fine clothing.

Exorcism: With chants, tools, or dancing, the Exalt sends ghosts or demons, chosen when learning the ritual, back where they belong. This ritual is a venture roll with Attribute + Sagacity against a difficulty of the spirit's Essence, with three obstacles and a time scale of one per round. Taking decisive damage during this incurs a consequence. A second purchase of this ritual extends the benefits of the ritual to both ghosts and demons. This ritual is limited to targets with Essence no greater than the Exalt's Essence + 1.

BURNING BANISHMENT TECHNIQUE

Prerequisites: Sagacity 4, Essence 2

The Exalt orders the world around her, sending spirits howling back where they came from.

Spend 1 mote and roll Attribute + Sagacity as a venture. In combat, this is modeled as an action under duress, with a difficulty equal to the target's Essence +2. Outside of combat, this takes at least one scene. If successful, this Charm returns spirits to their home realms if they have one or dissipates them if they don't.

Dark Waters' Kiss (Liminal): On a success, spirits of the dead dissipate entirely and return to the cycle of reincarnation.

Cage of Horn and Sinew (Lunar): After the Lunar successfully banishes a spirit, she may trap it in an animal within medium range. The spirit gains a Major Tie of begrudging loyalty or gratitude to the Lunar. It remains possessing the animal for the rest of the story or until the animal dies. Once freed, the spirit gains a Major Tie reflecting its experience. If the animal survives, it gains one of the spirit's Major Ties and the God-Blooded quality.

MASTER PLAN MEDITATION

See p. 51.

Stealth

STALKING WOLF ATTITUDE

Prerequisite: Stealth 2

Like a predator stalking her prey in the night, the Exalt strikes the unsuspecting from the shadows.

The Exalt adds two dice to the first combat action taken after entering concealment, and gains additional Hardness equal to Defense while benefiting from cover.

Shadowed-Alley Disappearance (Architect): Increase the benefits of cover by one. If in a city, increase it by two.

Creation Clothes Its Princes (Dragon-Blooded): If the concealment is elemental in nature, increase the penalty by one.

Skulking Rat Spirit (Lunar): Increase Defense by one while concealed in a shape with the *tiny* quality.

BENT BRANCH REPRISAL

See p. 50.

MASTER PLAN MEDITATION

See p. 51.

War

BATTLE ANTHEM OF THE EXALTED

See p. 55.

KNOWING THE ENEMY

See p. 51.

FEROCIOUS CONSCRIPT TRAINING

Prerequisite: War 4

The Exalt's strategic and tactical insight lets those who train with her exceed their limits on the battlefield.

With a dramatic scene of drilling and instruction, a group of soldiers may gain unique Outnumber qualities reflecting their military specialization. As an unrolled

Lead Organization venture, the Exalt may spend a week of downtime or one session involving a dramatic scene drilling a unit with this Charm, allowing her to choose three descriptors for her battle group, such as *well-provisioned*, *forest fighters*, and *skirmishers*. Each relevant quality adds one die to war ventures involving the units; in dramatic war scenes, add one success when the quality is relevant.

Each benefit provided by this Charm can only be applied to a given unit once.

Indefatigable Soldier's Expertise (Upgrade: Essence 4): Add successes instead of dice in ventures and add two successes in mass combat.

SUPREMACY OF THE DIVINE ARMY

Prerequisites: War 5, Essence 2

When one fights beside the Exalted, they fight with divinity. How could they ever lose?

Commit 2 motes for the scene while leading a battle group in combat. The battle group adds +1 to its Defense, Soak, and Hardness, may halve (round down) targets' Hardness for this time, and cannot be routed.

SEASONED COMMAND SAFETY

Prerequisites: War 3

To the Exalted general, any resource is an asset on the battlefield.

When investing a non-Command Merit in a warfare venture, negate consequences equal to the tier of the Merit: 1 for tertiary, 2 for secondary, 3 for primary. This Merit may not be used for the duration of the venture except for dramatic scenes where applicable.

ABYSSAL CHARMS

Athletics

OMINOUS PHANTOM FORM

Prerequisites: Athletics 3, Essence 2

Her form flickering like a candle, the deathknight is everywhere her aggressors don't expect her to be.

Spend 1 mote on Step 4. The Abyssal chooses to either inflict a three-success penalty on her attacker's roll or on all his sensory- or venture-based actions and social influence until the start of her turn. If this was a

ranged attack, she may also reflexively move up to two range bands toward her attacker. Gain an additional anima.

If she successfully avoids the attack, on Step 5 she may reflexively attempt to *instill* or *strengthen* a Tie of fear or dread toward her in her attacker. If the attacker is trivial, this is automatic; if he is significant, she adds the rolled successes as a dice bonus to the attempt.

Crawling Horror Advance (Repurchase: Athletics 4): Spend 1 mote when an enemy knocks

the Abyssal prone. She negates the Defense penalty for being prone and may take movement actions as normal. Enemies who see her move in this way face a hard bargain: either accept or strengthen a Tie of fear or dread to her or use their movement actions to move away from her until she recovers from prone. Once a scene, when this mode is further enhanced by other Charms or magic that allows supernatural movement, such as Graceful Crane Stance and its modes (**Exalted: Essence**, p. 186), all enemies who witness the Abyssal's eerie crawling suffer a Defense penalty as though they were surprised for the round.

Nightmare Can't Be Stopped (Repurchase: Essence 3): Enemies with a Tie of fear or dread to the Abyssal suffer a success penalty equal to the strength of this Tie to attacks targeting her. When she moves using Ominous Phantom Form or its modes, she ignores the effects of difficult terrain and environmental hazards.

Awareness

UNSURPASSED INTERROGATION METHOD

Prerequisites: Awareness 3 or Integrity 3, Essence 2

The torturous whispers of undying ancients bore into the captive's brain as the deathknight repeats her question in a calm, detached voice.

Commit 1 mote when the Abyssal interrogates a target. During the scene, any time the target lies to her or refuses to answer a question, he faces a hard bargain: either the Abyssal gains a stacking one-success bonus to her social influence against him, or he takes 2 Health levels of damage. Trivial characters slain by this effect rise as ghosts with a Major Tie of fear toward the Abyssal.

Close Combat

HOPE-SPOILING STRIKE

Prerequisites: Close Combat 4, Essence 2

Let them think she fumbled her attack — soon their naiveté and bodies will lie broken beneath her.

Spend 1 mote on Step 5 of a failed decisive attack. The Abyssal chooses to either double the rolled successes from Step 3 after applying Defense but before any bonus successes are applied if this would make the attack hit or otherwise generate an effect that does not require a hit, or to lose no Power. Gain an additional anima.

Cruel Rebuke (Upgrade: Close Combat 5, Essence 2): The Abyssal may follow an attack enhanced by this Charm with reflexive social influence

against the same target and may use Close Combat for the influence action.

Resolve-Crushing Ruse (Repurchase: Close Combat 5, Essence 3): Spend 1 mote on Step 8 when a significant character counterattacks the Abyssal. They can only attempt the counterattack by accepting a hard bargain: either take a dramatic injury to an Intimacy or Virtue, reducing its effective status, or be unable to invoke their Virtues for any purpose until their next recovery scene. This can be used once a session, unless reset by *instilling* a negative Tie or Principle in a victim of this effect.

Craft

SINGLE-MINDED SOUL FORGE

Prerequisites: Craft 3, Essence 2

With fell mood, the deathknight obsesses over her latest ill-conceived invention.

When the Abyssal undertakes a venture to create something harmful or troubling or a crafting venture using components harvested from ghosts or corpses, she may invest up to two relevant Intimacies as though they were Merits, treating Major as primary and Minor as secondary. The invested Intimacies cannot be invoked or leveraged until the next obstacle roll unless the use of them pertains to her venture. She can neither gain nor strengthen Intimacies that do not relate to her venture, even by influence or use of magic.

Bleak Hyper-Focus Approach (Upgrade: Essence 3): The time scale for this venture is never more than one scene unless extended by negative Charms or other magic.

Undying Demiurge Curse (Repurchase: Craft 5, Essence 5): The Abyssal's ventures to create something explicitly deadly cannot face obstacles higher than difficulty 3, unless as a consequence of a previous obstacle. The time scale is never more than one scene, not even as a result of magic. At the final obstacle, if the Abyssal agrees to either allow the final product to draw unwanted attention, be inherently cursed, or awaken sentient and hostile, she may imbue it with one of her Major negative Intimacies, granting it a destructive destiny related to the subject of the Intimacy.

Embassy

GRAVE AUTHORITY

Prerequisite: Embassy 3, Presence 3, or War 3

There is no sovereign or savant who shall not eventually kneel before death.

Spend 1 mote when the Abyssal succeeds at social influence that is not *read intentions* or *set up*. If any witnesses hold Ties recognizing her target's authority, these Ties weaken. Creatures of darkness immediately gain a Minor Tie of respect to the Abyssal. For significant characters, these changes fade at the end of the scene. Gain an additional anima.

Avatar of the Dead (Upgrade: Embassy, Presence, or War 4): Spend 1 mote to *instill* a creature of darkness with a Major Tie of fear or respect to the Abyssal. Against trivial characters, this is automatic and cannot be contested without use of magic. Against significant characters or magic, the Abyssal doubles 8s on the *instill* roll. If the significant character refuses, he loses 2 motes in addition to granting the Abyssal bonus dice.

Commander of the Forsaken (Repurchase: Embassy, Presence, or War 4, Essence 3): Commit 3 motes as a simple action to seize control of an enemy battle group consisting of a majority creatures of darkness, with Size equal to or less than the Abyssal's Essence rating. Against a significant commander, the Abyssal rolls Embassy, Presence, or War, doubling 8s if he is not a creature of darkness or if his Essence rating is lower than hers. If the Abyssal's roll fails, the enemy battle group makes an immediate rout check and the motes are spent. If it succeeds, the battle group must take the *full defense* action for its first turn under her control as it reorganizes under her leadership. The battle group remains under her control for as long as the motes are committed. Either way, she steals 3 Power from the enemy commander and gains an additional anima. Limit once per battle group per battle.

Integrity

HEARTLESS HERON'S SIEGE

Prerequisite: Integrity 3 or Presence 3

Though her human nature still loves and hopes, the deathknight has learned to draw strength from far darker things.

Spend 1 mote when the Abyssal overcomes a character's Resolve. The Intimacy and Virtue the target used to increase his Resolve are suppressed for the rest of the scene — they can neither be invoked nor leveraged.

Alternatively, the Abyssal may spend 1 mote when she is aware of social influence targeting her or an ally. Positive Intimacies can't penalize Resolve, and she or her ally may increase Resolve by an additional +1 if they enhance it with a negative Intimacy.

INTOXICATING INTRIGUE MAGNIFICENCE

Prerequisite: Integrity 3

The deathknight's cold, hard beauty gathers an endless supply of misguided admirers.

Spend 1 mote when the Abyssal invokes a negative Intimacy to boost her Resolve. Her influencer gains a minor positive Tie to her: either of misguided hope if their influence exceeds her Resolve, or of awe or infatuation if it does not. Gain two additional anima.

If the Abyssal has a Lunar mate, the Lunar mate is immune to this Charm and its modes.

Broken Heart Triumph (Upgrade: Integrity 4): Spend 1 mote when the Abyssal takes a significant action that betrays a Tie someone holds to her to immediately *strengthen* the Tie and make it negative. A Minor Tie of misguided hope becomes a Major Tie of disappointment, or a Minor Tie of awe or affection becomes a Major Tie of hatred or obsession. Once per character per story.

LESSER HORRORS SCORNE

Prerequisite: Integrity 5, Essence 3

The Neverborn suffered death over surrender; their mad-dened whispers urge her to do the same.

The Abyssal may sacrifice one of her major Intimacies to end any and all scene-length or longer negative effects afflicting her mental or spiritual state, except the Great Curse. In its place, she gains a major Intimacy related to despair or acceptance of her own condition that cannot be weakened or removed until the end of the story. Once a story, unless reset by instilling a significant character with the same Intimacy of despair or acceptance.

UNSURPASSED INTERROGATION METHOD

See previous page.

Navigate

GHOST LEAVES NO TRAIL

Prerequisite: Navigate or Stealth 3

There are no open doors behind her, no footprints to mark her steps, and no reason to suspect she ever haunted this place.

The Abyssal never leaves physical evidence of her passing unless she means to do so deliberately. Only magic can attempt to track her, and she doubles 8s when contesting such effects. She doubles 9s on all rolls when she leads a dramatic warfare scene involving covert operations.

Mist-Written Glass (Upgrade: Navigate or Stealth 5): The Abyssal spends 1 mote when she

deliberately leaves signs of her presence. She describes or names someone she wants to discover these signs and chooses one: he intuits a rough time and location at which to meet her, or he gains or strengthens a Tie of fear toward her.

Performance

EXHUMED BLACK MOODS

Prerequisite: Performance 3

The deathknight's performance inflames dark emotions, uncovering what her audience struggled so long to bury.

When the Abyssal purchases this Charm, choose two of its unique modes. At Performance 5, she may repurchase this Charm to gain two additional modes.

Commit 1 mote as part of a performance or prayer when invoking the chosen mode and gain two additional anima. Against trivial targets, the effects are automatic. Significant characters may resist with a hard bargain.

Dull Cynic's Drone: Until the end of the next scene, audience members gain a Major Principle of “nothing really matters” and reduce the effective status of all other Intimacies by one — applying a Major Intimacy would only increase Resolve by 2, for example.

Roaring Zealot's Hook: Until the end of the next scene, audience members form a mob devoted to a violent goal the Abyssal suggests through his performance. He adds a three-success bonus to further Performance influence targeting them. They count as a secondary Followers Merit to enhance an Embassy venture but may not be invested. When invoked in dramatic warfare scenes using espionage or sabotage tactics, the mob's violent distractions allow players' characters to double 8s on Stealth rolls.

Underworld Cleric's Sermon: Audience members assemble to worship a target the Abyssal designates, which must be either an allied Exalt who holds a major negative Principle or a creature of death. A Storyteller character imbued with the prayers of this new cult serves the Abyssal as a tertiary Ally for the rest of the session. A player's character gains the cult as a tertiary Followers Merit until the end of the session. At Essence 3, these Merits become secondary.

Wistful Gravedigger's Ballad: Audience members with Intimacies related to secret feelings or forbidden ambitions are compelled to act on them for the rest of the session. Audience members without such Intimacies instead gain a Minor Tie of secret admiration or attraction to the Abyssal.



Physique

FLOWING WOUND DEFENSE

Prerequisites: Physique 3, Essence 2

Violence passes through her as gently as a breeze through a graveyard — or as spectacularly as an arrow through a rotten melon.

Spend 2 motes on Step 7 of a decisive attack. The Abyssal rolls Physique with her current wound penalty as a dice bonus instead of a penalty. Reduce the



damage of the attack by the number of successes rolled as it harmlessly, perhaps messily, passes through her, and her flesh recomposes itself. This Charm cannot be invoked if the attack would deal enough damage to incapacitate her. Gain an additional anima.

At Essence 3, invoking this Charm allows the Abyssal to follow up with a reflexive social influence attempt using Physique to *instill* a Tie of dread or disgust in her attacker, adding a dice bonus equal to the number of Health levels she negated.

Dramatic Boil Bursting (Repurchase: Essence 3):

The Abyssal may spend 1 mote to negate an interval of noncombat damage. If this is a result of poison or disease, and she knows a Charm for inflicting such things on her victims, she may reflexively activate it at no cost when invoking this mode to spread the affliction to an enemy in the same range band.

Presence

DESECRATED TOMB TEMPTATION

Prerequisites: Presence 3 or Sagacity 4, Essence 2

EXAMPLE SUPERNATURAL DISEASES

The Myriad Plague

In the First Age, the Genesis Lords of Heartwind Isle combined and crossbred countless mortal illnesses to create this disease. It's non-communicable once the initial victim is infected, making it an ideal for targeted assassinations. It presents with a baffling variety of symptoms, making it difficulty 6 to diagnose. At the Minor level, it's easily treated with mundane medicine once identified. At the Major and Extreme levels, only magic will treat it. See *Exalted: Essence* pp. 145-146 for more on diseases.

Minor (3 Days, 5): The patient presents a constellation of symptoms, from fevers and rashes to headaches and chest pain. He takes a 1-die penalty to all physical actions.

Major (1 Day, 7): The patient's array of symptoms worsens: internal bleeding, nails and digits blackening, weeping sores, necrosis, seizures, or more. He suffers a 3-success penalty to all physical actions.

Extreme (1 Hour, 9): The patient can no longer take physical actions beyond breathing and groaning. Death is assured at the end of the interval.

Soul Rot

An insidious supernatural disease of the spirit, Soul Rot masquerades as general melancholy at early stages: at Minor level, it is difficulty 5 to diagnose, but at Major and Extreme this decreases to difficulty 3. Characters who hold positive Ties to the patient risk contracting it after a scene of social interaction.

Minor (1 Week, 3): The patient suffers general malaise and ennui. He cannot use positive Intimacies to increase his Resolve, but negative Intimacies double their strength.

Major (1 Week, 5): The patient's eyes, hair, and skin grow dull and gray. He loses the ability to feel any strong emotion except one inspired by his Major Virtue. All his Intimacies erode, his social pools are reduced to 2 dice, and his Resolve increases by 5.

Extreme (1 Week, 7): The patient's eyes become milk-white, and he loses his reflection. He gains the Mindless quality (*Exalted: Essence*, p. 317) and may no longer hold or gain Intimacies. At the end of the interval, he dies and rises as a walking dead (*Exalted: Essence*, p. 339).

Only by tasting the cold love of oblivion can one truly understand what it is to live.

Spend 1 mote. The Abyssal inspires her target to celebrate a new inversion or deviance he has some interest in experiencing. Examples include breaking a law or vow, indulging in a breach of etiquette or taboo, or undermining a Major Intimacy. After completing the act, he gains a minor Intimacy of either shame or delight at his experience, chosen by his player, that cannot be removed for the rest of the story. Trivial characters gain one of the following benefits, significant characters may gain two, and player characters that choose to trigger the Great Curse as a result of their exploits may gain three:

- End an ongoing mundane disease or negative magical effect, not including sorcery or the Great Curse.
- End an ongoing penalty related to the character's mental or spiritual state, such as from overwhelming negative emotion.

- Gain tertiary Backing, Contacts, Influence, or Resources related to the act they committed.

- Recover a dramatic injury to an Attribute.

The Abyssal doubles 8s when leveraging the Intimacy created by this Charm. Once per character per story.

GRAVE AUTHORITY

See p. 60.

HEART-CARVING GUILF

Prerequisites: Presence 4, Essence 2

She shears the light from her foes like a gardener pruning tall poppies.

Spend 1 mote when the Abyssal successfully weakens a positive Intimacy to weaken a second positive Intimacy without a roll or spending successes. Against any target with no positive Intimacies, the Abyssal

gains a two-success bonus to the next social influence roll against that target.

Soul-Rotting Words (Upgrade: Presence 4, Essence 3): The Abyssal may spend 1 mote to inflict the Soul-Rot disease on her target with a special *instill* attempt. If the target holds no positive Intimacies, she may inflict it at the Major level instead of Minor.

HEARTLESS HERON'S SIEGE

See p. 61.

Ranged Combat

PIERCING GHOST BARB

Prerequisites: Ranged Combat 4, Essence 3

The deathknight's arrow grows pale and ephemeral as he draws it along the bowstring.

Spend 1 mote on Step 1. The Abyssal's projectile becomes ghostly and immaterial but still visible. His ranged attack ignores cover granted from non-living material, reduces Soak to 1, and can strike immaterial targets. On Step 5, dematerialized spirits struck with this attack are forced to materialize for the scene, spending a Health level if they are out of motes.

Splinter of the Void (Repurchase): On an attack enhanced by Piercing Ghost Barb, spend 1 anima on Step 6 to double damage successes after Soak is applied on step 7 and steal 2 Power from the target. If an attack enhanced by Splinter of the Void deals any damage, the target is momentarily overwhelmed with psychic agony, adding -2 to their wound penalties until the start of the Abyssal's next turn.

Sagacity

CONTAMINATION OF FORM

Prerequisites: Sagacity 4, Essence 3, Pestilence-Bearing Touch

If you want a contagion done right, you've got to concoct it yourself.

The Abyssal may create supernatural diseases, both extant and never before seen in Creation, with a special Sagacity venture. This has a time scale of one session and base obstacles of 4 and requires spending 1 mote at each obstacle roll. Common obstacles draw from crafting ventures but might also include Lack of Test Subjects (Difficulty 3), Need to Keep the Disease Secret (Difficulty 5), or Too Dangerous to Contain (Difficulty 7). Gain an additional anima at each obstacle roll.

The Abyssal may use Pestilence-Bearing Touch (**Exalted: Essence**, p. 223) to communicate any of her created diseases.

DESECRATED TOMB TEMPTATION

See p. 63.

Stealth

CLOAK OF HIDDEN DESPAIRS

Prerequisites: Stealth 4, Essence 3

The deathknight liquefies into her own anima, and then fades from sight.

Commit 2 motes for the scene. Only dematerialized spirits and magic that can see the immaterial — such as Spirit-Cutting Glance (**Exalted: Essence**, p. 190) — may attempt to detect the Abyssal. She may still roll Stealth to conceal herself from such beings and effects. This does not offer any special protection against attacks and taking more than her Essence or Fortitude (whichever is higher) in damage in a single round ends the effect.

GHOST LEAVES NO TRAIL

See p. 61.

War

GLORIOUS CARNAGE TYPHOON

Prerequisite: War 3, Essence 2

Like a living storm of bone and blades, her forces shred everything in their path.

While commanding a battle group, commit 1 mote. If there are more than three enemies within medium range of the Abyssal, all her decisive attacks, and those of a battle group under her command, resolve as area attacks against enemies within short range. If the Abyssal ends her turn outside of close range of her battle group, or there are three or fewer enemies remaining, this effect ends. Gain an additional anima.

Storm's Bloody Stare (Upgrade: War 4, Essence 3): While Glorious Carnage Typhoon is active, the Abyssal may invoke rout-enhancing Charms or Evocations such as Panic the Wounded Beast (**Exalted: Essence**, p. 217) once on their respective steps without taking up her Charm use.

GRAVE AUTHORITY

See p. 60.

ALCHEMICAL CHARMS

General

COLOSSUS-CLASS UPGRADE INSTALLATION

Prerequisite: Essence 2

The metallic implants that shape the Alchemical's body swell and interlock into a colossal form, allowing him to protect his community from enormous threats.

Commit 1 mote for the scene. The Alchemical gains the *enormous size* quality. Gain two temporary Bruised Health levels while this Charm is active. Treat her as always meeting the requirement for greater feats of strength and she does not need to roll for any greater feat of strength at standard difficulty. While she remains within close range of her Circlemates or members of her community, they may treat her towering form as light cover. At Essence 3, she may commit an additional mote to gain the *legendary size* quality, gaining a third temporary Health level, extending the benefits to extreme feats of strength, and providing heavy cover instead.

Titan of Steel (Repurchase, Essence 3): This effect becomes permanent.

POWER TRANSFERENCE PROTOCOL

Prerequisite: Essence 2

The Alchemical grants a portion of their power to an ally in the form of magical construct.

Commit 2 motes for the scene and select a Charm she knows. The Alchemical molds, fires, and attaches a part of their body to an Exalted ally within sight and short range. That ally may then use and gain the benefits of the selected Charm using their own Essence to fuel it. If the target does not have motes, the Alchemical pays the Charm's cost instead. While a Charm is committed to an ally in this way, the Alchemical may not use it. The ally does not need to meet the Charm requirements. Power Transference Protocol may not be used on the same target twice in one scene. Gain an additional anima.

Heart-Welding Technique (Repurchase): During a recovery scene, the Alchemical may exchange their own Charms with another Alchemical so long as both characters meet the prerequisites. If the other

Alchemical is a Storyteller character, the player's character must meet the requirements.

SECOND-SELF PROJECTION

Prerequisite: Essence 3

Why try and find good help when you can make it? The Alchemical makes a copy of herself and dispatches it to perform tasks.

Commit 2 motes. The Alchemical creates a duplicate that is treated as a secondary Ally and may be invested in ventures as such. This copy acts independently of the Exalt and may take actions in other scenes or in the background but cannot make flurries. The duplicate may travel as far as the Exalt could, and the Alchemical may bolster her double's actions using Charms but must pay the cost from her own mote pool. The double has all her dice pools and stats, but only one Health level and disappears if damaged. Otherwise, the double may take any actions the Exalt could.

In combat scenes in which both the Alchemical and her double are present, the double takes her own turn. If the double loses her single Health level, she vanishes and the Charm ends. The Alchemical can re-activate this Charm during the next round.

MOBILE SENSORY DRONE

Prerequisite: None

A birds-eye view is a wonderful change in perspective in scouting and war. The Alchemical creates a flying scout — either from themselves, spare parts, or both.

Commit 1 mote for the session. The manifested scout acts as a tertiary Familiar. The scout always acts as if it had made a teamwork roll providing a two-success bonus on actions to serve the Alchemical's ability to track, navigate, build a community space, or strategize a larger scale battle or war. The scout is able to communicate with the Alchemical and relays all information via feeling that only the creator inherently understands.

Ranging Messenger Addition (Repurchase): Commit an additional mote. The Alchemical may manifest a second familiar. She may also use either familiar as a mouthpiece, allowing her to communicate brief

messages across great distances. This may be used to make *persuade* or *dissuade* influence actions.

Finesse

CHEMICAL FOG GENERATOR

Prerequisites: Finesse 4, Essence 2

Strange tubes and vents appear on the Alchemical's body, allowing her to vent hazardous gasses and vapors onto unsuspecting enemies.

Spend 1 mote. Using this Charm is simple action but does not count as the Exalt's Charm for this Step. The area around the Exalt out to medium range fills with thick, choking smoke. Allies within the cloud gain concealment. Choose one of the following gasses to apply when you purchase this Charm. The Alchemical may gain additional gasses as repurchases. Only one noxious gas may be deployed at a time, and the hazard lasts for a number of rounds equal to the Exalt's Essence.

Characters who don't need to breathe are immune to some of these formulations, as are characters immune to poison, like many undead and automatons. Specific exceptions are listed below.

Knockout Gas: Enemies must make Physique rolls to avoid being affected by the toxin at the end of every round once exposed, even if they leave the area. For each failed roll, reduce the victim's dice pools by two dice. If at any point in time they fail a penalized roll or their relevant pool is reduced to 0, they collapse unconscious until the end of the scene. Significant characters may be revived as if they were Incapacitated.

Tear Gas: Enemies who remain in the hazard must make Physique rolls to resist the painful gas at the end of every round. This increases any wound penalty by an additional -1 and inflicts the hindered modifier (p. 49) on sensory-based rolls as it overwhelms the senses. This affects even characters who do not need to breathe as it infiltrates sensitive sensory organs.

Nerve Gas: This smoke causes convulsions and disorientation, leaving victims vulnerable to attack. Enemies who remain in the hazard must make Physique rolls to resist the hazard at the end of every round. If they fail, they drop everything they're holding, including weapons or important objects, decrease their Defense by 1 until they must resist the gas again, and can only make the basic reflexive Movement action until the Physique roll is passed.

Soul Gas: Enemies must make Physique rolls to avoid being affected by toxin at the end of every round

once exposed, even if they leave the area. Exposure to this gas inflicts existential dread. Characters who fail the resistance roll must flurry their subsequent actions with cowering, quaking, losing their composure, or other appropriate responses to fear. This can affect even characters who don't need to breathe or who are immune to poison, but completely mindless characters (such as the walking dead) are unaffected.

DISTANCE-CONQUERING GRASP

Prerequisite: Finesse 4 or Force 4

The Alchemical finds little beyond their immediate grasp. They thrust their limb forward, launching and retracting a hand or foot on a cord of gleaming Essence.

Spend 1 mote. The Alchemical attacks or seizes an object within short range. If used in combat, the Alchemical may make a Ranged Combat attack that counts as a Light weapon and that benefits from the *pulling* tag. When used with the *pull*, *pilfer*, or *ensnare* gambits, reduce their costs by 1. Outside of combat, the Alchemical can grab any object they could lift with one hand, and also pull themselves forward if anchored to an object heavier than themselves. Treat the Alchemical as using a grappling hook for the purposes of climbing. Gain an additional anima.

Scorpion's Seeking Tail (Upgrade: Essence 2): The Alchemical may initiate a grapple or clash using this Charm at short range.

INJURY-SCANNING TOUCH

Prerequisite: Finesse 2 or Fortitude 2

Touching their target, the Alchemical gently pushes their Essence through the injured to pinpoint any physical ailments.

Spend 1 mote. The Alchemical receives information about injuries, diseases, physical ailments, or general health of their target. In the case of injuries, the Alchemical may discern the cause. Ask the Storyteller one question from the following list; additional questions are 1 mote each:

- *Did a person familiar with the target cause the injury?*
- *Were other members of this community harmed?*
- *What emotional harm might I be overlooking?*
- *What lingering threat might this represent?*

MIND-OPENING PROBE

Prerequisites: Finesse 5, Essence 3

Embedding a crystal spike into their target, the Alchemical opens the subject's mind to allow better communication.

Spend 1 mote. The Alchemical must be able to touch the target in order to embed the probe. The target must consent to the use of this Charm. While the probe remains in the target, they may project their thoughts to any character within the same scene, allowing communication across great distances without a need for words. This ignores any penalties that would apply due to distance, excessive noise, or other barriers to speech. They may also broadcast these thoughts to all characters present, ignoring the penalty for applying influence to a group. This also ignores any language barriers, allowing the target to communicate with anything capable of thought.

While the probe is embedded, the Alchemical can easily access the target's surface thoughts. She never has to roll to *read intentions* in order to understand the target's motivations in a scene. Upon embedding the probe, the Alchemical immediately learns the target's Virtues, if she doesn't know them already.

The Alchemical may embed up to her Essence in probes. The probe remains in the target until the Alchemical removes it. Another character may remove it, requiring a surgical Sagacity roll with a difficulty equal to the Alchemical's Essence, plus two if done without her permission.

TACTICAL ANALYSIS ENGRAMS

Prerequisite: Finesse 3

The body is a machine, and no one knows machines better than an Alchemical.

Spend 1 mote, which does not count as a Charm use for this Step. The Alchemical gains two additional dice on their first attack against an examined target. If the Alchemical relays this information, this bonus extends to their Circle. In addition, ask the Storyteller one question from the following list. Additional questions are 1 mote each.

- Can the target modify their attack pool?
- Can the target modify their damage?
- Can the target modify their Soak?
- Can the target modify their Defense?

- Does the target know any Martial Arts styles? If yes, which?
- Can the target use motes?
- How many Health levels does the target have remaining?

THREE-POINT-LANDING GYROSCOPE

Prerequisite: Finesse 3

The Alchemical activates special internal gyroscopes, granting them a catlike ability to always land on their feet.

Commit 1 mote on Step 2 for the scene. Add the Alchemical's Essence to Defense against a knockback, knockdown, or pull gambit. Additionally, on a successful knockback or pull gambit, decrease the range moved by 1 to a minimum of 1. Gain two bonus dice on rolls to resist falling or balance-based hazards.

Twisting Balance (Upgrade, Essence 2): Reduce any additional damage inflicted by falls or forced movement effects by 1 to a minimum of 0.

Force

CUSTOMIZED WEAPON MANIFESTATION

Prerequisite: Force 2

The Alchemical is never without a weapon in hand, even if that weapon defies logic and sense.

Commit 1 mote for the scene. The Alchemical creates a weapon from anything they find around them, including parts of their own body. Choose if it is light, medium, or heavy, uses Close Combat or Ranged Combat, and up to 4 tags except for *artifact*. At the end of the duration, the weapon deconstructs into its requisite parts or is reabsorbed into the Exalt's body. She may hand this weapon to allies or use it herself. Gain an additional anima.

Graceful Mounted Apparatus (Repurchase: Essence 2): The Alchemical may affix the created weapon to themselves, an ally, a vessel, or a warstrider. It may gain the *artifact* or *worn* tag. Whenever this weapon is used in a flurry with a non-attack action, reduce the flurry penalty by 1.

DISTANCE-CONQUERING GRASP

See p. 67.

EPHEMERAL SIEGE INSTALLATION

Prerequisites: Force 5 or Fortitude 5, Essence 3



They know how to build cities and they know how to break them. She weaves parts of herself into a siege weapon.

Commit 2 motes for the scene. The Alchemical transforms into a weapon. Treat this as a Heavy naval ranged weapon with the *artifact* and *powerful* tags. Shots from the Alchemical deal two additional damage against buildings or other battlefield constructs. While transformed into a siege weapon, other characters may fire her with the *fire ordnance* action during naval combat. She cannot take any movement actions, however, and is immune to any forced movement while in siege weapon form.

Fortress Breaker (Repurchase): While transformed, increase Soak by 1. The Alchemical may manifest treads, wheels, or her own legs in order to ignore the movement restrictions. She ignores any environmental hazard she moves through while in weapon form.

MILITIA ARMING TECHNIQUE

Prerequisite: Force 3

The Alchemical produces various weaponry from their body, adorned with gears and community symbols, ensuring her community never lacks the means to defend itself.

Commit 1 mote for the scene. As a simple action, the Alchemical creates weaponry for a battle group she commands with Size equal up to her Essence. The battle group replaces its weapons with a mundane weapon of her choosing: pick the weapon's type and up to four tags. While using their gifted weaponry, the battle group increases the weapon's Accuracy, Damage, and Overwhelming ratings by 1. Gain an additional anima.

PISTON-DRIVEN MEGATON HAMMER

Prerequisite: Force 3

This Charm takes the form of an exaggerated limb designed for smashing through armor and obstacles.

Spend 1 mote on Step 1, which does not count as the Charm use for the step. An unarmed attack benefiting from this Charm gains the *piercing* and *smashing* tags. If the attack is successful, push the target back one additional range band. Outside of combat, this may be used to instantly perform a destructive greater feat of strength, treating the Alchemical's Close Combat pool as the requirement rather than Physique. It instantly punches a torso-sized hole in the target object, which may also cause the surrounding structure to collapse, if appropriate.

INDUSTRIAL CHAMPION ICON

Prerequisite: Force 5, Essence 4

The Alchemical embodies the hardworking ethic of his community, thus they work harder and fight more ferociously while in his presence.

Spend 2 motes. For the duration of a non-combat scene, all Circlemates, allies, and community members present in the same scene may use the Alchemical's Virtues and Intimacies to modify their Resolve as if they were their own. While utilizing the Alchemical's Virtues or Intimacies, other characters may always refuse social influence and cannot be forced to accept a hard bargain. If an effect would force a hard bargain, this provokes a roll off.

Fortitude

EPHEMERAL SIEGE INSTALLATION

See p. 68.

FLESH-MENDING PASTE

Prerequisite: Fortitude 3

The Alchemical releases a nutrient-rich paste filled with microscopic medical automata, repairing flesh and knitting wounds.

Spend 1 mote. The Alchemical immediately heals the target of a single Bruised or Injured Health level. The target may only benefit from this Charm once per session. With the target and Alchemical's mutual consent, the Alchemical may know the location of the target for the remainder of the day or scene, whichever is shorter. Alternatively, the Alchemical may spend 1 mote to use the paste like a tincture or a poultice, immediately curing a target of any non-magical poison or disease. At Essence 2, the Alchemical may spend an additional mote to heal up to 3 Bruised or Injured Health levels. At Essence 4, the Alchemical may heal a dramatic injury or immediately cure any magical poison or disease.

INJURY-SCANNING TOUCH

See p. 67.

SOOTHING WHITE NOISE AURA

Prerequisites: Fortitude 4

The Alchemical opens themselves to the background noise of Creation, translating it into music to soothe, comfort, and promote rest.

Commit 1 mote for a recovery scene. Any mortals within earshot of the Alchemical's music change their healing rate from lesser recovery to greater recovery. Allies with any negative Intimacies may use this scene to remove them by allowing themselves to relax in the Alchemical's presence. Circlemates may reflexively make one roll to further any ongoing ventures after enjoying the Alchemical's music.

DEFIBRILLATING STRIKE

Prerequisite: Fortitude 3

The Alchemical channels her Essence, shocking allies who have lost consciousness or the will to fight, getting them back to the fray.

Spend 1 mote. For the remainder of combat, add Essence plus 1 automatic success to any Build Power rolls to clear a target of the Incapacitated status. The Alchemical must be able to touch her target. Alternatively, she may use her electrified Essence to jolt her enemies, adding one automatic success to enacting the distract gambit. Gain an additional anima.

Rising Action Stride (Upgrade, Essence 2): The Alchemical can rejuvenate allies out to medium range.

UNCONDITIONAL IMPERATIVE

Prerequisites: Fortitude 5, Essence 3

Setting a task as imperative, nothing can sway the Alchemical from her directive.

Commit 2 motes. Upon activating this Charm, choose an existing Intimacy or immediately create a new one that correlates to a task or goal held by the Alchemical or her community. This Intimacy is then elevated to the status of Virtue: it becomes a Major or Minor Virtue depending on the strength of the Intimacy. Like a Virtue, it cannot be strengthened, weakened, suppressed, or removed while the motes remain committed. Only one Intimacy can become an unconditional imperative at a time using this Charm.

Stronger Together (Upgrade, Essence 5): The Alchemical may apply this Charm to her consenting Circlemates, allies, or community members.

DRAGON BLOODED CHARMS

Troupe Aura

These elemental aura effects apply to specified Charms. Any Charm that benefits from troupe aura grants the benefits to the Exalt and all Hearthmates while the character using the Charm is in that Aura.

Air: Reduce Flurry penalties by 1.

Earth: Reduce any non-multiple action penalties by 2 successes or 3 dice, as appropriate

Fire: Reduce the cost of the *instill* or *strengthen* social action for the roll by 1.

Water: Attempts to convince or warn affected characters about the dragon-blooded's actions suffer a three-die penalty.

Wood: Reduce all Flurry penalties for the Performance or Presence roll to 0.

Athletics

DANCING EMBER STRIDE

Prerequisite: Athletics 3

The Dragon-Blood devours the distance between themselves and their goal, avoiding dangers and pitfalls without seeming effort.

Spend 1 mote. Ignore difficult terrain and gain three dice to any rolls to avoid hazards or environmental damage for one movement action. In combat, also gain double 9s on an attack benefiting from the Rush action.

Air and Fire: Gain double 9s on any rolls to avoid hazards or environmental damage. At Essence 3, end aura to move an additional range band on a Rush.

Spark-Lit Path (Repurchase): Spend 1 anima; Hearthmates facing the same terrain, hazards, or environmental damage gain the protective benefits of this Charm until the end of their next action.

Close Combat

RUMBLING EARTH REBUKE

Prerequisites: Close Combat 4, Essence 2

The force of the Dragon-Blood's defense is like a seismic shockwave as her attacker's blades rebound.

Spend 1 mote on Step 4. If she successfully defends against an attack made within close range, she may make a *disarm* gambit on Step 8. This may be used during a clash as a Step 3 Charm. Gain an additional anima.

Earth: A successful *disarm* gambit decreases the target's Hardness by 1 as if it were a concentrated attack (**Exalted: Essence**, p. 140) and destroys mundane weapons, rather than disarming them.

Craft

TERRIFYING FOREST DEVIL MASK

Prerequisite: Craft 4 or Stealth 4

Carved wood imbued with Essence and emotion can turn the noble Dragon-Blood into a terrifying demon, an avenging saint, or a faceless killer.

Commit 2 motes to carve and empower a wooden mask in the form of a legendary or fictional persona. Gain double 9s to any rolls for it to disguise or obscure the character's identity. While wearing the mask, the character gains an additional Minor Virtue (Ambition) related to the mask's persona, such as "Destroy all Anathema" or "Defend the Helpless."

The Dragon-Blood may dramatically remove their mask to immediately gain their Essence in anima and enter the Aura of their choice.

Enemies may remove the mask by succeeding at a special 6-Power gambit.

This may be repurchased a number of times equal to the Exalt's Essence. Repurchases allow a character to have additional masks prepared at one time, one additional persona for each repurchase. Additional masks don't cost additional commitment and may be switched as a reflexive action.

Embodied Devil Attitude (Upgrade: Essence 3): Gain double 8s instead, which also applies to all non-combat actions taken in line with their persona's nature. Characters who cannot see through the mask's disguise gain a Minor Intimacy appropriate to the nature of the persona. Faithful peasants gain "Respect and Awe" towards the mask of Sextes Jylis, for example, while all gain "Shame and Fear" to the Devourer of All Sin.



Embassy

PASSION-TRANSMUTING NUANCE

Prerequisite: Embassy 3 or Presence 3

Dragon-Blooded attentions render emotion mutable, hate becoming fear or sadness transformed into delight by their efforts.

Spend 2 motes when using the *strengthen* influence action on an Intimacy based in emotion or passion. Rather than changing an existing Intimacy to Major, describe and create a new Major Intimacy based in emotion or passion. This Charm benefits from troupe auras.

Special: When using this Charm, the Dragon-Blood may enter Fire Aura.

Love-and-Fear Array (Repurchase): A created Intimacy may be tied to one of the user's Hearthmates who is present counting as both an intimacy and a Virtue for the duration of a story. Reduce the target's Resolve by 1 against the relevant Hearthmate's influence actions.

Integrity

ELEMENTAL CONCENTRATION TECHNIQUE

Prerequisite: Integrity 2 or Sagacity 2

The open sky, the fathomless depths, the rising fire; Creation speaks its secrets to those who listen.

Spend 1 mote and spend a dramatic scene meditating upon or immersed in an element. The Dragon-Blood declares an area of knowledge that element has inspired understanding in, such as a fire meditation upon wildfire-swift assault or an earth understanding of the construction of great cities. For the rest of the session, the first time the character successfully completes an obstacle for a venture relating to this knowledge, they may immediately roll to complete another. Gain an additional anima.

Dragon-Kin Mentor (Repurchase): Lead a Hearthmate through a meditation instead, granting them the benefits of this Charm.

Navigate

INVOKING NATURE'S FORGIVENESS

Prerequisite: Navigate 3 or Physique 3

Difficult environments bend before the Dragon-Blood's mastery, leaving them unfazed and their companions untouched.

Commit 1 mote. The Dragon-Blood, her Hearthmates, and up to her Essence in additional characters gain her Essence in bonus dice to resist environmental damage, overcome difficult terrain, or avoid related obstacles during ventures.

Wildfire-and-Sandstorm Allowance (Repurchase: Essence 2): Affected characters may always resist environmental damage reflexively, even when created by hostile characters.

WORLD-HULL MEDITATION

Prerequisite: Navigate 4

Infusing their vessel with their own living Essence, the Dragon-Blood pilots through fire and storm.

Spend 1 mote on Step 7 to increase the Dragon-Blood's vessel's Soak by 1 and grant it the *durable* (1) quality. During a travel venture, reduce the difficulty of any obstacles related to harm to the ship or its passengers by 1.

Special: In Aura, commit 1 mote instead. In addition to the normal effects, the vessel gains the Dragon-Blood's Essence to Soak, *durable*, and difficulty reduction against hazards or environmental effects matching the Dragon-Blood's Aura. Gain an additional anima.

REINS-LIKE-ROOTS UNITY

Prerequisite: Navigate 2

A living bond makes mount and rider move as one being, defying danger and driving their enemies before them.

Commit 1 mote while mounted. Increase the cost of gambits against the Dragon-Blood and their steed by the character's Essence. This Charm may be activated on Step 2 when the Dragon-Blood or steed is the target of a gambit, which does not count as Charm use for the Step.

Creation-Turning Hoof (Repurchase: Essence 2): Commit an additional mote to reduce the cost of gambits performed while mounted by the character's Essence, to a minimum of 1.

Ebony Spur (Repurchase): When a mounted Hearthmate successfully attacks an enemy within range of the Dragon-Blood, the Dragon-Blood may spend 1 anima to reflexively make a gambit against that character, once per scene. End Aura to reset this limit.

Performance

INVISIBLE STREET PERFORMER TECHNIQUE

Prerequisite: Performance 2

The Dragon-Blood creates layers of performance, with dizzying complexity hiding secret meanings, identities, or even violence between the movements of a dance or the chords of a song.

Commit 1 mote for as long as the Dragon-Blood performs. While performing, anyone whose Resolve the Exalt's Performance roll beats can't identify them and can't detect any nonviolent actions they flurry along with their Performance roll. This Charm benefits from troupe auras (p. 71).

Special: The character may activate this Charm along with a Join Battle roll, using Performance and applying its effects based on that roll.

Hidden Aria (Upgrade: Essence 2): The character may choose to convey a message to select members of their audience without any others knowing, or to target only certain members of the audience with social influence actions based on their performance.

Dance of Flashing Swords (Repurchase: Essence 2): As long as the user justifies it as a performance, bystanders and uninvolved parties whose Resolve they beat believe any fight or violence the character is involved in to be some sort of performance as long as the bystander's lives or Major Intimacies aren't threatened by the conflict.

Blossoming Troupe (Repurchase): Gain a one-die bonus for every Hearthmate participating in the performance, and apply their elemental auras to this Charm's effects. If this character fails to make a Performance roll for a round or action, the Charm doesn't end as long as a Hearthmate does before the end of the round.

IRRESISTIBLE WATERPOOL DIVERSION

Prerequisite: Performance 4

The Dragon-Blood's performance demands the audience's full attention, preventing them from looking away...whatever else may be happening.

Commit 1 mote. As long as the Dragon-Blood performs, characters whose Resolve their performance roll beats suffers the higher of -3 dice or the Dragon-Blood's Essence to rolls to notice or think about

anything else as long as the Dragon-Blood keeps playing. This Charm benefits from Troupe Auras.

At Performance 5, Essence 2, this may be done as a simple action targeting characters of the Dragon-Blood's choice, those affected suffering the penalty all actions not targeting the performing character.

Unfathomable Depths Allure (Repurchase: Essence 3): This effect may apply to appropriate Build Power rolls in place of a simple action.

Waterlily Troupe (Repurchase): Hearthmates gain the user's Essence in dice for rolls to sneak or deceive and apply their elemental Auras to this Charm's effects.

STORM-GATHERING FERVOR

Prerequisite: Performance 3

Oratory like thunder stirs the heart, allowing the Dragon-Blood to inspire and sway their fellows.

Spend 1 mote when making a social influence or Build Power Performance action. The action gains bonus successes equal to the value of the greatest Virtue or Intimacy the user shares with the targets. If a social influence is flurried with another action taken in support of the relevant Virtue or Intimacy, the flurried action gains that bonus in dice. This Charm benefits from Troupe Auras.

At Essence 2, a Build Power roll benefiting from this Charm may be flurried.

Thunder Troupe (Repurchase): Hearthmates gain the user's Essence in dice when benefiting from the *set up* social action and in Power when benefiting from Build Power. They may apply their elemental auras to this Charm's effects.

Physique

ENDURING MEDITATIONS

Prerequisite: Physique 2

Earth Essence suffuses the Dragon-Blood, providing sustenance and protection against the relentless needs of the body.

Choose two of the following modes when purchasing this Charm. Additional modes are repurchased as normal.

Uneating: Ignore any penalties from deprivation and commit 1 mote to go without food or water for Physique days of dramatic time, or the rest of the session.

Unsleeping: Commit 1 mote. Ignore penalties based on fatigue and going without sleep or rest for up

to (5 + Physique) days. Gain +3 dice for ventures that benefit from tireless labor.

Unbreathing: Commit 1 mote. The Dragon-Blood may hold their breath for up to a scene, and gains +3 dice to resist inhaled poison, contagion, or similar effects.

Unfeeling: Spend 1 mote. Ignore all wound and dramatic injury penalties for the rest of the round.

Special: In Earth Aura, commit 1 mote to gain all purchased effects and increase the duration of Unfeeling to indefinite.

Dragon's Beneficence (Repurchase, Physique 3): Commit or spend up to Essence additional motes to protect up to two additional characters per mote.

SCALES UNBROKEN

Prerequisite: Physique 2

Essence hardens around the Dragon-Blood, forming layers of elemental protection and fortified flesh.

Commit 1 mote for the scene or until all the bonus Health levels are damaged. Gain two additional Bruised Health levels, which do not count as a Health level when lost. This Charm may be activated only once per scene.

Special: The first time in a scene that all such Health levels are damaged, end Aura to refresh them.

At Physique 5, gain an additional Bruised Health level.

Perfected Scales (Repurchase: Essence 3): Spend 1 anima to activate this Charm reflexively against a decisive attack on Step 5, which also refreshes its activation limit once per scene. Gain 2 Power for every Bruised Health level damaged on Step 7.

STRENGTH OF STONE

Prerequisite: Physique 1

Strength flows into the Dragon-Blood, elemental energies of earth and stone suffusing their body and enabling greater feats as their Essence grows.

Commit 1 mote. Gain a one-die bonus on all Feats of Strength, grapple, and damage rolls, and generate 1 additional Power on successful withering attacks as long as the character stands on stone or a natural earthen surface. Gain an additional anima.

Pasiap's Unyielding Might (Upgrade: Physique 3, Essence 2): Add half the character's Essence in successes to Feat of Strength rolls.

Granite Thews Approach (Physique 5, Essence 3): Spend an additional mote and end Elemental Aura when using this Charm to double the successes on a Feat of Strength roll.

Special: If the character is in elemental Aura, they gain the bonus as long as they are in contact with an expression of that element (such as standing on a wind-swept plain for air or touching a living tree for wood). If in Earth, gain an additional die or Power instead.

Presence

PASSION-TRANSMUTING NUANCE

See p. 72.

UNBEARABLE TAUNT TECHNIQUE

Prerequisite: Presence 2

A glance or a word is enough to stoke the flames of anger in others' hearts into raging conflagrations.

Spend 1 mote when *instilling* anger towards the user. An influenced character must immediately respond to the Dragon-Blood, suffering the hindered condition to any actions that don't direct hostility toward the Exalt for the rest of the scene, or until they inflict a meaningful wound or setback to the Dragonblooded. In combat, this includes attacks or magic targeting other characters but not the user. This Charm benefits from Troupe Auras.

Stoking Incoherent Fury (Upgrade: Presence 3, Essence 2): Spend 1 anima at the beginning of a round to increase the penalty for targeting other characters to -5 dice.

Her Words Insinuation (Repurchase): A willing Hearthmate becomes the object of ire instead of the user.

Ranged Combat

THORN, BOLT, AND ZEPHYR TECHNIQUE

Prerequisite: Ranged Combat 3

The Dragon-Blood's projectile bursts with elemental energies, thorned vines, crackling lightning, or invidious streams of water battering the target

Spend 1 mote on Step 3 of a ranged gambit. On a successful attack, pick a second gambit with a cost less than or equal to the original. The target must choose between suffering from an environmental hazard dealing the Dragon-Blood's Ranged Combat in damage dice or suffering the effects of the additional gambit.

Air: The *distract* gambit lasts an additional round.

Earth: The *knockdown* or *knockback* gambit may always be picked.

Fire: Increase the hazard damage by 1 Health level.

Water: The *disarm* or *pull* gambit may always be picked

Wood: The *ensnare* or *reveal weakness* gambit lasts for an additional round.

Tempest Volley Technique (Repurchase: Essence 3): Spend 1 anima to remove the target's choice and inflict both the environmental damage and gambit effects.

Sagacity

AS IN THE BEGINNING

Prerequisites: Sagacity 5 or War 5, Essence 5, Dragon Vortex Technique

There are powers from before the beginning of time, truths that echo within Dragon-blessed, might beyond mere facts, unleashed in awful and splendid devastation across a world.

Commit 5 motes to begin a special magical working venture to unleash catastrophic devastation across a region the size of a small kingdom. As the venture begins, the Dragon-Blood enters their Aspect Aura and their anima flares to the sky, making the ongoing disaster clear. Each roll takes a dramatic scene, in which the user's full attention and power is devoted to calling up calamity. The venture fails if intervention forces the Dragon-Blood to cease concentrating on the Charm. If the final roll is made, enormous devastation appropriate to the character's elemental aura scourges the land and all upon it, inflicting a difficulty 7 environmental hazard on everyone and everything in the region except for the Dragon-Blood and their Hearthmates. This deals damage equal to the Exalt's Essence, +1 per participating Hearthmate. Advantages from the venture rolls may be used to target particular landmarks, institutions, or enemy Merits ("You no longer have Backing because I have destroyed your society"), at a success cost commensurate with the target's size or Merit value. Gain an additional anima.

Hearthmates may participate in the activation of the Charm with each unique aura added increasing the environmental difficulty by 1 and adding an additional success to one of the rolls.

The terrifying power of this Charm may be channeled through transcendent figures like the allegorical Immaculate Dragons, allowing its effects to be channeled through the user's belief and certitude. A

Dragon-Blood who patterns their life after one of them may learn the associated mode, and add the effect any time they contribute their aura to the Charm.

Purify the Dead (Hesiesh): Fires beyond heat sear away corpse, hungry ghost, and shambling undead alike caught in the storm's fires, burning even dematerialized ghosts. Significant undead damaged by the fire who survive the environmental damage suffer a dramatic injury, while lesser creatures are utterly destroyed and sent into reincarnation

Perfect the Earth (Pasiap): Enormous upwellings of soil and stone form the basis for sprawling earthworks and geomantic structures. Advantages on this venture may be used to qualify as completed obstacles for building or manse-creation ventures in the area, which are not damaged by this Charm.

Modes based on other such figures are possible. Dragon-Blooded of sufficient age and power may have their own personal modes as well.

DRAGON'S EGG HATCHED

Prerequisites: Sagacity 4, Essence 3

The blood of the dragons calls out to their roaring energy in the world, bringing forth loyal servants at the Dragon-Blood's beck and call.

Spend 1 Health level and commit 1 mote as a miscellaneous action to summon an elemental from a source of great elemental energy such as a bonfire, boulder field, or a raging storm. It takes the form of a tertiary Familiar, champion (**Exalted: Essence**, p. 330), or Essence 1 elemental (p. 170) with an elemental nature appropriate to the Dragon-Blood and the source from which it was summoned.

Such creatures are unerringly loyal and possess a Major Intimacy towards the Dragon-Blood who created it. The Dragon-Blood may summon the same elemental multiple times, which retains personality, memories, and consciousness. A character may only have one such creature summoned at one time, barring those creatures taken as tertiary Familiars with appropriate milestones.

This Charm may be repurchased as many times as desired to add an appropriate quality agreed upon by the player and Storyteller to an established creature, or an additional capability to their primary die pool.

Special: Ending active Elemental Aura when using this Charm removes the Health level cost.

ELEMENTAL CONCENTRATION TECHNIQUE

See p. 72.

Stealth

ELUSIVE ELEMENTAL BODY

Prerequisite: Stealth 3

Moving with the elements around them, the Dragon-Blood retreats from perception, leaving behind only frustration, empty air, and worse.

Spend 1 mote to reflexively make a Stealth roll to gain concealment until an enemy succeeds at a simple action to track them down. In a combat scene, this must be used on the character's turn. While in elemental Aura, this does not count as a Charm for this Step.

Air: Increase the penalty enemies suffer from concealment by the Dragon-Blood's Essence.

Earth: The character may hide within the earth, anima gathering soil and stone if none exists. Instead of concealment they gain heavy cover, which applies Defense bonuses even to Close Combat attacks.

Fire: The character may create a shimmering duplicate of heat and Essence. Attacks suffering from concealment targeting the character target the duplicate instead. The duplicate has its creator's defenses but is destroyed by a single point of damage.

Water: If the character attacks while benefitting from concealment, they may end concealment to gain their Essence in additional Power on a successful withering attack or gain the *piercing* tag on a decisive attack as they flow through their opponent's defenses.

Wood: Leaving behind vines, thorns, and briars, the Dragon-Blood may choose to cause the area around them within close range to count as difficult terrain for their enemies.

A character may repurchase this Charm up to their Essence times. Each time this is repurchased, choose an Aura mode. The effect no longer requires Aura to access.

TERRIFYING FOREST DEVIL MASK

See p. 71.

War

AS IN THE BEGINNING

See p. 75.

GETIMIAN CHARMS

General

CRISIS-EMPOWERED CRUCIBLE

Prerequisite: Essence 2

The Getimian embraces chaos and imbalance to realign her Essence.

When the Getimian succumbs to the Great Curse, she may change from Flowing to Still, or vice versa, before choosing a Catastrophic Imbalance (**Exalted: Essence**, p. 89). She gains 2 motes of the appropriate type and 2 anima.

Dual Nature Mastery (Upgrade: Essence 4): Once per session, the Getimian can use this Charm unconditionally.

DESTINY-SNARLING VISION

Prerequisite: None

The Getimian sees destiny's course and how it might go awry.

Spend 1 mote while observing someone to ask one of the following questions. Additional questions can be asked for 1 mote each. Gain an additional anima.

- *What destiny has Heaven planned for his foreseeable future?*
- *What's one of his Intimacies or Virtues that opposes his destiny?*
- *What would he like best about his life in my Origin?*
- **Flowing:** *How could I stop his destiny from coming to pass?*
- **Still:** *What in his life keeps him from defying his destiny?*

The Storyteller should let a player know if a target doesn't have a planned destiny or exists outside of Fate before she spends a mote to ask about it. Because the Exalted easily defy heaven's plans, it's rare for them to have planned destinies unless enmeshed with mortal destinies.

Countless Threads Comprehension (Repurchase):

By observing a group at work, the Getimian can ask the above questions about its destiny and the general consensus of its members toward it.

Distant Snarl Sense (Repurchase: Essence 2):

The Getimian can ask questions about characters she's previously observed even if they aren't present.

LIFE-IN-DEATH INVERSION

Prerequisites: Essence 3, Necromantic Initiation

The Getimian reconciles life and death within her Essence, unlocking forbidden power.

Commit 1 mote. The Getimian can cast Second Circle necromancy, but not Second Circle sorcery. This counts as an Initiation Charm, granting a free spell and shaping ritual. While she may acquire necromancy spells with milestones, the Getimian cannot use Second Circle necromancy spells normally without this Charm. She cannot cast Second Circle sorcery while this Charm is active.

Committing a Flowing mote adds an automatic success on Focus Will actions.

Committing a Still mote allows the Getimian to choose to be undead (**Exalted: Essence**, p. 65) whenever it would be beneficial.

SHAPER OF SECRET FORCES

Prerequisites: Necromantic Initiation or Sorcerous Initiation, Essence 2

A living crucible of mystical power, the Getimian masters forces subtle and sublime.

Spend 1 mote on Step 1 of a spell. The Getimian can spend another resource as if it were Will to pay the spell's cost, depending on this Charm's mode.

Flowing: Power can be spent like Will. Add Essence in dice to the spell's damage roll, if applicable.

Still: Anima can be spent like Will. The Getimian's Defense isn't penalized by casting this spell (**Exalted: Essence**, p. 299).

Unraveling Reality Enlightenment (Upgrade: Essence 3): Commit 1 mote for one scene to gain this Charm's benefit on all spells the Getimian casts.

Finesse

HEAVEN-SHAKING UPHEAVAL

Prerequisites: Finesse 5 or Fortitude 5, Essence 3, Order Out of Chaos

The Getimian warps the Celestial Bureaucracy, snarling destiny at its source.

Commit 2 motes to assail a god's domain as an opposed magical working venture, often using rituals, talismans, alchemy, or corruption by the Getimian's Origin. For willing gods, spend 2 motes and make a difficulty 4 Sagacity roll.

If the Getimian committed only Flowing motes, change the god's purview to one of equivalent importance. It doesn't matter if another god already has that purview; redundancy is commonplace in heaven. The god's new purview changes his nature. The Storyteller alters his action pools and qualities to fit.

If the Getimian committed only Still motes, she steals the god's purview. Lower the god's Essence by one and remove any qualities based on his purview. The Getimian can learn that god's Eclipse OK qualities with personal or Exalt milestones. If he had a prominent position in heaven, she can use it once before heaven catches on, treating it as Backing, Contracts, or Resources of the appropriate rating (**Exalted: Essence**, pp. 101-103).

ORDER OUT OF CHAOS

Prerequisites: Finesse 4 or Force 4, Essence 2, Sublime Orchestration of Calamity

The Getimian afflicts an organization with crisis and tumult, making it pliant as she shapes it to her will.

Commit 1 mote to begin a special Undermine Organization venture. Success inflicts a disaster on the targeted organization, chosen by the Getimian's player with the Storyteller's agreement. The organization's leader can accept a hard bargain to avert or resolve the crisis, but its fallout lasts until the end of the next session after that.

The crisis and its aftermath render the organization vulnerable to the Getimian:

Committing a Flowing mote adds Essence in dice on attacks and fear-based influence actions against group members. Group members who are Extras or have Resolve lower than the Getimian's Finesse or Force gain a shadow Minor Tie of fear to her while interacting with her.

Committing a Still mote grants double 8s on Embassy rolls involving the organization. Group members who are extras or have Resolve lower than the Getimian's Finesse or Force gain a shadow Minor Tie of loyalty to her while interacting with her.

Architect of Disaster (Upgrade: Finesse 5 or Force 5, Essence 3): Commit 1 mote to retroactively reveal that the Getimian caused an ongoing crisis faced by an organization, gaining this Charm's benefits against it.

SERPENT SWALLOWS ITSELF

Prerequisites: Finesse 5 or Fortitude 5, Essence 3

The Getimian turns effects back against their causes.

Spend 1 mote on Step 4. If an attack misses the Getimian, it's redirected against her attacker. Reset to Step 1 and reroll the attack, benefitting from the Charms or magic used on the original attack. The Getimian must spend her own Power for decisive attacks. Gain an additional anima.

Flowing: The Getimian can use her own Charms to enhance the redirected attack. Charms used on the original attack still count as Charm uses for the relevant steps.

Still: The Getimian doesn't need to spend Power for redirected decisive attacks, using original attack's damage pool.

Unwinding Causal Chains (Repurchase: Essence 4): Spend 1 mote on Step 2 instead to use this Charm against influence actions, curses, transformations, and similar hostile effects. The Still mode lets the Getimian use this on Step 4.

SOLIPSISTIC ARBITER OF TRUTH

Prerequisite: Finesse 3

The Getimian's lies blur the boundaries between reality and unreality.

Commit 1 mote for the scene. Gain double 9s on deception-based influence actions and +1 Resolve against *read intentions* actions and similar effects. Extras believe her lies without needing a roll.

Flowing: Reduce the cost to *instill* or *strengthen* Ties of trust to the Getimian or to *weaken* Ties of suspicion to her by one.

Still: Spend 1 mote and accept a hard bargain to keep from being noticed or to prevent information about the Getimian from being revealed.

SUBLIME ORCHESTRATION OF CALAMITY

Prerequisite: Finesse 3 or Force 3

The Getimian twists the strands of Fate that tie cause to effect, action to consequence.

Spend 1 mote when the Getimian suffers a consequence on a venture (**Exalted: Essence**, p. 156). The Getimian faces a hard bargain between two possible consequences from that venture's list, or from any of the following that are appropriate:

- A glitch in reality alters the venture's result in some way, like creating a direlance instead of a daiklave.
- A glitch in reality exchanges something necessary to the venture with an unsuitable replacement from her Origin.
- A glitch in reality alienates or isolates her from people important to her.
- A Sidereal or other powerful foe notices someone's meddling with Fate.

Once per session, the Getimian can spend an additional mote to negate a consequence entirely. It doesn't count toward the venture's maximum number of consequences, if applicable.

THIS-AND-THAT EQUIVALENCE

Prerequisite: Finesse 3

Space writhes and shudders, switching two things as it spasms back into place.

Spend 1 mote to switch the location of two mundane objects within short range. Objects that require feats of strength to lift can't be moved. Moving objects in use or on someone's person requires a Sagacity roll, or a reflexive *pilfer* gambit rolled with Sagacity in combat. (If both objects are in use, roll once against both characters). The Storyteller may increase the gambit's Power cost by 1-3 for particularly dramatic removals, like armor. No roll is necessary for objects attended by Extras.

Flowing: The Getimian can translocate objects that require lesser feats of strength to lift.

Still: Characters don't notice the exchange until they try to interact with one of the objects.

Expansive Conjunction (Upgrade: Finesse 4, Essence 2): This Charm's range becomes medium.

Friend-or-Foe Exchange (Repurchase: Finesse 4): The Getimian can transpose two characters. Unwilling characters require a reflexive *pull* gambit rolled with Sagacity in combat. *Enormous size* characters can't be moved, unless the Getimian uses this Charm's Flowing Mode. *Legendary size* characters can't be moved at all. Gain an additional anima.

Wonder-Warping Reversal (Repurchase: Finesse 5, Essence 3): Spend an additional two motes to affect artifacts and other magical objects. The Getimian may break a character's attunement to a translocated artifact.

WORLDS APART EVASION

Prerequisites: Finesse 4, Essence 2

The Getimian steps outside of someone's reality.

Commit 1 mote for the scene and choose a character. The Getimian counts as dematerialized for interactions with him; he can't perceive or interact with her without appropriate magic. The Getimian can perceive him but can't interact with him. Unlike most dematerialization effects, characters who are already dematerialized, like many spirits, can't interact with her just because of that — they still need appropriate magic.

The Getimian can spend 1 mote to take a non-attack action to interact with her target. From his perspective, the consequences of her actions arise from inexplicable coincidences or glitches in reality. Gain an additional anima.

Flowing: If the Getimian ends this Charm to attack her target, she gains surprise against him even after the first round of combat.

Still: The Getimian's target immediately forgets her, using the rules for Arcane Fate (**Exalted: Essence**, p. 56). He regains his memories of her once this Charm ends.

Selective Existence Stance (Repurchase: Finesse 5, Essence 4): Commit an additional 2 motes to apply this Charm against a category of beings, like "Siderals" or "mortals."

Force

HEAVEN-SHAKING UPHEAVAL

See *previous page*.

ICE KISSES FLAME STRIKE

Prerequisite: Force 4

The Getimian's attack suffuses her enemy's Essence with imbalance.

Spend 1 mote on Step 1. If the attack hits, the enemy loses one point of a resource, depending on this Charm's mode. If he's out of that resource, he loses motes instead. The Getimian can increase the amount lost on step 5 up to a maximum of her Force by spending attack roll extra successes. This may be used during a clash.

Flowing: The enemy loses anima. If the target has no anima or motes to lose, he loses one Health level instead.

Still: The enemy loses Power.

ORDER OUT OF CHAOS

See p. 78.

REALITY-SHATTERING FIST

Prerequisite: Force 3

Sending a foe flying, the Getimian shatters space to break open a rift in reality.

Spend 1 mote on Step 3 of an attack that forcibly moves the target. If the attack successfully moves its target, he's flung through a rift in space, appearing at his destination without crossing the space between. This may be used during a clash.

Flowing: If the Getimian attacked from close range, she can follow her enemy, appearing within close range of him.

Still: If the Getimian's enemy moves toward her on his next turn, she steals 2 Power from him.

World-Breaking Rift (Upgrade: Force 4): The Getimian's enemy is moved an additional range band.

SUBLIME ORCHESTRATION OF CALAMITY

See p. 79.

Fortitude

CONSCIOUSNESS INVERSION STANCE

Prerequisite: Fortitude 2

The Getimian inverts the flowing and the still within her soul.

Commit 1 mote.

Committing a Flowing mote swaps the Getimian's Major and Minor Virtues.

Committing a Still mote inverts an Intimacy of the Getimian's choice — pacifism becomes aggression, love becomes hate, etc.

Ego Eversion Alchemy (Repurchase: Fortitude 4): The Getimian may distill this Charm into an elixir, conveying its effects to whoever drinks the elixir.

Unwilling characters may refuse this influence as normal, unless they're extras.

CONSEQUENCE IS CHOICE

Prerequisite: Fortitude 3

The Getimian tears at the weave of fate, changing what the future holds.

Spend 1 mote or a set of banked Stunt dice when the Getimian faces a hard bargain to determine one of the bargain's potential consequences, with the Storyteller's agreement. Gain an additional anima.

If the Getimian accepts the Storyteller's option, add two automatic successes on rolls to deal with it for one scene.

Freed From Fate (Upgrade: Essence 2): The Getimian can use this Charm on behalf of her allies.

THE DOOR TO NOWHERE

Prerequisite: Fortitude 3

The Getimian folds and spindles space, severing a doorway from its surroundings.

Commit 1 mote to warp a door, window, or similar opening, rendering it nonfunctional: moving through it requires a difficulty 5 Athletics or Sagacity roll. On failure, the character exits the opening from whichever side they entered. Even on success, it counts as movement through difficult terrain. The Getimian may exempt characters from this effect. This ends if the Getimian goes further than long range from the opening. Gain an additional anima.

If used on magical passages such as a manse's gates, a sorcerous portal, a heavenly gateway, or a door to a spirit's sanctum, etc., the Getimian must succeed on a Sagacity roll. If someone who controls or owns the passage is present — a manse's attuned owner or a heavenly gateway's celestial lion guard, for instance — this is an opposed roll against him.

Enduring Paradox Lock (Upgrade: Fortitude 5, Essence 3): This Charm no longer ends if the Getimian goes beyond long range from an opening.

Labyrinth of Unreality (Repurchase: Fortitude 5, Essence 3): Commit 2 motes to warp all openings within a single structure. Once a character successfully overcomes one of them, the rest are only difficulty 3 for him.

LIKE FIRE, LIKE WATER

Prerequisite: Fortitude 2

Meditation on antithetical forces gives rise to emotional alchemy.

Spend 1 mote after time spent in meditation. The Getimian treats her Essence's current nature — Flowing or Still — as an additional Major Virtue. This lasts until the end of the session.

Flowing Essence supports action without hesitation, intense passion, and never holding back.

Still Essence supports preparation before action, calm under pressure, and the patience necessary for subtle, long-term schemes.

PARADOXICAL MOTION PROLONGMENT

Prerequisite: Fortitude 3

The Getimian slows the motion of all things that approach her, arrows coming to a standstill in midflight.

Commit 1 mote on Step 2 for the scene. Attacks against the Getimian suffer a two-dice penalty, or three dice if made from medium range or beyond. Characters must pay 1 Power to move into close range with her.

Attacks and movement that don't physically cross through space aren't impeded by this Charm, like Space-and-Time Understanding (**Exalted: Essence**, p. 238).

Tortoise-and-Hare Technique (Upgrade: Essence 2): Movement toward the Getimian counts as difficult terrain for her enemies.

Infinite Distance Impossibility (Repurchase: Fortitude 5, Essence 4): Commit an additional mote.

Movement actions to advance toward the Getimian from within medium range require a difficulty 5 Athletics roll that can't be flurried.

SERPENT SWALLOWS ITSELF

See p. 78.

WARRIOR-POET MEDITATION

Prerequisite: Fortitude 4

Writing what may be her last words, the Getimian accepts whatever may come on the battlefield.

Commit 1 mote and write a poem about or in anticipation of a conflict: a war, trade dispute, vendetta, etc. In scenes involving the conflict, add +1 Defense and Resolve.

Committing a Flowing mote increases the Defense bonus to three against battle groups and enemies with *enormous size* or *legendary size*. The Resolve bonus increases to three against fear-based effects.

Committing a Still mote allows the Getimian to ignore or suppress the effects of Outnumber qualities that would target her or affect the outcome of her rolls — such as increased Defense or difficulty.

Inevitable Victory Verse (Repurchase): The Getimian can use this Charm for one scene as a simple action, extemporaneously composing and reciting a poem. She makes a reflexive Inspire roll to Build Power.

INFERNAL CHARMS

General Charms

DEMON-EMPEROR INCARNATION

Prerequisites: Essence 2, Devil-Body Incarnation

The Infernal's Devil-Body evolves, assuming a more regal and monstrous form.

This Charm upgrades Devil-Body Incarnation (**Exalted: Essence**, p. 244). Choose an Ability + Attribute roll iconic to the character. The Infernal may choose to set a number of dice equal to her Essence as successes that apply to all rolls made with it while Devil-Body Incarnation is active.

Additionally, the Infernal picks one option to further customize her Devil-Body. The Infernal may pick options from this list if she repurchases Devil-Body Incarnation at Essence 3 or 5.

- The Infernal may attack out to short range with close combat weapons, or extreme range with ranged weapons.
- The Infernal gains the *enormous* quality. Taking this option again upgrades this to *Legendary size*.
- The Infernal ignores the penalty for influencing multiple targets.

- The Infernal may move an additional range band and doubles 9s on movement actions.
- The Infernal becomes inscrutable, increasing base Resolve by three. Attempts to beat the Infernal's Resolve inflict two dice of damage, bypassing Soak.
- The Infernal gains three Bruised Health levels and ignores all wound penalties.

- **Essence 4:** The Infernal becomes a living environmental hazard of hell weather, unable to be grappled, make attacks, or be harmed without magic. The hazard is difficulty 4, 1 damage per round. The Infernal may spend 1 mote to increase the difficulty by half her Essence. If an opposing character fails the roll to resist, the Infernal may spend up to twice her Essence in Power to add 1 damage for every 2 Power spent

Athletics

SKY-TWISTING FURY

Prerequisite: Athletics 4 or Physique 4

The world contorts around the Infernal's fury as she moves, bending and breaking as she wills.

Spend 1 mote after moving at least one range band. The Infernal rolls Attribute + Athletics or Physique as a feat of strength to destroy something within range. She adds three dice to her pool, which count toward determining if she can attempt this feat. Alternatively, she may create difficult terrain along the distance she has moved.

World-Warping Tread (Upgrade: Essence 2): The Infernal adds five dice to a destructive feat of strength or can warp difficult terrain, rendering it traversable.

Meteor Hoofprint Stomp (Repurchase: Essence 3): After using this Charm, the Infernal may spend 2 anima to create a one-time environmental hazard that affects all characters out to medium range. This hazard deals damage equal to the Infernal's Athletics or Physique, resisted at difficulty 5. Failure renders targets prone. This may not be activated again on the next round. Additionally, she may pay a second mote to target all objects within range with her feat of strength.

DUST-DEVIL FEINT

Prerequisite: Athletics 3 or Navigate 3

The Infernal dissipates into silver sand, streaming through her foes' fingers.

Spend 1 mote when taking the Outmaneuver Build Power action. This does not count as her Charm use for that step. Add two successes, move 1 range band reflexively, and the Infernal and her mount ignore environmental hazards, difficult terrain, and other impasses as long as an opening big enough for sand to pass through exists.

An Essence 4 repurchase allows the Infernal to gain the Immaterial quality (**Exalted: Essence**, p. 319) until the end of the scene after using this Charm.

Awareness

ALL-HUNGER RAPACITY

Prerequisite: Awareness 2

Licking her lips, the Infernal stalks her enemies with hungry delight.

The Infernal adds one die on all Awareness rolls against a target for each of the following that is true, to a maximum of three:

- The target is injured or bleeding.
- The Infernal has a Tie of envy or desire towards the target.
- The target is moving or has a particularly strong smell.
- The target has a Tie of fear toward the Infernal.
- The target possesses something the Infernal wants, or is themselves notably unique.

Wrathful: The Infernal may benefit from up to five conditions.

Close Combat

UNRELENTING HELLBOUND MIGHT

Prerequisite: Close Combat 3

The Infernal's monstrous ferocity rends all who come within reach.

Spend 1 mote when the Infernal wins control of a grapple. The target either suffers two dice of damage, ignoring Soak, or suffers a three-dice penalty on the target's next overcome roll.

World Breaker Grip (Upgrade: Close Combat 4) The Infernal may attack opponents other than the one

she's grappling and may flurry this with grappling actions, suffering a two-dice penalty to the attack.

Infernal Monster Fist (Upgrade: Close Combat 5, Essence 2): When the Infernal reaches 10 Power while in control, she may automatically end the grapple to make a decisive attack but must wager it all. This attack ignores her Essence in Soak. Gain an additional anima.

Screaming Flesh Shield (Repurchase: Close Combat 5, Essence 3): When an enemy declares an attack against the Infernal while she's winning the grapple, she may spend 1 mote on Step 2 to make the attack hit the grappled character instead.

Craft

HELL'S STRANGE BEAUTY

Prerequisite: Craft 3

The Demon City is a place of alien beauty and majesty; evoking its splendor is no less bewitching.

Commit 1 mote when beginning a crafting venture. The Infernal adds one success to every roll of the venture, and the object takes on qualities of the Demon City: wood turns to basalt, stone turns to brass, metal blossoms like flowers, and art takes on an alien quality. These transformed items are especially durable and require one additional success on any roll made to break them. Characters who perceive the item are treated as having a Minor Tie of fascination toward it, its wielder, or its owner. Gain an additional anima.

Embassy

ECSTATIC GLOSSOLALIA BESTOWAL

Prerequisite: Embassy 4 or Performance 4

With a sparking touch, the Infernal opens someone's mind to the churning language of the spheres.

Spend 1 mote to grant a willing target the ability to speak to all spirits, behemoths, and ancient beings, but cannot communicate with mortals other than the Infernal. For this time, they ignore any negative Intimacies and enjoy a state of euphoria. This lasts for one session or until the Infernal revokes this effect and counts as a curse for the purpose of effects that would remove it. Against an unwilling target, roll Attribute + Embassy or Performance against Resolve. Treat this as a gambit with a cost of 3 in combat. Gain an additional anima.

Unknowning-Tongues Dissent (Repurchase: Embassy 5, Essence 2): The Infernal may spend

another mote on success to implant a hypnotic suggestion into the target. Later, she may reactivate this Charm to cause them to take an action as if she'd successfully persuaded them, treating extra successes on the initial roll as repurchases of persuade. The target doesn't remember this Charm being used.

SELF-INFLICTED TRAGEDY ORCHESTRATION

Prerequisite: Embassy 4

With malicious glee, the Infernal works in the shadows to make her opponents destroy themselves.

Commit 1 mote to begin a special Undermine Organization (p. 50) or Infiltration and Espionage venture, depending on if the target is a group or a single person. Success inflicts a disaster on the target, chosen by the Infernal's player with the Storyteller's approval. This disaster always appears to be the fault of the person in question, or of people within the organization. This makes any applicable merits unavailable for a story, or until the affected character takes action to successfully ameliorate the disaster. The organization's leader can accept a hard bargain to avert or resolve the crisis, but its fallout lasts until the end of the next session after that.

The crisis and its aftermath render the organization vulnerable to the Infernal. She may spend one mote to achieve one of the following:

- Characters lose positive ties to the organization or person if they're Minor or reduce them by one step if they're Major.
- The character or organization becomes destitute, falling into economic ruin and ostracization.
- One of the character or organization's friends becomes their enemy.
- The Infernal reveals herself to the character or organization, instilling a Minor Intimacy of despair and fear towards herself.

Integrity

SOUL COADJUTOR CULTIVATION

Prerequisite: Integrity 4 or Sagacity 4

Deep within the Infernal's soul, her demon-spirit blooms with eerie intellect, reflecting the Infernal's infinite potential.

The Infernal cultivates her unwoven coadjutor to sentience, a demonic emanation of her soul. The coadjutor pairs with and expresses one of the Infernal's Intimacies. She gains an extra question for Unwoven Coadjutor (**Exalted: Essence**, p. 76) relevant to their nature.

The Infernal may spend 2 motes or 1 anima to manifest her unwoven coadjutor for the scene, which has the stats of a First Circle demon. If she has more than one coadjutor, she may summon them with a single use of this Charm, paying this cost separately for each of them. She can only externalize up to three coadjutors at once.

Immortal-Soul Multiplicity (Repurchase: Essence 3): The Infernal may create new coadjutors with an Attribute + Integrity or Sagacity venture, analogous to summoning a demon of that circle, or uplift one coadjutor to the rank of Second Circle. She may have up to her Essence in coadjutors. She gains the benefit of an animal quality for any coadjutors she may possess, reflecting their nature bleeding into her own, such as a fast animal ability (**Exalted: Essence**, p. 327) for an agata. Each coadjutor has a unique question it can answer.

Primordial Essence Ascension (Repurchase: Essence 5): The Infernal may uplift a coadjutor from the Second Circle to the Third and gain one of its supernatural qualities.

FREEDOM LETS GO

Prerequisites: Integrity 4, Essence 2

Flying herself of attachments, the Infernal finds joy in apathy.

Spend 1 mote when someone succeeds on a social influence action against the Infernal leveraging an Intimacy. The Infernal may discard that Intimacy to automatically overturn the influence, without granting him bonus dice. Memories associated with the Intimacy's subject fade at the end of the scene. Gain an additional anima.

Navigate

INFINITE DESERT RECURSION

Prerequisites: Navigate 4, Essence 2

The Infernal will always find her way back to the Endless Desert, no matter where she walks.

Spend 2 motes. The Infernal and her allies can enter the Endless Desert of Cecelyne, which leads to the Demon City no matter where they are. Traversing the desert takes five days no matter how much or little they walk. Gain an additional anima.

Mad Prophet Sojourn (Upgrade: Navigate 5, Essence 3): The Infernal enters an altered mind-state, wandering in unknown wilderness for five days. During this time, she suffers a -3 dice penalty to any social rolls and experiences a cryptic theophany from the Yozis that helps her with her current objectives. After five days, she and her companions arrive anywhere in Creation she has been to before or seen visions of.

DUST-DEVIL FEINT

See p. 82.

Performance

ECSTATIC GLOSSOLALIA BESTOWAL

See p. 83.

DESOLATE HEARTS COVENANT

Prerequisite: Presence or Performance 4

The Infernal sanctifies pacts with the oppressed and outcaste, cutting her palm and letting blood spill as sand.

Commit 1 mote when speaking to a group of people that are ostracized, hated, or oppressed within their society. With their support, the Infernal assumes the role of their savior, gaining them as Followers. She gains a second Major Virtue of Loyalty to them and may spend 1 mote to utilize their senses no matter how far away they are. When fighting on their behalf, she gains one Hardness, one Defense, and one Resolve; when making social influence on their behalf, she adds their Follower rating in bonus dice.

Empowered Pariah Uprising (Repurchase: Essence 2): When her Followers are in danger, the Infernal may commit 1 mote to teleport to their sides and turn them into a battle group for the scene.

CHOREOMANIA-INCITING DANCE

Prerequisites: Performance 5, Essence 2

The Infernal's words, notes, or gyrations infect her listeners with an irresistible compulsion to dance. They could no sooner resist than stop breathing.

Spend 1 mote. The Infernal makes a Performance-based Influence roll against all who can hear or see her. On success, in addition to any other purchased effects, they begin dancing uncontrollably. Those afflicted must flurry to take physical actions. Exalted characters remain afflicted until the end of the scene. For all other characters, at the end of the scene, they roll Fortitude + Integrity against the Infernal's Essence to stop dancing. Failure applies a stacking -1 dice penalty to future rolls. If the number

of successive failures exceeds the victim's Secondary pool, they die of exhaustion.

Physique

FRIENDS-AS-FUEL INVIGORATION

Prerequisites: Physique 5 or War 5, Essence 3

In the throes of combat, the Infernal consumes even her own servants to harness their power.

If the Infernal kills and consumes a demon or Demon-Blooded Storyteller character, she automatically enters Corona of Fury for the session, restores two Bruised Health levels, and gains 1 Power. If she's already in Corona of Fury, she restores a mote instead. These Health levels may exceed her permanent amount and last for one scene. Battle groups that witness this must make a difficulty 4 rout check.

Presence

DESOLATE HEARTS COVENANT

See previous page.

DEVIL WARLORD AUTHORITY

Prerequisite: Presence 4 or War 4

The Infernal flings open the gates to hell, haling demons to fight at her side.

Commit 1 mote. The Infernal may enact the Summoning venture (**Exalted: Essence**, p. 313) to recruit a First Circle demon without initiation into sorcery, rolling Attribute + Presence or War in place of Sagacity. She may instead pay 5 anima to instantly summon a First Circle demon for one scene.

An Essence 4 repurchase allows the Infernal to call forth a Size 4 battle group of First Circle demons with Poor Drill, Durant Aegis and one Outnumber quality. This must be done through the Summoning venture.

HELL'S LEGIONS HOWL

Prerequisites: Presence 5 or War 5, Essence 2

The Infernal lets out a blood-curdling scream, joined by the otherworldly voices of her forces.

Spend 2 motes. The Infernal rolls Attribute + Presence or War against the Resolve of all enemies as a simple action, adding the Size of any battle groups she commands as bonus dice. On success, enemy battle groups cannot add their Drill to rout checks against the Infernal and lose Power equal to her Essence. Gain an additional anima.

Wrathful: The Infernal or a battle group or demon under her command gain her Essence in Power.

Ranged Combat

CARAPACE OVEN TRICK

Prerequisite: Ranged Combat 4

The Infernal spreads fires that burn impossibly hot, reducing metal to slag in seconds.

Spend 2 motes. The Infernal makes a special 4 Power *hellfire* gambit. Success automatically renders mundane armor unusable and reduces artifact armor Soak by 2 for the scene. Targets wearing damaged armor suffer half the Infernal's Essence (round up) in environmental damage at the start of every round until they use a simple action to remove the armor. The armor burns for the scene's duration, unless extinguished via magical means. This may be applied to spirits or creatures with natural armor that can trap heat or be heated from within, such as a carapace, manifested scales, or the hide of another beast, who may suffer an additional Health Level of damage and take a simple action to tear off the burning layer of armor.

Wrathful: Targets suffer the Infernal's Essence + 1 in environmental damage.

SCORPION-TAILED MIRAGE TECHNIQUE

Prerequisites: Ranged Combat 5, Essence 3

The Infernal appears to attack her opponents from everywhere, and where the Infernal's people are, she is in truth.

Spend 2 motes on Step 1. This attack becomes an area of effect against all targets within short range of the target. If the Infernal's Command or Followers are present within the scene, she gains one additional Power per target hit for a withering attack, or deals two extra dice of damage on a decisive attack.

Precession-Churned Dust Shroud (Repurchase): Spend an additional mote to grant the Infernal's Command or Followers concealment, increasing to a -3 dice penalty against actions targeting them from outside close range.

Wrathful: The Ranged Combat Excellency may be used with this Charm, ignoring step restrictions. Gain an additional anima.

Sagacity

NOETIC SUMMIT REVELATION

Prerequisite: Sagacity 3

Transcending the limitations of her own mind, the Infernal finds truths unseen to others.

Commit 1 mote during an information gathering or travel venture (**Exalted: Essence**, pp. 161-162) or spend 1 on a Sagacity roll to learn something. The Infernal ignores penalties from partially lacking information, such as not knowing the language of a text or a fragment of an ancient document in a forgotten tongue.

If it's a single roll, double 9s; if it's a venture, the Infernal gains an advantage on her next roll in her venture. Success confers an additional, useful piece of information that she would never have been able to figure out on her own. If the Infernal uses this Charm to navigate or learn about other realms, she ignores all penalties.

Spurned Curses Reversal (Repurchase: Sagacity 5, Essence 3): This Charm can be used to clash curses or effects that transform the Infernal from characters. Success inflicts the effect on its user and reveals their most important secret to the Infernal.

SOUL COADJUTOR CULTIVATION

See p. 83.

(stealth)

CRACKED CELL CIRCUMVENTION

Prerequisite: Stealth 3

The Infernal's Essence surges against restraints and prisons, seeking to break and undo them.

Spend 1 mote. The Infernal automatically breaks out of her restraints, or finds a way out of her prison even if none exists. If this would be contested by a flawless effect, roll off (**Exalted: Essence**, p. 182).

Alternatively, she can use this as a feat of strength to free a restrained target and break all restraints within short range of them, rolling Attribute + Stealth and adding her Essence in successes.

Shatter The Invisible Chain (Upgrade: Essence 2): This roll may also be treated as or enhance a social influence action to overturn any Intimacies of obedience, fear, love, or affection towards those who've hurt the targets.

War

HELL'S LEGIONS HOWL

See p. 85.

BURN THIS BROKEN WORLD

Prerequisite: War 5, Essence 5

At the head of an unstoppable army, the Infernal renders her wrath across the very land. Let it burn; we deserve no more!

Spend 5 motes to enact a special Scouring tactic. During this dramatic scene, the Infernal embarks on a campaign of total destruction, rendering the landscape desolate, destroying cities, killing all who refuse to run. Success permanently strips the opposing army of their Drill, their souls irreparably damaged from what they've seen, destroys any non-Artifact Merits the opposing commander may have which are relevant to the battle, and grants the Infernal five bonus successes on her next war project action. Against player characters, the Sanctity of Merits applies. This tactic can only be performed once per war.

LIMINAL CHARMS

General Charms

DEATHLESS CHAMPION'S RETURN

Prerequisites: Essence 3, True Undeath

Even with head severed from body, the Liminal walks on, for there is work to be done.

The Liminal's Undying Advantage applies even if the Liminal suffers total destruction of their body, unless killed by magic that destroy spirits permanently. If their bodies are totally destroyed, they reform from the grave soil or corpses nearest to their Thread of Life by the end of the session. If effects were used

that seriously hamper or damage spirits (such as Spirit Cutting Glance) they suffer a dramatic injury when reforming.

Additionally, a Liminal may suffer decapitation as an additional dramatic injury and still function. They suffer no penalties when their head is positioned to see their body or is held by it. If their head is unavailable or destroyed, they suffer the hindered penalty (p. 49) to any rolls requiring sight or hearing.

ENTHUSIASTIC SURGERY AUGMENTATION

Prerequisite: None

There is strange solace in joining one's body with the unfortunate broken forms of others.

The Liminal or another character skilled in medicine, taxidermy, or necromancy may graft additional limbs or organs to the Liminal during a dedicated dramatic scene. The Liminal may benefit from one of the following modifications at a time. Repurchase this Charm to choose additional benefits to a maximum of the Liminal's Essence.

- **Manipulator Limbs:** Keep more than two weapons readied at once and ready further equipment as a reflexive action. Repurchase to reduce flurry penalties by 1.
- **Motive Limbs:** Spend 1 mote to double 9s on *outmaneuver* Build Power rolls, on movement actions involving running or swimming, and to any venture roll involving foot racing, chases, or swift escapes. Repurchase to spend an additional mote and gain double 8s.
- **Sensory Organs:** Gain double 8s to avoid ambush or process raw sensory data.
- **Heads:** Gain double 9s to intellectual pursuits.
- **Viscera:** Gain double 8s on rolls to resist poisons, diseases, toxins, and other maladies of the body.

When suffering a dramatic injury, the Liminal may choose to destroy their surgical additions, losing all effects until obtaining replacements.

EXORCIST'S EYE

Prerequisite: None

Whether offering temporary or final comfort, a Liminal can assess potential undead petitioners and problems with but a glance.

When a Liminal first meets or inspects an undead character or corpse, they may ask one of the following questions, spending up to their Essence in motes to ask additional questions, one for one. If supernaturally concealed, the Liminal gains their Essence in automatic successes to break through any relevant disguise, ruse or deception. A Liminal may target a corpse with this Charm, also learning facts about any undead that were once part of it, such as ghosts or unnaturally animated limbs. If no part of a corpse exists in undeath and the question is otherwise inapplicable, the Liminal's motes are refunded.

• *What manner of undead are they?*

• *Do they have unresolved business in the living world?*

• *Do they possess a supernatural weakness or bane?*

• *Do they or did they possess negative Intimacies toward the living?*

• *How strong or dangerous are they?*

LETHE'S CARESS

Prerequisite: None

A moment's contact reveals recent or ancient passions, the Liminal witnessing the foundational moments upon which the crumbling edifice of the present self is based.

Spend 1 mote when touching another character and make a *read intentions* action. For each Intimacy, Virtue, or motive the Liminal discovers, she gains a flash of insight into the memory or incident that most strongly influenced that trait or motive. The Liminal sees such moments clearly, even if the targeted character has a distorted or vague memory of the event. *Weaken* social influence against such revealed Intimacies and *persuade* actions in opposition to such motives or Virtues gain double 8s. Gain an additional anima.

Undead Eyes Focus (Upgrade: Essence 2): The Liminal may make direct eye contact instead of touching the subject, and at Essence 4, they may simply be in the character's presence.

Aspect Modes grant automatic successes equal to Essence when targeting Intimacies, Virtues, or motives related to specific emotions:

Blood: Ambition, greed, or desire.

Breath: Regret or repentance.

Flesh: Anger, rage, or vengeance.

Marrow: Curiosity or obsession.

Soil: Sorrow or yearning.

Finesse

FUNERARY INQUEST

Prerequisite: Finesse 3

All precincts and cantons of death are within the Liminal's purview, and those that visit fall under undying scrutiny.

Invoke this Charm when interacting with another character. During this scene, spend 1 mote to ask one of the following questions. The Storyteller will answer truthfully. Additional questions cost 1 mote each.

The relevant Aspect Mode questions are free.

- **Blood:** *Is there anything this character would kill or die for? If so, is it near?*
- **Breath:** *Is this character haunted, possessed, or affected by a malign magical effect? If so, is the source or perpetrator nearby?*
- **Flesh:** *Has this character ever killed anyone? Was it within the last month?*
- **Marrow:** *Is the character actively acting in pursuit or on behalf of one of their Intimacies right now? If so, what are they focused on achieving?*
- **Soil:** *If living, when was the last time they encountered death or the undead? If dead, when was the last time they interacted with Creation or the Living?*

Rolls to gain further information based on one of these answers gain the Liminal's Essence in bonus dice.

GRAVEN VESSEL

Prerequisite: Finesse or Fortitude 4

From humble clay, proud bronze, or gracefully carved wood, the Liminal constructs a body for the bodyless.

Spend 2 motes and enter a dramatic scene to create an effigy which any ghost may possess, allowing them to affect the living world. As long as the ghost inhabits such a construct, magic or effects that directly target undead cannot affect them, but they cannot participate in combat. Such constructs have a single Health level and no Soak, forcing the ghost into unprotected incorporeal existence if destroyed.

Walking Memorial (Repurchase: Essence 2):

The Liminal may undertake a scene-long, 5-obstacle crafting venture to create a more durable body. This allows a possessing ghost to participate in combat, have 5 Health levels, and gives them base Soak equal to the Liminal's Essence.

KRATER OF SIGHS

Prerequisite: Finesse 3



The regrets of kings, the delights of half-grown babes, and weeping passions of priests: the Liminal carries all these things and more, gently taken moments before rebirth.

When the Liminal assists a ghost in entering Lethe, they may store one of its Intimacies in semi-material form in a specially prepared container of their choosing. When the Liminal takes an action in line with such an Intimacy, they may choose to release it from their container, gaining two or three dice as appropriate to the Intimacy's strength to that action.

Confidant's Cache (Repurchase): Characters may voluntarily donate Intimacies to the Liminal's collection. These always count as Minor Intimacies, and a character may only have one such Intimacy in the Liminal's cache at a time.

Sweet Release (Upgrade: Essence 3): Spend 1 mote to change the bonus or penalty from a released Intimacy to successes instead of dice.

Breath Nature: When releasing an Intimacy, choose to have another character in the scene gain it as a Minor Intimacy as if they had made the *instill* social action.

Soil Nature: Reflexively release an Intimacy when another character takes an action in opposition or harmful to it, inflicting a two-die penalty on that action.

LIMB-AND-DIGIT PROLIFERATION

Prerequisite: Finesse 4

Legs and fingers are useful things, and so the Liminal splits their limbs into so many more useful demi-legs and quasi-appendages, propelling themselves along at a terrifying rate.

Commit 1 mote. The Liminal may flurry the sprint action, ignore difficult terrain, and travel up sheer vertical surfaces as special movement as long as they don't take a reflexive move action.

Skittering Celerity (Repurchase: Essence 2): Reduce all flurry penalties including a movement action by 1, or 2 if in Marrow Nature.

Thousand Ceaseless Footsteps (Upgrade: Essence 3): If the Liminal has additional motive appendages from Enthusiastic Surgery Augmentation, they may stand up from prone reflexively and may still take reflexive actions when flurrying sprint. While active, spend 1 Health level or end Flesh Nature to move an additional range band with a movement action.

VISCERA AND SINEW DISPLACEMENT

Prerequisites: Finesse 3, Essence 2

Flesh tears, vein and sinew disappearing through secret passages outside the world, before the Liminal reassembles at their chosen destination.

Spend 1 mote and 1 Health level. The Liminal disassembles into their component parts, leaving only an ominous smear behind, and may reassemble anywhere within medium range, bursting back into existence as they reassemble themselves. Gain an additional anima.

Gory Passage (Upgrade: Essence 3): During a travel venture, after successfully overcoming an obstacle, use this Charm to overcome an additional obstacle. This may be used once per venture.

Nerve-Reflex Jaunt (Repurchase): Activate reflexively against an attack on Step 7. All non-damage effects of the attack are ignored, including externally inflicted dramatic injuries.

Blood Nature: Spend additional Health levels to bring willing characters with you, one for one.

Flesh Nature: Waive the Health level cost of this Charm.

Marrow Nature: The Liminal may use this Charm as part of a Build Power action.

Force

DEATH-MASK SHATTERS

Prerequisites: Force 4, Essence 2

The Liminal's understanding words shatter calcified emotions and festering grievances, opening the way for relief and change.

Spend 2 motes when making a *weaken* social influence action. On a success, instead of the normal effect, the targeted Intimacy becomes a Minor Principle dedicated to moving on, surpassing, or healing from the original Intimacy. A Tie of hatred (Mnemon) may become a Principle "I must not allow my hatred of Mnemon to rule me;" while the Principle "Prasad Must Be Destroyed" might become "Violence against the Prasadi causes more problems than it will solve." If the target chooses a hard bargain, the target retains the original Intimacy as well. This power may explicitly target supernaturally imposed or created Intimacies, even temporary ones.

Aspect Modes grant automatic successes equal to Essence when targeting Intimacies related to specific emotions:

Blood: Ambition, greed, or desire.

Breath: Regret or repentance.

Flesh: Anger, rage, or vengeance.

Marrow: Curiosity or obsession.

Soil: Sorrow or yearning.

IMPOSSIBLE STRENGTH OF AN ENDLESS CYCLE

Prerequisites: Force 4, Essence 3, Muscle-Hemorrhaging Exertion

An echo of the dark mystery behind the Liminal's creation works through them, unleashing unspeakable force onto the physical world.

Once per session when making a feat of strength or damage roll, ignore the dice limit. Reset if the Liminal suffers a dramatic injury.

Flesh Nature: Add 1 die for every Health level of damage the Liminal currently suffers.

Soil Nature: End Soil nature to reset this Charm's limit, once per session.

MEDIUM'S CONTEMPLATION AND CONVOCATION

Prerequisite: Force 3

The intermingling of life and death contain many secrets, musings, and intuitions, which the Liminal Exalted may follow to greater revelations.

When making an investigation or research venture, spend 1 mote to ask one of the following questions. The Storyteller will answer truthfully. Additional questions cost 1 mote each. Gain an additional anima.

- What do the local dead make of this?
- What source of Underworld lore might reveal more?
- What locals have powerful emotions related to this?
- Who has this hurt?
- What deathly forces has this disturbed?

Blood Nature: When pursuing ventures in line with one of the Liminal's Intimacies, gain that Intimacy's value in additional dice.

Breath Nature: Speaking to ghosts or the undead completes an additional obstacle the first time an obstacle is successfully overcome.

Marrow Nature: Recently dead local animals contribute to the research efforts, collecting physical evidence or observations as necessary. Cut corners once without suffering additional consequences.

PARLIAMENT OF ARMS

Prerequisites: Force 4, Essence 2

Bone cracks, sinew splits, veins reattach; an arm becomes two, and its siblings work together to solve the Liminal's problems rapidly...sometimes acting of their own volition.

Commit 1 mote. The Liminal's arm or arms split and divide into an array of rapidly reacting, constantly moving smaller limbs and digits. They may make area attacks against targets within close range. If combined with another effect that allows area attacks, those attacks gain three dice to both attack and damage rolls.

Thousand Saint Palms (Repurchase: Enthusiastic Surgery Augmentation): If the Liminal possesses additional arms from Enthusiastic Surgery Augmentation, they may add any universal or melee tag to their unarmed attacks. End Breath or Soil Nature to add the *artifact* tag until the end of the scene.

Thousand Thorns of the Body (Repurchase): Spend 1 mote on Step 8 to make a counterattack with the limbs as a heavy weapon with the *piercing* tag. End Breath or Soil Nature to add the *artifact* tag.

Blood Nature: The Liminal may take the Power Exchange action targeting characters they possess Intimacies towards reflexively.

UNQUESTIONABLE RICTUS

Prerequisite: Force 4

Unnatural energies animate the Liminal's emotional requests, those petitioned strangely compelled by unearthly expressions and movement.

When making a social influence in line with one of the Liminal's Intimacies, the Liminal may add that Intensity in dice to the social influence roll. However, if they do so, characters gain that many dice to attempt *read intentions* rolls targeting the Liminal for the rest of the scene.

Special: If a target chooses to ignore the Liminal's social influence action, the Liminal may end their current Nature to impose a dice penalty equal to their Essence on all rolls their target makes for the rest of the scene, rather than gaining the usual benefits from ignored social influence.

Fortitude

ARK AND SANCTUARY MIND

Prerequisite: Fortitude 4

The Liminal invites lost or endangered spirits to dwell in safety within themselves, gaining the benefit of their counsel.

Commit 1 mote. A friendly ghost, spirit, or other character capable of dematerialization or possession may shelter themselves inside the Liminal, protected from all effects as long as the Liminal is not Incapacitated. They may target the Liminal with mental teamwork actions, automatically granting 1 die.

Echoing Inner Holds (Upgrade: Essence 3): Commit an additional mote to allow any number of valid friendly characters seek shelter inside the Liminal. The Liminal gains the benefits of being light armor if it doesn't already possess it, and the *durable* (1) quality (**Exalted: Essence**, p. 316) if they do. Mental teamwork actions grant an additional die per character, to a maximum of the Liminal's Fortitude.

Strange Sea Pilot (Repurchase: Essence 3, Enthusiastic Surgery Augmentation): While the Liminal possesses additional crania as a result of Enthusiastic Surgery Augmentation, a friendly character benefiting from this Charm may also take actions through the Liminal's body, using their dice pools and Charms but the Liminal's equipment and ongoing effects. In combat, they act on their own turn, and their actions do not count against the Liminal's.

DEATHLESS SENTRY'S MARK

Prerequisite: Fortitude 3

Sigils in blood and talismans of buried bone mark a place under the Liminal's protection, repelling the undead.

Spend 1 Health level and 1 mote to spend a dramatic scene marking a place up to as large as a mansion with the Liminal's blood, bone, or flesh. Unintelligent undead creatures will not enter a structure or approach the boundary unless compelled through magically. All non-Exalted undead suffer the Liminal's Essence in success penalties to hostile, deceitful, or harmful actions and static values while in the area or attempting to affect characters inside its bounds. The Liminal knows when this protection triggers, no matter the distance, and may have up to their Fortitude in places protected by this Charm at one time. Gain an additional anima.

Tireless Vigilance (Repurchase: Essence 2): The Liminal may spend an additional Health level to add an additional category of non-Exalt supernatural beings affected by this Charm, such as creatures of darkness, elementals, or Fair Folk.

Graveward Guardian's Wrath (Repurchase: Essence 3): Affected characters also suffer an environmental hazard that deals Liminal's Essence in damage every round, which may be resisted normally as a

simple action. This lasts until the end of the scene.

IRREGULAR BODY GEOGRAPHY TRAP

Prerequisite: Fortitude 3

There is no certain anatomy to a Liminal's body, no sure map to striking them down, and in those tangled flesh routes, all matter of attempted invader may be trapped.

Spend 1 mote on Step 8 after a decisive attack to make a *disarm* attempt as a counterattack, reducing the Power cost by the Liminal's Fortitude to a minimum of 1. If successful, the Liminal may trap the weapon in their body for the scene; committing 1 mote to do so to artifact weapons. Enemies may retrieve the trapped weapon with a *disarm* gambit but increase the cost by the Liminal's Fortitude.

Blood Nature: Reflexively ready any captured weapon. At Essence 2, they may attune an artifact for the scene.

Flesh Nature: Violently expel all trapped weapons as a simple action, inflicting an environmental hazard with a damage rating equal to twice the number of weapons expelled to enemies within close range, to a maximum of Fortitude.

Soil Nature: Reflexively rot and corrode any non-artifact weapons absorbed to make a *focus* Build Power action, which gains bonus dice equal to the number of weapons corroded, to a maximum of Fortitude.

Awful Entrail Mire (Repurchase): If the Liminal possesses additional viscera from Enthusiastic Surgery Augmentation, *ensnare* gambits benefit from and may be used with this Charm and its counterattack.

PSYCHOPOMP'S UNDERSTANDING EMBRACE

Prerequisites: Fortitude 4, Essence 2

Attempts to meddle in the Liminal's mind are stymied, arousing no more than the Liminal's gentle concern for the demagogue, seducer, or supernatural interloper.

Once per scene, when the Liminal is successfully targeted with social influence, effects that create or modify Intimacies, or similar emotion or mind-altering effects, they may instead choose to gain the minor Intimacy "(Influencing character) Needs My Help" or increase it to Major if it already exists. That Intimacy may not be weakened or removed in the scene it is created, and this effect may not be used if relevant Intimacies are all already Major. Against supernatural effects, this also prevents any connected effects.

Aspect modes add additional Intimacies they may gain in place of the default.

Blood: “I must gain (character’s) respect, friendship, or love.”

Breath: “I must help (character) fix their mistakes before it’s too late.”

Flesh: “I must defeat (character) in individual competition or battle.”

Marrow: “I must learn more about (character)”

Soil: “I must help (character) avoid making a mistake before it’s too late.”

SOUL-STREWN BORDERLANDS UNDERSTANDING

Prerequisite: Fortitude 3

The Liminal comes to know the edges of life and death as they do their own skin, walking as comfortably through a shadowland as a meadow.

When searching for a route between Creation,

shadowlands, the Underworld, or other deathly locations as a dramatic scene, roll Sagacity or Navigate. On a success, the Liminal discovers the safest and quickest route to the desired realm, automatically surmounting the first obstacle if a venture is required. If such travel is impossible due to mystical or other external constraints, the Liminal knows and understands the obstacle.

Through the World’s Skin (Repurchase: Essence 4): Pay an additional Health level to immediately force open a route between realms on a successful roll, tearing the space to create a portal in an instant. Such routes last for at least as long as it takes the Liminal and their companions to transit them.

Breath Nature: The Liminal may allow ghosts who accompany them to freely materialize in Creation or protect living characters from deathly hazards of the Underworld for a scene after arriving.

Marrow Nature: On a success, the Liminal also learns useful or important facts about their immediate surroundings or destination.

LUNAR CHARMS

Bond Modes

A few Lunar Charms presented here have the **Bond** mode. These are unique modes that do not require special purchase. Lunar players may create new Bond modes following the rules for creating personal modes.

In the First Age, the Lunar Exalted formed a pact with the Solar Exalted as a gesture of peace following a terrible war. This pact was sealed with rituals tying them to one another in bonds that would transcend their mortal lives. A Lunar meeting their bondmate for the first time in their current life immediately recognizes their bond and forms a Minor Tie to the person if they don’t already have one.

With all of that said, there are three important facts to remember about the Lunar bond:

- Not every Lunar Exalt has a bondmate. This is a mechanic and story for the individual player to decide on.
- Not every bond is romantic. Some bonds are familial, some are intense rivalries, and some

are... complicated.

- Not every bondmate is a Solar. Many of the Solars are now Abyssal or Infernal Exalted, to the Lunars’ surprise and shock. Even rarer, some Lunars choose to bond to other Exalt types. Ask your Storyteller for permission if you’d like to develop such an unusual bond.

General

INCHOATE SELF REALIZATION

Prerequisites: Essence 3, Many-Faced Moon Transformation

Even among her fellow shapeshifters, the Lunar is infamous for her flexibility and subtlety.

During a scene where the Lunar isn’t present, she can claim a trivial human or animal already present whose form she could take is actually her. She can’t replace narratively important characters in a scene this way. For the rest of the scene, her Tell can’t be spotted and she is not a valid target for *read intentions*. If she attacks from this form, her targets are surprised and this effect ends.

LIFE OF THE HUMMINGBIRD

Prerequisite: Essence 2

The Lunar samples a taste of her target, granting their form for a fleeting moment.

The Lunar acquires a sample of her target. For the rest of the scene, she may freely shapeshift into the target as if they were one of her heart's blood shapes. **Predators** must taste their blood, either via one health level of damage done in combat, given a sample freely, or tasting it otherwise. **Stalkers** must get close enough to the target to understand him, either physically or emotionally, without the subject noticing. **Tricksters** must steal something from the target, either an object that belongs to them or a personal secret they hold.

Finesse

COYOTE-AND-BADGER TACTICS

Prerequisite: Finesse 2

The Lunar flawlessly coordinates with her allies, harrying the enemy at every turn.

When the Lunar purchases this Charm, choose two of its unique modes. At Finesse 3, she may repurchase this Charm to gain two additional modes.

Spend 1 mote on Step 5 of a gambit to invoke one of the following modes. Gain an additional anima.

Deadly Pack Technique: The Lunar and a number of allies equal to her Essence rating may use Power Exchange with each other reflexively until the end of her next turn. This can't reflexively grant Power to someone Incapacitated.

Harrying Howl Technique: The next of the Lunar's allies to attack the target steals 2 Power from him.

Twin Fangs Technique: The Lunar passes initiative to an ally, who gains a two-dice bonus to their attack against this target. This initiative pass cannot be interrupted.

Tail-Seizing Technique: The next of the Lunar's allies to attempt a gambit against this target spends 2 fewer Power to do so, to a minimum of 1 Power.

CUNNING BEAST-WARRIOR REFLEXES

Prerequisite: Finesse 5

The Lunar's every move is a blur of silver Essence and pure power.

Spend 1 mote on Step 1 to reduce the penalty to

both actions in a flurry containing an attack to -1. If an attack supplemented by this Charm targets an enemy who hasn't acted this round, the Lunar gains a 1-success bonus that does not count toward the success cap and reduces his Hardness against her attacks by 2 until the start of her next turn.

Supreme Predator Alacrity (Bond): When the Lunar rolls more successes on Join Battle than any other participant except for her bondmate, she and her bondmate gain 2 Power or two anima reflexively, at no cost.

Wasp Sting Blur (Upgrade: Essence 3): The Lunar can spend an additional mote on Step 1 to add a third action to a flurry supplemented by Cunning Beast-Warrior Reflexes, which may be a second attack and may explicitly be a clash or counterattack later in the round but must use a different Ability. This cannot be combined with other effects that provide additional actions.

RUNNING THROUGH THE HERD

Prerequisites: Finesse 5, Essence 3, Cunning Beast-Warrior Reflexes

Like a predator amidst the stampede, the Lunar uses every advantage to strike her foes.

Once a session, when the Lunar gains 8 or more Power from her withering attack against a target that has not acted this round, on Step 5 she may immediately make a decisive attack against this or another target, reflexively moving one range band either before or after. The decisive attack cannot be counterattacked. If she has already used her actions for the round, she must first activate Wasp Sting Blur to use Running Through the Herd.

LYING TO THE WORLD

Prerequisite: Finesse 4

Her protean Essence not only enhances her deception, it keeps her from being found out.

When facing an effect that would reveal she is a shapeshifter or imposter, the Lunar increases Resolve by one or adds a two-dice bonus that does not count toward the limit to her opposed roll.

Additionally, she may spend 1 mote to increase Resolve by two against influence that would uncover any of her lies. When she does so, gain two additional anima.

Clover Can't Be Found (Repurchase: Essence 3): All mundane attempts to oppose the Lunar's

non-combat Finesse-based rolls suffer the hindered penalty. If a character holds Ties of fear or desire toward the Lunar, or holds an Intimacy that supports exposing her lies, his rolled attempts to locate or expose her suffer a dice penalty equal to the strength of the Intimacy.

PROWESS-GRANTING TROPHY CRAFT

Prerequisite: Finesse 4

The Lunar imbues her art with the great vigor and beauty of her quarry.

When the Lunar crafts a personal-scale item using as essential components materials harvested from a significant beast they helped to slay, they select an appropriate animal quality for the item to convey to its user. At Essence 2, the Lunar may enhance a worn item with Sharing Luna's Gifts (**Exalted: Essence**, p. 264), conveying its effects to the user for as long as he wears it.

God-Skinning Hunter Art (Repurchase: Finesse 5, Essence 3): When the Lunar crafts an artifact using materials harvested from a spirit or other supernatural being they helped to slay as essential components, they may waive the 1-mote surcharge for using Wonder Crafting Initiation up to three times. Gain a 1-success bonus on venture rolls that does not count against the success cap, when the Lunar incorporates the nature of the slain spirit into their Stunt. When the artifact is complete, the Lunar may immediately learn its first Evocation at no cost.

Bond: When the Lunar gifts an item she created using Guile-Granting Trophy Craft or its modes to her bondmate, he may leverage any Ties his social influence targets hold toward the Lunar as long as he openly bears that item.

SCENT-OF-ALL-FAMILIES ATTITUDE

Prerequisite: Finesse 3

Though not always, necessarily, a chameleon, the Lunar can blend in wherever she goes.

Any creature or character who meets the Lunar assumes she is one of his own if she is in a similar shape. She cannot be penalized for being an outsider or misunderstanding cultural norms, and others cannot benefit from their negative Ties toward outsiders when interacting with her.

Additionally, by spending 1 mote, an outside observer cannot pick the Lunar out of a crowd unless he knows her Tell. This effect ends if the Lunar takes overt action, such as attacking or reaching 5 anima.

At the end of the scene, if no one exposed her, the Lunar gains two anima.

Fickle Lady's Shifting Star (Upgrade: Essence 4): While a mote is committed to Scent-of-All-Families Attitude, scrying, astrology, and other magics to determine the Lunar's identity, actions, or location give incomplete results. The magic only gives accurate information to the extent it can do so without contradicting the Lunar's illusion. Magic that enhances mundane attempts to see through disguises is unaffected by this mode.

Bond: While a mote is committed to Scent-of-All-Families Attitude, the Lunar may extend the blessing of inconsequentiality to her bondmate. As long as they take no action to undermine the Lunar's disguise, an observer finds nothing unusual about their presence in the scene, coming up with his own justifications for why they're there.

Force

CROSSROADS WALKER CHARISMA

Prerequisites: Force 4, Essence 2

Striding as they do between shapes and societies, the Lunar is a skilled mediator between this world and the others.

Increase Resolve by one against spirits and fae. They feel compelled to listen peacefully when the Lunar speaks as long as she and her companions are noncombative and inoffensive. Spirits and fae of higher Essence rating may resist this effect and initiate aggression by facing a hard bargain: either the Lunar and her party begin combat with 3 Power, or they begin with three additional anima. If the Lunar or her companions initiate aggression, this effect ends.

Additionally, the Lunar may roll Force (typically with Presence or Sagacity) to determine a pleasing offering to a spirit or fae, against difficulty 2 plus the target's Essence rating. On success, the Lunar knows both where it is and how to acquire it; on failure, she knows only one of those things, and must endeavor to discover the rest. Once in hand, the Lunar may invoke the offering in social influence against its intended recipients as though it were a major Intimacy. The first time the Lunar displays the offering to its recipient, she gains two anima.

OBSESSION-BUILDING PRESENCE

Prerequisite: Force 5

His every laugh, smile, and wink captivates them. Their thoughts can't escape him.

Commit 1 mote. For the scene, calculate the Lunar's base Resolve with Force instead of Integrity, and double 8s on all rolls related to one of the following:

- Intimidation, provocation, and revulsion
- Romance, flattery, and fascination

All-Consuming Obsession (Repurchase: Essence 2): Spend 2 motes after social influence when the Lunar has successfully *instilled* or *strengthened* a Tie of fear or desire toward himself. As long as the target holds this Tie, she cannot form new memories that aren't related to it. If the Tie isn't weakened or removed before the end of the session, a Tie toward someone else weakens or disappears instead.

Soul-Scarring Fixation (Repurchase: Essence 4): Anyone who holds Major Ties of fear or desire toward the Lunar always faces a -1 penalty to Resolve against social influence where they know he is the instigator. Additionally, they face a three-dice penalty on any actions they believe the Lunar would disapprove of, and they cannot attack or harm the Lunar or his known allies. The target may resist this effect for the scene with a simple roll at difficulty 5.

SURGING THEWS TECHNIQUE

Prerequisite: Force 4

The Lunar is an overwhelming presence on the battlefield, a literal force of nature.

Commit 1 mote to add a 3-dice bonus to Feats of Strength for the scene.

When the Lunar crosses range bands with this Charm active, she may reflexively attempt a feat of strength to destroy an obstacle in her path, adding her Essence rating as a success bonus. If she spends an additional 1 mote on success, the range band becomes difficult terrain due to the debris left behind. Whenever she destroys an obstacle this scene, she gains an additional anima.

Bond: If the Lunar is conveying her bondmate — carrying him, serving as a steed, etc. — the two of them can move or sprint unimpeded through difficult terrain created by this Charm and its modes.

WORLD-SHAKING SLAM

Prerequisites: Force 4, Essence 2

The Lunar's strength breaks not just her prey but the world around him.

Spend 1 mote on Step 5 of a successful *knockback* or *knockdown* gambit to destroy the surface the Lunar's target impacts. This counts as a feat of strength, using the extra success from Step 5 as the dice pool for performing the feat. She may spend an additional 1 mote to create difficult terrain in her range band per Surging Thews Technique.

VICTORIOUS BEAST KING

Prerequisites: Force 3, Essence 2

He and his soldiers fight as one, his triumphant Essence urging them to wild feats.

Spend 1 mote on Step 7 of a decisive attack. Make a reflexive Build Power roll using Force, granting all Power gained to a battle group under the Lunar's command. The Lunar must then pass initiative to his battle group, which cannot be interrupted. Gain an additional anima.

Rank-Sundering Carnage (Upgrade: Essence 3): Spend an additional mote when an attack supplemented by Victorious Beast King triggers an enemy battle group rout check or increases the wound penalty of a significant target. The Lunar's battle group makes a decisive attack against the same target, doubling the extra successes added to Step 6. If the targeted battle group is still standing, the difficulty of its rout check increases by 2.

Raiton Follows After (Repurchase: Force 4): If a battle group under the Lunar's command makes a decisive attack against an enemy penalized by the Lunar's concentrated attack or gambit, it gains a three-dice bonus. If the Lunar's battle group causes an enemy battle group to suffer a rout check, both it and the Lunar commander gain 2 Power.

Bond: The Lunar may apply Victorious Beast King and its modes to battle groups under his bondmate's command. He may also grant up to his Essence rating in Power generated with Victorious Beast King or Raiton Follows After to his bondmate instead of his battle group.

Fortitude

FINDING THE NEEDLE'S EYE

Prerequisites: Fortitude 4, Essence 2

Her tremendous patience and deadly focus allow the Lunar to seize even the smallest opening in her foe's defenses.

Spend 1 mote on Step 3 after a round in which the Lunar did not take an attack action or cast a spell. Roll twice and take the higher result. If targeting an enemy who attacked the Lunar last round, the enemy suffers -1 to Defense on Step 4. If the enhanced attack misses, it cannot be redirected to a different target.

At Essence 3, this Charm may be used again on Step 6 to reroll damage.

Heel-Splitting Fang (Repurchase: Fortitude 5): Spend 1 anima on Step 5 when using Finding the Needle's Eye to supplement a *disarm*, *distract*, or *reveal weakness* gambit. The target loses 4 Power.

Bond: If the Lunar uses this Charm or its modes and then hands initiative to his bondmate, she doubles 9s on an attack against the same target.

OMINOUS MOON SHADOW

Prerequisite: Fortitude 4

The Lunar's manner both dims and outshines the lesser stars surrounding her.

Spend 1 mote when a social influence action targets one of the Lunar's allies, whether he is aware of the attempt or not. He reflexively inflicts a three-dice penalty.

Alternatively, he may spend 1 mote when a character attempts to use *read intentions* against him, whether he is aware of the attempt or not. He responds with an attempt to *instill* a Tie of fear or desire toward himself, adding a three-dice bonus if their attempt failed, or a three-success bonus if it succeeded. Once a scene, when a character gains a Tie because of this effect, the Lunar gains two additional anima.

The Tiger Unleashed (Repurchase: Essence 4): Commit 1 mote when the Lunar first enters a scene. The Lunar's allies increase Resolve by two. Enemies suffer a three-dice penalty to senses and social influence except when opposing the Lunar's Stealth. Everyone present is wary of or fascinated by him, and this can be leveraged as though it were a Minor Tie. If combat breaks out, enemies suffer a 3-success penalty to Join Battle.

Bond: With an appropriate Stunt, the Lunar and his bondmate may increase their Resolve with their Intimacies toward one another regardless of context whenever they share a scene.

HUNTED STAG MAJESTY

Prerequisite: Fortitude 4, Essence 2

Like a stag in the moonlight, the Lunar's presence awes even the hunter.

Spend 1 mote on Step 2 when the Lunar is targeted by a physical attack, social influence, or spell he cannot perceive or is otherwise not expecting. He makes a reflexive Fortitude-based *dissuade* roll to force the target to change their action. If successful, the aggressor must redirect the action to another target, or take a different, non-combat action, refunding any resources spent on Step 1. The target suffers a 1-success penalty on influence or Step 3 of attacks targeting the Lunar for the rest of the scene.

SOUL-PIERCING PREDATOR GAZE

Prerequisites: Fortitude 3, Essence 2

Eyes flashing, she reads the sum of his character in a single glance and grins at what she finds there.

During this scene when discerning her target's secrets or weaknesses, spend 1 mote to ask one of the following questions. The Storyteller will answer truthfully. Additional questions cost 1 mote each. Gain an additional anima.

- *How is this the result of something shameful, or how will its revelation disgrace him?*
- *How has this plagued his ancestors, or how will it plague his descendants?*
- *Which of his allies is the cause of this, and is he aware of their betrayal?*
- *What Charm, sorcery, or other magic inflicted this?*

For the rest of the story, the Lunar gains a 2-dice bonus to rolls when she leverages what she learned.

OMEN-BEAST'S EVIL EYE

Prerequisites: Fortitude 3, Essence 4, Soul-Piercing Predator Gaze

With a laugh like cracking ice, the Lunar points her claw and pronounces a curse upon the wicked.

Commit 2 motes when the Lunar confronts her target with knowledge gleaned from Soul-Piercing Predator Gaze or other investigative magic. She declares a devastating calamity his secret or weakness will soon draw down upon him, and inflicts him with the Evil Eye curse, functioning similar to a disease:

Minor (1 Session/special): The doom seems distant but weighs on the sufferer's mind. He fails one

action of the Storyteller's choosing related to his secret or weakness.

Major (1 Session/special): Dread begins to set in. The sufferer faces a 2-success penalty to all rolls related to his secret or weakness.

Extreme (1 Session/special): Paranoia consumes him. The sufferer automatically fails all rolls related to his secret or weakness. His doom will strike at the end of the interval.

At the end of an interval, the Lunar reminds the sufferer of his impending doom and offers him a hard bargain: either the curse continues and increases in severity, or the sufferer agrees to complete a defining task of her choice. If he accepts, the Evil Eye curse reduces to Minor severity; upon completion, the curse is lifted entirely. If the Lunar is not present to offer this hard bargain, the curse does not progress. This can be used once per story.

UNSTOPPABLE JUGGERNAUT INCARNATION

Prerequisites: Fortitude 4, Essence 3

The Lunar is so thoroughly in command of her own body, she alone determines whether to be wounded.

Spend 1 mote on Step 7. If the damage taken fills all the Lunar's Health levels of one type (such as all his Bruised levels), any further damage is negated. This does not count as the step's Charm use. Gain an additional anima.

Wound-Mastering Body Evolution
(Repurchase: Essence 5): Spend 2 motes on Step 7 when the Lunar suffers any damage. Until the beginning of his next turn, the Lunar's Soak cannot be reduced and his Hardness is set to 10. This may be activated separately or alongside Unstoppable Juggernaut Incarnation's base effect.

SIDEREAL CHARMS

Prayer Strips

Some Sidereal Charms reference the concept of a **prayer strip** — a length of paper inscribed with a prayer, proverb, poem, or litany to the Maidens. Characters are assumed to have a stash of them on their person if she knows any prayer-strip Charms. If a player wishes to spend time crafting them, it is a normal crafting venture typically using Embassy, Performance, or Sagacity. When a player includes leveraging the prayer strip while using a prayer-strip Charm as part of a Stunt, gain an additional anima.

Athletics

NEIGHBORHOOD RELOCATION SCHEME

Prerequisites: Athletics 5 or Navigate 5 or Physique 5, Essence 5

Tying a glowing prayer strip around her waist, the Sidereal snags a location and drags it out of danger.

Spend 2 motes. The Sidereal targets a landmark, natural feature (such as a mountain or river), or a community up to the size of a small city. She ensnares this area and moves it, dragging it from one area to another as a unique series of dramatic scenes. All inhabitants, features, demesnes and manses, habitations, and native creatures, etc. move along

with the snared location. The Sidereal must move under her own power and cannot use a vehicle, excluding mobility aids and similar devices.

These unique dramatic scenes do not require rolls — instead the location must be dragged to safety, away from doom. The first scene of movement costs nothing but whatever disaster would befall the area still does, though with less intensity. Each subsequent scene costs the Sidereal 1 Health level to continue, decreasing the severity of the foretold disaster until five scenes have passed at which point the location is safe. A Sidereal may generally move a location instead, moving it at the distance she could walk in a day per scene.

The inhabitants of the moved location are unharmed but can't interact with outsiders without specialized magic until they reach their destination. Once the Sidereal stops moving, the region integrates into the world around her. It won't destroy anything that was there originally — a forest moves to make room; a village blends its architecture together with a moved city. All memories, maps, heavenly records, and other documentation update automatically to reflect that the moved location has always been there. Significant characters can notice the change with magic that identifies other magic but must roll as though resisting Arcane Fate.

TROUBLE REDUCTION STRATEGY

Prerequisite: Athletics 4 or War 4

Calculating the best possible outcome, the Sidereal defends her allies with a blessing of her own skill.

Commit 1 mote for the scene. Allies within close range of the Sidereal may substitute her Defense or Hardness for theirs on Step 4, treating it as their new base value. The Sidereal may use any effects that increase these values to bolster her allies, paying the cost and following any steps as usual. Gain an additional anima.

UNEXPECTED DELAY

Prerequisite: Athletics 5

With a flick of her wrist, the Sidereal's weapon slows her enemy or a moving object to a crawl.

Spend 1 mote and enact the following gambit:

Unexpected Delay (3): Make an attack against the target's Defense, which may substitute Athletics for Close or Ranged Combat. If successful, until the end of the next round, the target can no longer take combat movement actions except for her basic movement, which is no longer reflexive. This includes special movement made reflexive by Charms or other qualities, such as flight or swimming.

This Charm can be enacted outside of combat to immediately arrest the movement of an object or vehicle. Objects stop completely, even if impossible, while a vehicle's pilot can make a simple Force + Navigate roll to get the vehicle moving again. If this would be contested by a flawless effect, roll off (**Exalted: Essence**, p. 182).

Awareness

CONCLUSIVE WISDOM

Prerequisites: Awareness 5, Essence 3

The Sidereal holds aloft a prayer strip glowing with the colors of her anima. Onlookers behold a vision of their own demise and must face mortality or flee.

Spend 2 motes. Roll Awareness against the target's Resolve. If successful, the target witnesses a vision of his destined death. If his death has not been destined (such as a god or one of the Exalted) he instead sees the most likely cause of death resulting from the current circumstances. He must immediately make a reflexive Force + Integrity roll at a difficulty equal to the Exalt's Essence plus one. If successful, he remains shaken by existential dread, suffering a -2 dice penalty to all actions until the end of the scene. If unsuccessful, he instead gains a Major Intimacy reflecting fear of death. An Exalt affected by failure immediately succumbs to the Great Curse. Trivial characters who gaze upon the raised prayer strip flee immediately in terror.

Close Combat

EASILY-ACCEPTED PROPOSITION STANCE

Prerequisites: Close Combat 5, Essence 4

The Sidereal presents his enemy with an easy choice: follow the events he foresaw or suffer.

Spend 2 motes or 1 mote and a set of Stunt dice. The Sidereal declares an event or circumstance that is likely to occur in a scene of conflict — often a combat scene but also in a warfare or a naval combat scene. Examples include reinforcements arriving, fortifications suddenly crumbling, or sudden hazardous weather. The Storyteller may veto any declaration that is too outlandish, implausible, or contradicts established information, but should propose a compromise instead.

A significant character within the scene may choose to reject this outcome, but if they do so, they must resist an environmental hazard using Integrity at difficulty 7, taking damage equal to the Sidereal's Essence. If the target has fewer undamaged Health levels than the Sidereal's Essence, he cannot choose to refute the outcome. If no one refuses the declaration, the Sidereal gains 2 Power and one anima and the chosen event comes to pass. She may only do this once per conflict scene. Gain an additional anima.

ENEMIES OF FATE

Enemies of fate are otherworldly beings outside of fate's weave: demons, fae, and undead, as well as Gefimians, Abyssals, and Infernals. The Storyteller may deem other beings enemies of fate, and some may eventually lose that status by refraining from meddling with fate or destiny and living in Creation or Yu-Shan long enough for the Loom of Fate to account for them.

The undead Liminals are enemies of fate by nature, but maintaining Thread of Life or other living character exempts them from this, serving as their thread of fate. The Alchemical Exalted hale from another world, but their Great Maker long ago integrated himself into fate, a status shared with his world-body's denizens.

PERFECTION OF THE VISIONARY WARRIOR

Prerequisites: Close Combat 5, Essence 5

Placing a prayer strip over her eyes, the Sidereal becomes an unstoppable, perfect combatant.

Commit 3 motes for the scene. The Sidereal receives the following benefits:

- She may use her Close Combat Excellency for free, as if she benefitted from Supremacy of Ability (**Exalted: Essence**, p. 60).
- She may make one additional reflexive clash per round, which does not count toward the usual limit.
- Ignore the penalties inflicted from concealment and surprise.
- Ignore all vision-based penalties, including previously ongoing penalties and any that may be inflicted during the course of the scene.

SPELL-SHATTERING PALM

Prerequisites: Close Combat 5 or Sagacity 5, Essence 2

With a precise strike, the Sidereal unweaves powerful magic.

Spend 1 mote on Step 1. The Sidereal uses the following gambit:

Disrupt (Essence plus two): Forcibly end a currently active Charm, quality, or spell affecting the Exalt's target. A disrupted effect's mote cost remains committed until the user's next turn. An already committed mote is spent at the end of this effect. The Exalt must target a specific quality, Charm, or spell, even if the Exalt doesn't know all of the target's effects.

Unweaving Method (Repurchase): Once per round, when the Sidereal successfully defends against an attack, they can spend 1 mote to attempt a *disrupt* gambit against the attacker as a counterattack on Step 8.

Sorcery Severing Parry (Repurchase): Spend an additional mote to activate this as a clash on Step 2 against an offensive spell or other magical area of effect attack. If the Sidereal wins, the spell or effect is utterly disrupted, and fails to affect any targets.

Craft

IMPLICIT CONSTRUCTION METHODOLOGY

Prerequisite: Craft 5, Essence 5

Fastening a prayer strip to herself, the Sidereal witnesses the inherent nature of the thing she wishes to craft.

Spend 2 motes at the start of any crafting venture, including creating manses or making artifacts. The Sidereal calculates her Craft-based dice pool, which may be modified by the Excellency or other dice bonuses. This pool transforms into a set of automatic successes she and her allies may spend on the subsequent venture rolls. When doing so, they do not count toward the success limit. The Sidereal may opt not to roll to overcome an obstacle, instead comparing half her Craft pool (round up) plus any successes pulled from the set against the difficulty. Once per session, she may choose to pass a roll as if she had exactly met the difficulty and may use the set of successes to purchase any advantages.

Embassy

PRINCE-OF-THE-EARTH ATTITUDE

Prerequisite: Embassy 3 or Sagacity 3

The Sidereal adopts the essential attitude of an Exalt, thusly commanding proper respect.

Spend 1 mote. For the duration of the scene, as long as the Sidereal presents himself as an Exalt or acts as onlookers would expect an Exalt to act, all non-Exalt characters count as having a Minor Tie of awe to him and do not act with hostility toward him unless his Circle initiates aggression. If this aligns with a destiny created by Weaving Destiny, treat the Exalt's Essence as one higher, to a maximum of 5. This does not give her any additional motes but does temporarily qualify for upgrades locked behind Essence minimums. She may not use her increased Essence to acquire Charms through the instant training Stunt benefit that she would not normally qualify for.

A repurchase of this Charm instead gives a Major Tie of professional respect when the Sidereal comports herself in an Exalted way around spirits and Celestial gods.

Integrity

DEATH OF SELF MEDITATION

Prerequisites: Integrity 5, Essence 4

The Sidereal ceases to exist and becomes someone new.

Spend 3 motes. In response to an influence action (or for other reasons of the Exalt's choice) she rewrites her personality and reassigns her Virtues and Intimacies, temporarily deleting who she used to be and becoming someone new. She may choose to set aside her name as well. This immediately alters her Resolve and may make the influence action become unacceptable. This new persona lasts until the Exalt achieves an Exalt, minor, or major milestone, at which point she may choose to restore her original personality or continue to live life as her new identity. She cannot use this Charm again until she achieves the prescribed milestone. Gain an additional anima.

Navigate

FIELD MOUSE RIDER

Prerequisite: Navigate 3

With the right application of Essence, the Sidereal treats any beast as a suitable mount.

Spend 1 mote. For the duration of the scene or for the duration of a venture roll, the Sidereal may ride upon any animal, no matter its size, with no detriment to the creature. A Navigate roll may be required to wrangle the creature unless it is the Sidereal's Familiar. The creature runs, flies, or swims at the speed of a small vehicle or craft. The creature cannot be attacked or take damage from hazards. However, the Sidereal is still exposed to the elements and must resist them as normal. Gain an additional anima.

Taming the Wild Mortal (Repurchase, Essence 2): This Charm may be used on any willing mortal, Exalt, spirit, or Circlemate.

NEIGHBORHOOD RELOCATION SCHEME

See p. 97.

Performance

BRIGAND-AND-CAROUSER ATTRACTING STYLE

Prerequisite: Performance 3 or Stealth 3

To attract likeminded friends, the Sidereal engages in boisterous, dubious legal activity. This carousing attracts scum and villainy alike.

Spend 1 mote and enter a dramatic scene in which the Sidereal spends his time merrymaking, partying, flirting with strangers, and other intemperate activities. As a result, he finds himself caught up with a coterie of outcasts, misfits, and criminals who accept him as one of their own. As long as he spends time with this crew, he gains the following benefits:

- They count as having a Minor Tie of acceptance toward him.
- He increases his Resolve by 2 against influence actions that persuade with anything *other* than earthly pleasures: food, drugs, sex, etc.
- He may use Stealth in place of Presence or Embassy on rolls involving the social activity of the crew and Performance in place of Stealth on rolls to avoid detection by authorities or law enforcement.

Physique

NEIGHBORHOOD RELOCATION SCHEME

See p. 97.

SHATTERED STEPPING-STONE ADVANCE

Prerequisites: Physique 5, Essence 3

The Sidereal smashes into the ground in order to launch themselves into the air.

Spend 2 motes. The Sidereal automatically succeeds on a greater feat of strength to destroy whatever surface they stand on or create a crater in large surfaces like the ground. They instantly launch themselves two range bands either vertically or horizontally, which does not count as their movement action.

TRANSFORMED CHARACTER CHARMS

Some Charms like Death of Self Meditation require a player to create a new character. In these instances, we recommend not stopping play to build a whole new sheet and instead make the changes necessary to impact the current scene, then work the rest out between sessions. Players and Storytellers should make their best efforts to communicate with each other while making alternate identities for the Sidereal.

Earth-Breaking Leap (Upgrade: Essence 4):

This may be an extreme feat of strength and launches the Sidereal an additional range band. A crater made by this Charm creates a zone of difficult terrain that covers two range bands.

Presence

AVOIDING THE TRUTH TECHNIQUE

Prerequisite: Presence 3 or Sagacity 3

Ladening her words with deceptive Essence, the Sidereal transforms the truth into a lie.

Spend 1 mote and make a *persuade, dissuade, or set up* influence action. Regardless of what she says, the target believes she is lying and temporarily gains a Minor Intimacy reflecting this. She may apply this effect to a group and ignore the usual penalty for doing so. Characters whose Resolve is higher than her Essence + 2 may make an Integrity roll to resist. This does not grant any bonus to persuade other listeners otherwise, however. Gain an additional anima.

This Charm contests lie-detecting magic such as Judge's Ear Technique (**Exalted: Essence**, p. 318), creating a roll-off as usual. The Sidereal gains her Essence in automatic successes to this roll.

Special: If purchased as a Sagacity Charm, she may use her Sagacity in place of Presence for the purposes of the influence roll.

RED HAZE

Prerequisite: Presence 5

The Sidereal's radiant fury bleeds into the strength of his attacks.

Spend 1 mote on Step 5 of a decisive attack. Before making the damage roll, the Sidereal rolls her Presence against the target's Resolve. If successful, all damage rolls against the target double 9s until the end of the next round. If the target is an enemy of Fate, double 8s. If the target is immaterial, it becomes visible and may be affected as though material for the duration of the effect. If unsuccessful, add a two-dice damage bonus to the augmented damage roll.

Ranged Combat

LIFE GETS WORSE APPROACH

Prerequisite: Ranged Combat 3

Lodging her weapon in an enemy, the Sidereal draws trouble to her victim.

Spend 1 mote on Step 5 of a decisive attack. The weapon remains lodged in the target, imposing a -2 dice penalty to attacks and physical actions. When another character in the scene makes a ranged attack targeting someone other than the victim of this Charm, the Sidereal may spend 1 anima on Step 2 to redirect the attack toward the victim instead. The target must then defend against the attack as normal. The victim may tear the weapon free using a simple action that cannot be flurried, which ends the Charm's effects. Gain an additional anima.

UNBURDENED SOUL ARROW

Prerequisite: Ranged Combat 5, Essence 3

The Sidereal lades her ammunition with maladies and inflicts them on her enemies.

Spend 2 motes on Step 1. The Sidereal must be suffering some kind of imposed malaise: a wound penalty, a disease or poisoning, an unwanted Intimacy imposed by magic, a curse, etc. She draws it from herself into an arrow of crimson stardust and makes a decisive attack against the target's Resolve. If it deals any damage, the malaise transfers to the target, who must contend with it as normal. If the transferred effect would not afflict the target or does not make sense, the Storyteller and player should create a suitable alternative. This may only be used on each target once per fight.

Sagacity

AVOIDING THE TRUTH TECHNIQUE

See left column.

ESSENCE-DRAINING BATTLE PATTERN

Prerequisites: Sagacity 5 or War 5, Essence 2

The Sidereal enacts a divine stratagem: draining magic, binding spirits, and banning fiends.

Spend 2 motes on Step 1. Choose a Charm, spell, or quality possessed by an enemy. Until the start of the target's next turn, if a battle group under the Sidereal's command successfully deals decisive damage to the target, they cannot use the declared effect until three rounds have passed. If the target had less Power than the battle group (determined before any Power is spent), they cannot use that effect for the rest of the scene.

Fiend-Blocking Battle Pattern (Repurchase: Essence 3): When leading forces against enemies of Fate, allied battle groups gain one extra success to all rolls which does not count against the cap. Enemies

of Fate rolling damage against a battle group strengthened by this Charm do not double 10s.

Spirit-Binding Battle Pattern (Repurchase, Essence 5): At the end of a battle scene, the Sidereal makes an offering of the battle to heaven, which costs an additional mote. A spirit appears and she may demand a single favor of him, which he will perform dutifully, treating the task as a Major Intimacy that cannot be weakened or removed. Most spirits find this agreeable unless the Sidereal demands an extremely inconvenient or dangerous task. Alternatively, she may bind him for a year and a day, but they must immediately engage in a contested summoning venture. If she succeeds, the spirit gains a Major Intimacy of loyalty that cannot be weakened or removed. All but the most desperate of spirits consider this a heinous offense and an affront to their personhood and seek revenge accordingly.

PRINCE-OF-THE-EARTH ATTITUDE

See p. 99.

SPELL-SHATTERING PALM

See p. 99.

SYSTEMATIC UNDERSTANDING OF EVERYTHING

Prerequisite: Sagacity 1

With a moment's concentration, the Sidereal develops instant expertise in a topic of his choice.

Commit 1 mote and choose an area of focused knowledge. For example: the Division of Secrets; Guild-based mercantile law; spirit courts of the Northeast; the complete history and rules of a complex, long-beloved game; and so on. Whenever this topic applies to a Sagacity roll, add three bonus dice. The Exalt may change the area of expertise at the start of every new scene for as long as the mote remains committed. Gain an additional anima.

Stealth

CEASING TO EXIST APPROACH

Prerequisites: Stealth 5, Essence 5

The Sidereal shreds who she was and creates herself anew, becoming someone or something else entirely and gaining their powers accordingly.

Spend 3 motes. The Sidereal temporarily ends her current life and begins a new one. Create a new character — who can be a mortal, a spirit, another Exalt, and so on — who seamlessly fits into her new life. Rearrange

the character's existing dots of Attributes and Abilities, Merits, Virtues, and Intimacies on her character sheet in any order, but dots must remain within their own categories: Attribute dots must remain Attributes and Abilities must remain Abilities. She may exchange up to her Essence in Charms for appropriate Eclipse OK qualities if she becomes a spirit. She immediately appears in her new life, which accepts her in her new identity without question. She may choose to end this effect when the group achieves a major milestone.

BRIGAND-AND-CAROUSER ATTRACTING STYLE

See p. 100.

War

ESSENCE-DRAINING BATTLE PATTERN

See p. 101.

TRAINING MANDATE OF AUSPICIOUS BATTLE

Prerequisite: War 4

The Sidereal enacts a divine training regimen. Afterward, his soldiers fight with reinforced ferocity.

Commit 1 mote. After a dramatic scene involving drilling or training a battle group, in the next battle, the battle group doubles 9s on Join Battle, attacks, and their commanders' rolls to enact stratagems during dramatic war scenes. If the battle aligns with one of the Sidereal's positive Intimacies, the battle group also increases its Defense by one.

Training Mandate of Celestial Empowerment (Repurchase, Essence 2): Commit an additional mote to grant the trained battle group the following: double 9s on damage, one automatic success that doesn't count against the cap on all rolls, and one additional Drill — which grant any outnumber qualities as a result. Any member of a battle group enhanced by this Charm becomes immune to Arcane Fate for its duration.

Training Mandate of War-God Puissance (Repurchase, Essence 3): Commit an additional mote. Use this Charm to train a Circlemate, another Exalt, a spirit, or another equally powerful magical being. The target may learn a Close Combat, martial arts, or Ranged Combat Charm or Evocation immediately, borrowing against their next minor milestone. They must meet the prerequisites for that Charm.

TROUBLE REDUCTION STRATEGY

See p. 98.

SOLAR CHARMS

Athletics

BAFFLING SUNDG HUNT

Prerequisite: Athletics 4

Light from the Lawgiver's anima dazzles her enemies, sending them chasing her after-image.

Spend 1 mote on Step 5 after the Solar successfully defends. She may make a reflexive roll to gain concealment, adding her Athletics rating as a success bonus, or take a reflexive sprint action. If the attack was decisive, Steps 5 through 7 resolve normally. This may move her out of range of any subsequent attacks.

Featherlight Escape (Upgrade: Essence 2): The Solar may use the sprint action granted by Baffling Sundog Hunt to cross an environmental hazard, negating any damage she would take for entering the hazard as long as she does not end her turn there.

Awareness

MIND-MANSE MEDITATION

Prerequisites: Awareness 3 or Sagacity 4, Essence 2

The Lawgiver bends the entirety of her mental power to finally putting this mystery to rest.

On an investigation venture's final obstacle, the Solar can invest her Awareness or Sagacity as though they were Merits, waiving the requirement that the roll must first be successful. The final interval occurs during a dramatic scene, during which the Solar cannot use her invested Ability for any purpose other than the venture.

If she activates Mind Manse Meditation during a scene in which she confronts her suspect or contends with a consequence incurred as a result of previous rolls in the venture, she may invest *both* her Awareness and Sagacity.

Close Combat

ESSENCE FEVER FOCUS

Prerequisites: Close Combat 3 or Physique 3, Essence 2

She turns her focus inward to a single inspiration and allows Essence fever to ignite her.

Commit 1 mote and name an Intimacy the Solar champions while engaging in combat. She increases Soak by one and gains an additional Critical Health level. Add a dice bonus equal to the strength of the Intimacy to the following:

- Attacks, including gambits
- Damage rolls
- Gain dominance, attack, overcome, and throw actions while in a grapple
- Focus Build Power actions
- Rolls to avoid or resist non-combat damage

The Solar suffers a dice penalty equal to the strength of the named Intimacy on all other rolled actions unless it can be used to defend the subject of the Intimacy.

Fanatical Sword-Dancer Spirit (Upgrade: Close Combat 4 or Physique 4, Essence 4): Commit an additional mote when invoking Essence Fever Focus. The Solar gains an additional Critical Health level. She generates 2 motes a round instead of 1. She ignores non-combat damage dealing less than 3 damage per round. The Solar cannot attempt any rolled action not enhanced by Essence Fever Focus without flurrying it with a difficulty 5 Integrity roll, unless it plainly and literally defends the subject of the named Intimacy.

Craft

MIRACULOUS UNDETECTED MACHINATION

Prerequisites: Craft 4, Essence 2

One could no sooner prevent the sun from rising than keep a Lawgiver from her craft.

During a story in which she has spent more than two scenes on a crafting venture, the Solar may spend Stunt dice on a dramatic edit to claim an everyday wonder is in her possession, crafted as a result of her behind-the-scenes tinkering and invention. If she knows

Wonder-Crafting Initiation, she may instead produce a lesser wonder. This can be used once per story, unless reset by completing a crafting venture.

Embassy

FORTUNATE SOLAR SOCIETY

Prerequisite: Embassy 3

Under the Solar's care, even the poorest consortium is capable of moving mountains.

Once a session, the Solar may create a dramatic scene in which she visits a branch of an organization with which she has Backing or Influence to gather additional resources. She may replace her Backing or Influence Merit with a different Merit of the same rating for the remainder of the session. For 1 mote committed, she may instead *gain* Allies, Contact, Command, or Resources as an additional Merit at the same rating as her Backing or Influence for the session.

Flawless Managerial Oversight (Upgrade: Essence 2): The Solar is automatically aware when an organization with which she has Backing, or her Backing itself, is the target of inauspicious magic, such as sorcery, astrology, or Charms. She may spend 1 mote to pause the progress of the affliction for one scene. If she spends a dramatic scene within a branch of the organization tending to its health and investigating the source, she can spend an additional mote to cancel the effect entirely. Gain an additional anima.

House of Golden Muster (Repurchase: Embassy 5, Essence 4): The Solar may spend an Exalt milestone to transform an outpost of an organization with which she has Backing into a Solar-aspected manse. This grants her a secondary Hearthstone Merit, capable of becoming primary with an appropriate venture. Additionally, the manse office becomes a bulwark of Creation: shadowlands and the Wyld will never cross its borders, and creatures of darkness suffer a two-dice penalty to all actions unless the Solar personally invites them to enter.

SHADES-THROWN-WIDE AWARENESS

Prerequisites: Embassy 4 or Performance 4 or Presence 4, Essence 3

A shared moment of peace grants the Solar the keys to others' hearts.

Spend 2 motes to create a dramatic scene of intimacy between the Solar and a partner. This isn't required to be romantic or sexual — the two could share a tearful heart to heart, have a heated spar regarding

their differences, or work on a creative project together. The Solar's partner learns of one of her Intimacies or Virtues, and gains a Major Tie toward the Solar reflecting the primary emotions in their shared scene. For the story, this Tie can't be weakened for the story, and the Solar gains a two-success bonus when she leverages it. Gain an additional anima.

Integrity

SOUL-NOURISHING SERVICE

Prerequisite: Integrity 3 or Performance 3

The Solar delivers water to the thirsty and faith to the forlorn.

Spend 1 mote to create a dramatic scene where the Solar delivers a sermon on the gravity and beauty of one of her major Principles. Gain an additional anima. Her audience is nourished as if they had their fill of food and water. At the end of the scene, the Solar attempts to *instill* or *strengthen* the relevant Principle in her audience, negating the penalty for influencing multiple targets if using Integrity.

Blessings of the Steadfast Congregation (Upgrade: Essence 2): Members of the audience who hold this Principle cannot have their Resolve penalized by Charms or other magic for the remainder of the session.

Rally Adorning Masses (Repurchase: Integrity 4 or Performance 4, Essence 2): The Solar may spend 1 mote after using Soul-Nourishing Service to gain a tertiary Followers Merit for the session. If she already has Followers, the Merit increases its rank. This can raise a secondary Followers Merit to primary. Her Followers all hold the major Principle she previously proselytized.

Reverent Ambrosia Dedication (Repurchase: Performance 4, Essence 2): Performing Soul-Nourishing Service as an act of prayer to a spirit attempts to *instill* a minor positive Tie in the spirit toward the Solar or *strengthen* an already-existing Tie. If the spirit has an Essence rating equal to or less than the Solar's, this is automatically successful. A spirit of higher Essence, up to a maximum of 5, may only refuse this influence with a hard bargain: either accept the influence, or agree to instruct the Solar in a spell, Charm, or other ability of her choice.

ZEAL OF THE SUN'S CHOSEN

Prerequisites: Integrity 5, Essence 3, Aspect of the Virtuous Warrior

Her overwhelming will pushes the Lawgiver to impossible heights, drawing forth miracles beyond her mortal limits.

When the Solar reaches active anima, she may replace her Active anima Effect with the following:

Zeal (Active): The Solar may invoke First Among Equals if her opposition succeeds by less than her Essence rating. Reduce the difficulty of all unopposed rolls supporting or defending one of her Principles by the Solar's Essence rating. This cannot reduce an opponent's Defense or Resolve unless he is a creature of darkness.

Navigate

DIVINE CHARIOTEER STYLE

Prerequisite: Navigate 4

Her mount's hide glitters with the colors of the Lawgiver's anima.

Commit 1 mote. The Solar's mount or small vehicle is not impeded by difficult terrain and may run over unstable or fluid surfaces. Neither of them are penalized by attacks with the *reaching* tag. During an interval of a travel venture, both mount and rider are immune to consequences related to exhaustion or disrepair.

Sometimes Horses Fly (Repurchase: Essence 2): Commit an additional mote to give the Solar's mount or small vehicle the ability to fly as well as the confidence to do so. It gains the advantages of a standard flying mount; if it could already fly, it instead gains +1 Defense when flying.

Performance

LIGHT-LET-IN APPEAL

Prerequisites: Performance 4 or Presence 4, Essence 2

Though they may not understand her words, all will understand the Lawgiver's heart.

Commit 2 motes for the scene. Negate up to two dice in penalties to the Solar's social influence as well as penalties affecting all characters related to lack of common language or alien incompatibility. The Solar's *persuade* action costs only 1 success, and her targets cannot increase Resolve with negative Intimacies. If her target holds conflicting Intimacies regarding the subject of her influence, the Solar gains a one-success bonus that does not count toward the success limit. Gain an additional anima.

SHADES-THROWN-WIDE AWARENESS

See previous page.

SOUL-NOURISHING SERVICE

See previous page.

Physique

ESSENCE FEVER FOCUS

See p. 103.

UNCONQUERED MIGHT

Prerequisites: Physique 5, Essence 5.

In a single, wondrous instant, the Solar applies the fullness of his divine strength to tear an object asunder.

Spend 3 motes. Reflexively perform an extreme feat of strength (**Exalted: Essence**, p. 150) waiving any and all requirements and ignoring limitations, including: pool size, time limits, or narrative restrictions. Gain an additional anima.

Presence

EXCELLENT FRIEND APPROACH

Prerequisite: Presence 2

The Solar's kind words and gestures have the power to awaken inner excellence in others.

Once per session, spend 1 mote to create a dramatic scene and choose one of the following effects.

- **Loyalty-Affirming Light:** The Solar provides a thoughtful service or gift to a character represented by her Allies or Followers Merit. Until the end of the session, rolls the characters undertake to assist the Solar gain a 2-success bonus. This does not apply when she oversees their work.
- **Heart-Gathering Warmth:** The Solar provides a thoughtful service or gift to characters not represented by her Merits to gain their services as tertiary Followers or a tertiary Ally for the rest of the session. At Presence 4, she can gain secondary Followers or Allies.
- **Shedding Infinite Radiance (Presence 4):** The Solar motivates or rewards a character represented by her Ally or Followers Merit to grant them one of her Principles or Virtues at Minor strength, or to strengthen an applicable

Principle or Virtue. Once a scene for the rest of the session, when the Solar invokes this Principle or Virtue in her Stunt for a rolled action the affected characters witness, she gains a 1-success bonus to the roll that does not count toward the limit.

LIGHT-LET-IN APPEAL

See p. 105.

SHADES-THROWN-WIDE AWARENESS

See p. 104.

Ranged Combat

FIERY BOLT ATTACK

Prerequisite: Ranged Combat 3

The bright-burning missile scorches the very air, beautiful and terrifying to behold.

Spend 1 mote on Step 5 of a ranged attack, whether the target defended successfully or not. The loosed projectile burns like a flare. Everyone within short range of the Solar and his target hiding in darkness or shadows loses their concealment. Affected characters can only gain concealment on their turn. Creatures of darkness within range of this effect lose 2 Power.

The Solar may spend 1 anima on Step 6 to ensure flammable material in close range of the target ignites. At the end of the round, this becomes a burning surroundings environmental hazard until extinguished with a simple action or for the rest of the scene.

SOLAR SPIKE

Prerequisite: Ranged Combat 5

The Solar's Essence drives her arrows to strike true as her heart.

Spend 1 mote on Step 1 of a decisive attack when the Solar fights to uphold an Intimacy. Add a success bonus equal to the strength of the inspiring Intimacy. He may also spend 2 anima to add the Intensity of an applicable Virtue as an additional success bonus that does not count toward the success cap. This attack cannot be clashed or countered.

Sagacity

MIND MANSE MEDITATION

See p. 103.

PLAGUE-NAMING AUTHORITY

Prerequisites: Sagacity 3, Essence 3

The Lawgiver names contagion for what it is and brings the full might of his authority against it.

Spend 2 motes when the Solar successfully diagnoses and names a disease. For as long as it afflicts its host, the named disease becomes a demon with the Immaterial quality. A mundane disease manifests as a First Circle demon (**Exalted: Essence**, p. 336), and a supernatural disease manifests as a Second Circle demon, adding any qualities the Storyteller feels fit its nature. The host does not suffer any penalties from the disease while the demon exists.

In addition to engaging the disease demon in combat, the Solar may use social influence to command it, gaining a 5-dice bonus to *persuade* and *dissuade* that becomes a 5-success bonus if he is at 5+ anima.

If he or his allies possess a Charm for binding spirits, it may be activated for free after invoking Plague-Naming Authority.

Stealth

DARK RECKONING REVELATION

Prerequisites: Stealth 4, Essence 3, Shroud of Night's Law

She haunts the shadows of the city, mere rumors of a Lawgiver's presence enough to terrorize the wicked.

Commit 1 mote when the Solar makes eye contact with a guilty target — either the Solar witnessed his crime, previously investigated it, or succeeded on *read intentions* to uncover his criminal motive. For the rest of the story, or until the Solar releases the commitment, the criminal is gripped with paranoia, convinced the Solar is watching him from every shadow. He gains either a Major Tie of fear toward the Solar that can only be weakened if he incapacitates her, or a Major Tie of guilt regarding his crime that can only be weakened if he atones or accepts punishment. The Solar adds a two-success bonus to establish concealment from those effected by this Charm. This does not count toward the dice limit. Successfully concealing herself from her marks grants her 1 Power.

While afflicting her target with Dark Reckoning Revelation, the Solar may spend an additional mote to haunt the entire area with her presence. The Charm's effects extend to the criminal's allies for the remainder of the scene, though they may instead gain a major Principle of "Convince our criminal ally to atone."

Night Comes for All (Repurchase): When the Solar spends more than one session within the same district, neighborhood, minor city-state, or satrapy and has used Dark Reckoning Revelation at least once while there, any potential targets for this Charm gain a Minor Tie of fear to her or the rumors of her. At Essence 4, this expands to include a powerful city-state or kingdom when she uses the Charm twice, and at Essence 5 includes an entire Direction when she uses the Charm three times. If the Solar leaves and does not return to this area of influence for an entire story, the effect fades.

LIGHTNING-SKIMMING SWINDLE

Prerequisite: Stealth 4

They won't catch on until days later, and by then the Solar is long gone.

Spend 1 mote when the Solar cheats: this may be during a game of chance or contest of skill or making other wagers she does not intend to resolve honestly. Treat this as if she tied with the highest competitor and took advantage of First Among Equals (**Exalted: Essence**, p. 60). As long as she describes her cheating with a Stunt, it goes unnoticed and can't be recognized or investigated until the next session. A second use of this Charm during the same event ensures the cheat goes unnoticed until the next scene. A third use means the Solar has mere moments until someone realizes she's swindling them.

War

CORPS-AND-COLOSSI METHOD

Prerequisites: War 4, Essence 2

The Champion of the Sun walks Creation! His banner is violence, his command is unconquered!

Commit 1 mote. The Solar may invoke Charms that target foes of *legendary size* against enemy battle groups instead, and likewise Charms that target enemy battle groups against foes of *legendary size*. When this would enhance a rout check, it instead enhances a *persuade* influence to convince the foe to flee or stand

down. Instances where this would create an unbelievable feat, such as grappling a battle group, require a Stunt. Gain an additional anima.

Immunity to Armies Approach (Repurchase: Essence 3): While Corps-and-Colossi Method is active, the Solar ignores impediments from Outnumber qualities, such as *brace line* or *deadly ground*, and ignores damage and negative effects from extras. He may negate another of his target's Outnumber qualities for his turn by spending 1 anima on Step 1, which does not use his Charm for this Step.

Revolutionary Legend Reborn (Repurchase: War 5, Essence 5): Commit 2 motes. Multiple-turn-length effects the Solar successfully enacts against a member of a group also apply to every member, or the group as a whole, without the Solar needing to invoke or pay for additional activations. Exalted with a Tie of loyalty or camaraderie to him, Exalted serving under his command, and his Lunar bondmate benefit from Corps-and-Colossi Method, as well as Immunity to Armies Approach if he knows it.

COMMAND CHAIN SEVERING

Prerequisites: War 4, Essence 4

The Solar warlord is her army's greatest champion, and a blow struck against one enemy shakes the resolve of their allies.

Spend 2 motes on Step 6 of a decisive attack against a member of a group engaged in combat. Every present member of the group faces an environmental hazard of 4 damage per round for 1 round, difficulty 7. This includes a commander and battle group, a sorcerer and minions, an Exalt and their Circle, and the enigmatic component souls of ancient titans. This ignores damage-reduction effects granted by benefit of being a group. If Command Chain Severing triggers a rout, the enemy commander's rout check becomes an action under duress venture instead of a single roll, with a 3-obstacle maximum and every obstacle at difficulty 4. Once per session, unless reset by incapacitating a significant enemy leader.

EXIGENT CHARMS

Exigents' Charms represent the purview, personality, and history of the god who created them and the character of their Chosen.

Strawmaiden Janest Charms

Athletics

ANSWER OF THE FIELD

Prerequisite: Athletics 4

Hurled through the air, the Strawmaiden's impact is embraced by the world, scenery shattering around her as she stands unscathed.

Spend 1 mote on Step 5 when suffering from the *knockback* or *knockdown* gambits, or the consequences of other forced movement. Ignore any non-movement results of those effects (though not the normal damage of an attack). The Strawmaiden may create light cover where she stops.

Angry Impact (Upgrade: Essence 2): Spend 1 anima to immediately subject all enemies within close range of the impact point to an environmental hazard at a damage value of Essence, reflexively resisted by Athletics. Also create heavy cover where she stops. At Essence 4, extend the hazard to medium range. If Janest possesses *legendary size*, extend it to long range.

Answer the People (Repurchase): This Charm may be used on behalf of anyone within long range who has an Intimacy toward the Strawmaiden.

DANCE OF THE SHARP-EDGED MAIDEN

Prerequisites: Athletics 5, Essence 4

Janest walks, the scythe swings free, and armies fall like so much wheat.

Spend 3 motes, and move as normal for a reflexive move action, making a decisive area attack against all targets within close range of any range band moved through. This does not count as the Strawmaiden's reflexive move for this round. Against battle groups, increase damage by her Essence, which does not count against the limit.

Outside of combat, spend 1 mote to harvest a field of grain with a single action. This provides enough material to feed a community for the remainder of the

year — ignoring any narrative possibility of famine or starvation for the rest of the story.

FIELD-AND-HARVEST PATH

Prerequisites: Athletics 4 or Navigate 4, Essence 2

Life-sustaining stalks of wheat grow and flower in Janest's path, shifting to accommodate her friends and the people of the land even as it confounds and frustrates her enemies.

Spend 1 mote when making a *rush* or *sprint* action. Wheat springs to life in the Strawmaiden's footsteps, granting light cover and concealment to their allies in range bands the Strawmaiden passes through until the end of the turn. Allies following the Strawmaiden's path gain Janest's Athletics in dice to any rush attacks they make against the target of her rush action, and to rolls to avoid environmental hazards and damage. The wheat remains after the effect ends, but no longer grants the bonus.

Use when making a travel venture to leave swathes of flourishing grain in the Strawmaiden's wake. At the end of such a venture, gain a tertiary Contacts Merit "The humble people of the land" for the rest of the story.

PLOWSHARE CUTS THE FURROW

Prerequisites: Athletics 3 or Physique 3, Essence 2

Fallen trees, barricades, walls, obstinate hills; the Strawmaiden doesn't have time to be obstructed by such things.

Spend 1 mote when making a movement action and make a reflexive feat of strength, which does not count as her Charm for this step. This may break barriers, move obstacles, or open movement routes that would otherwise be impossible to navigate, which other characters may benefit from. Gain an additional anima.

During a travel venture, spend an additional mote when completing an obstacle to immediately complete an additional obstacle.

WINNOW THE WEAK

Prerequisites: Athletics 4, Essence 2

Enemies who cannot keep up with the Strawmaiden find themselves sheaves of wheat before the scythe.

Spend 1 mote on Step 2 to reflexively clash an attack at close range with Athletics, immediately beginning the clash and gaining Essence in automatic successes. On a success, apply the *distract*, *knockdown*, or *reveal weakness* gambit to the target instead of dealing damage.

Scythe's Wide Swing (Upgrade: Essence 3): spend an additional mote to clash at any range, moving to close range with the target on a success.

Humble the Strong (Repurchase): The clash attack may instead do damage, using the Strawmaiden's weapon's damage rating, and target's Hardness in bonus dice of damage.

Awareness

RUSTLE THE GRAPEVINE

Prerequisite: Awareness 3 or Embassy 3 or Presence 3

Honest talk with regular folk, an afternoon's effort catching up, and the Strawmaiden learns all the recent doings and ongoing concerns of a community.

Spend 1 mote and enter a dramatic scene working with or socializing with a community. The Strawmaiden learns any major events that have happened in the last month, including any interactions with unusual, dangerous, or noteworthy characters. Non-magical attempts to conceal such things automatically fail. An Awareness, Embassy, or Presence roll allows her to uncover magically concealed information or facts that the locals may not be consciously aware of (such as one of their visitors being a shapeshifter, or that the recent spate of murders were done by a ghost possessing the unfortunate killers), gaining Essence in automatic successes.

Craft

EARTH-FORGED MARVEL CULTIVATION

Prerequisites: Craft 3 or Navigate 3, Essence 2

For the Strawmaiden, fecund soil becomes forge, atelier, or workshop as she creates wonders beneath loyal fields.

Commit 1 mote and begin any sort of crafting venture by burying the raw materials in a field, then tending to the land. As the field grows, flourishing life tends to the project. This immediately completes the first obstacle and reduces the difficulty for any tool-based Obstacle by 3, to a minimum of 1.

Root and Soil Industry (Repurchase: Essence 4): Commit an additional mote to reduce the venture's time scale by 1, from story to session to scene to round.

Embassy

EARTH'S ATTENDANT GENIUS

Prerequisite: Embassy 3 or Navigate 3

The land responds to the Strawmaiden's touch as readily as it does to her words, telling her attendant ear all manner of goings-on, longstanding traditions, and fallow secrets.

The Strawmaiden may treat time spent working the land, cultivating plants, or working with a region's common people as means for information-gathering ventures. Spend advantages spent to learn facts or secrets knowable only to the land or its native life itself, whether prosaic or mystically important.

Spend 1 mote to ask a pressing question of the land or its native life during a dramatic scene where the Strawmaiden directly questions it. The land provides factual events or historical details readily and can convey enough information to Janest to allow her to target characters who have spent time locally with the *read intentions* actions or similar Charms, though not other social influence effects. Gain an additional anima.

ELOQUENCE-IN-PUISSANCE

Prerequisite: Embassy 3 or Presence 3

Deed is as good as word to convince the uncertain, and often better.

Spend 1 mote when the Strawmaiden succeeds at an Athletics, Close Combat, or Physique roll to reflexively make a social influence action targeting a character who observed her success. Gain the original roll's extra successes as bonus dice, to a maximum of her Embassy or Presence.

FRIEND-HEMMING PRACTICE

Prerequisite: Embassy 5 or Presence 5

There is no one who can ignore the Strawmaiden's presence or warm food filling their belly; rare is the homestead or hall that would reject Janest.

Commit 1 mote and undertake a dramatic scene of working with or feeding a community. As long as this Charm is active, Janest gains tertiary Backing for the community, increasing to secondary Backing at Essence 3. All see the Strawmaiden as a supernatural beacon for the community, gaining Minor Intimacies

toward her matching existing Intimacies toward the community itself (so if someone has an Intimacy of loathing towards the community of which she's the supernatural protector, they possess a similar Intimacy toward Janest). Members and friends of the community may seek out the Strawmaiden's aid, while enemies will treat them appropriately. Gain an additional anima.

RUSTLE THE GRAPEVINE

See p. 109.

Navigate

EARTH-FORGED MARVEL CULTIVATION

See p. 109.

EARTH'S ATTENDANT GENIUS

See p. 109.

FIELD-AND-HARVEST PATH

See p. 108.

Physique

PLOWSHARE CUTS THE FURROW

See p. 108.

REAPER'S MERCY

Prerequisite: Physique 3 or Presence 3.

Such skill wields the scythe that its victims realize exactly how close the razor edge cuts to their end.

Spend 1 mote on Step 5 after successfully hitting an opponent with a withering attack or Step 7 after damaging them with a decisive attack. Immediately make an *instill* or *persuade* social influence action to intimidate the same target, reducing their Resolve by their wound penalty.

TORNADO-TAMING METHOD

Prerequisites: Physique 4, Essence 3

Hands that work the world are strong enough to grasp it. The Strawmaiden tames and wields the world's disasters.

Commit 2 motes for the scene and use a simple action to grasp a natural hazard, dragging it into her anima. The environmental effect becomes centered on Janest, and affects only desired targets within close range, ceasing at the end of the scene.

Hurricane Lasso (Upgrade: Essence 4): This may be activated reflexively upon resisting the damage from an environmental hazard.

Storm-Breaking Saddle (Repurchase): Instead transform a grasped hazard into a rideable mount. Mounts possess special movement appropriate to their nature (such as flight, swimming, or burrowing) and cannot be harmed, but dismounting causes the Charm to end and the mount to disperse. While she rides the hazard, it only harms targets she wishes to be harmed.

Presence

ELOQUENCE-IN-PUISSANCE

See p. 109.

FRIEND-HEMMING PRACTICE

See p. 109.

REAPER'S MERCY

See left column.

RUSTIC BATTLE-SAINT CALL

Prerequisite: Presence or War 3

The Strawmaiden's words drive the meek and the brave alike to great feats of heroism in defense of themselves and their homes.

Commit 1 mote for the scene. Gain double 9s on rolls to inspire courage or bravery and to lead characters in battle. The Strawmaiden may flurry *inspire* Build Power rolls and flurry attacks with the Formation Attack quality (**Exalted: Essence**, p. 320), even if Janest made another attack reflexively (though this still counts against Janest's action limit).

Over the Hills Resounding (Upgrade: Essence 2): Reduce the flurry penalty for rolls benefiting from this Charm by 1. At Essence 4, by 2.

Handing Out Hard Work (Repurchase: Essence 3): Commit additional motes to give additional characters the Formation Attack quality, one for one.

RUSTLE THE GRAPEVINE

See p. 109.

ARCHITECT CHARMS

When the Architect uses an Architect Charm or mode within a city or settlement to defend it or others, she gains an additional anima.

CHARM PRINCIPLE: METROPOLIS

The Architects can use their Charms in any location, but they are more powerful when they are in cities, large towns, or other areas of dense settlement or construction. This is represented by the Metropolis Mode, which only activates when the Architect is in such areas.

Modes

The following are Architect Modes for Universal Charms found in **Exalted: Essence**.

EXCELLENCY

When purchasing this Charm, also choose an Attribute. If your Attribute is higher than the chosen Ability, you may add it as a dice bonus instead.

MONGOOSE-AND-COBRA ESCAPE

A Step Between Buildings: The Architect may move directly through a building or other solid structure (including obstacles) when she uses this Charm, creating cover between herself and her attacker.

GRACEFUL CRANE STANCE

Pier and Beam Ritual: The Architect can summon beams, rope lines, and stones to her feet as she runs to continue her movement, even if she runs out of the original material she was running on, allowing her to run across long stretches of nothing but her conjured materials.

EVIDENCE-DISCERNING METHOD

Salt-of-the-Earth Technique: The Architect may ask the following question: *Where does the target live?*

SWIFT COUNTERATTACK

Broken Boulevard Strike: The Architect may use a piece of the scenery to make the counterattack, allowing her to attack with an improvised weapon out to short range.

EFFICIENT CRAFTING TECHNIQUE

Barn Raising Technique: When crafting a building or other shelter, ignore all penalties from inappropriate tools or workspace.

TERRAIN-ALTERING ADVANTAGE

City-Rearrangement Tactic: The Architect can destroy a single structure or section of a structure no larger than one range band to create the hazard or difficult terrain or move a structure no bigger than a house to create cover or a blockade.

ILLIMITABLE MASTER FENCE

Fly-on-the-Wall Approach: The Architect does not spend a mote to ask her first question, but still gains anima for asking it.

HIDDEN SHORTCUT REVELATION

Tunnel-Making Gesture: If there are no hidden passages, the Architect creates a new passage that serves as a shortcut to where she's going.

OX BODY

The Architect gains an additional 0 Health level.

TRUTH-RENDERING GAZE

City History Knowledge: When studying a structure, this Charm succeeds automatically.

A DROP AMONGST THE OCEAN

Wallflower Technique: The Architect can use this Charm when Metropolis would apply, even if there is no one in sight.

Finesse

ALL-KNOWING BUSYBODY

Prerequisite: Finesse 2

The Architect becomes the center of gossip and rumor within the city.

Spend 1 mote. The Architect gains two bonus successes to gather information, learn rumors, and to make influence actions to or *read intentions* of those



sharing information with her, or to instill belief in her own rumors or gossip.

Metropolis: Waive the mote cost for this Charm, but gain anima as if the mote had been spent.

BOULEVARD-AND-AVENUE EMISSARY

Prerequisite: Finesse 3

She nods to the baker and smiles at the tea shop owner. They all know her here, like she's been part of their community for years.

Spend 1 mote. For the rest of the scene, the Architect is treated as a local within the community as though she belongs there. This gives a Minor Tie of hospitality toward her to anyone she interacts with. She can automatically speak the local dialect and understand local languages.

Metropolis: The Exalt gains two bonus successes when attempting to appear as someone of authority within the community.

URBAN LEGEND NOTORIETY

Prerequisite: Finesse 3

Tales of the Architect's righteousness and cruelty speak louder than her own actions.

Spend 1 mote to gain two bonus successes on a threatening *persuade* or *dissuade* influence roll. If she uses this Charm to enhance an influence roll made from concealment, targets who failed their rolls against her Stealth decrease Resolve by one. Gain an additional anima.

Crowd-Panicking Intensity (Upgrade: Essence 2): Apply this Charm's effect to a group, ignoring the penalty if using Presence or Embassy.

Metropolis: Targets of this Charm cannot use the Courage Virtue or Courage-based Intimacies to increase their Resolve against this influence.

A FACE IN THE CROWD

Prerequisites: Finesse 4, Essence 2

She gets lost in the crowd, becoming one of the many. When she emerges again, she's unrecognizable as anything other than another face in the crowd.

Spend 2 motes when entering a crowded space. The Exalt passes any Stealth rolls to disguise or blend in with a crowd as if they had exactly enough successes to meet the difficulty. On any opposed roll, win any ties. This Charm can be used to impersonate a specific person if the crowd the Exalt enters makes sense. For example, the Exalt may impersonate the leader of a rough street gang, but not a constable in the same street gang.

Hidden Among the Colonnades (Upgrade: Essence 3): Spend an additional mote. The Architect immediately succeeds on a disguise or Stealth roll without a crowd or sufficient cover. Instead, she blends in with the architecture around her.

Metropolis: Waive the mote cost of this Charm. She may choose to gain anima as if the mote were spent.

PAVE THE WAY

Prerequisites: Finesse 3, Essence 2

As the Architect moves through the city, the flagstones gather to worship at her feet.

Spend 1 mote when the Architect makes a move action to turn the ground beneath her feet to paved road permanently. This negates any movement penalties from difficult terrain, negates environmental effects that come from uneven or dangerous terrain, and can build bridges over gaps or bodies of water. Gain an additional anima.

Metropolis: Negate a single environmental effect in the Exalt's range band, no matter its source. If the effect is created by an Exalt with Essence greater than the Architect's this provokes a roll off.

WALL-DIVING FORAY

Prerequisites: Finesse 5, Essence 2

The Architect melds with the very architecture of the city, allowing her to move through the stones themselves.

Spend 1 mote when taking a move action. Ignore all terrain obstacles, rough terrain, or even walls that block the Exalt's movement as she melds into the very stones. Alternately, use this on Step 2 of combat to gain full cover against attacks unless the enemy uses a feat of strength or gambit to breach the structure.

Metropolis: The ability to move through solid objects lasts for the rest of the scene.

WAYWARD DEBRIS WHIRLWIND

Prerequisite: Finesse 3

The Architect kicks up a whirlwind of shielding dust and whatever the city has on hand.

Commit 1 mote on Step 2. The Architect makes cover appear instantly by creating a whirlwind of dust and debris, which provides light cover for herself and any allies in close range with her for the rest of the scene. While benefiting from this Charm's cover, rush actions suffer a two-dice penalty.

Metropolis: Any enemies who remain in close range with the Architect while she benefits from this Charm's cover lose 1 Power at the end of each round.

PORTAL TO PORTAL

Prerequisites: Finesse 4, Essence 3

The door opens for the Architect and reveals an impossible passage to somewhere else.

Spend 1 mote while moving through an opening of any type (door, window, etc.). Emerge through a similar opening anywhere within the city you're in or in a city you've visited before and know the location of the opening you are traveling to. Gain an additional anima.

Repurchase to let the Architect bring up to twice her Essence in characters with her through the doorway.

Metropolis: Negate the mote cost for this Charm. The Exalt may choose to gain anima as if she had spent the mote.

Force

CIVIC ARMORY SUMMONS

Prerequisite: Force 3

With a slight flourish, the railroad spike in the Architect's hand serves as a perfectly balanced fencing blade.

Spend 1 mote to turn an improvised weapon into a real weapon. It loses the *improvised* tag and gains three tags that fit the weapon's profile (**Exalted:** **Essence**, pp. 341-342). The improvised weapon must come from a piece of city architecture, such as a broken bulwark, road sign, a turnpike, or other building material.

Metropolis: The weapon has the *artifact* tag.

FISTS OF THE CITY

Prerequisite: Force 3

The Architect's fists grow bricks or stones which match that of the city she's standing in.

Spend 1 mote on Step 5 of an unarmed attack. On a withering attack, increase Overwhelming by one. On a decisive attack, gain a three-dice bonus to damage.

Metropolis: The Architect increases Overwhelming by two on a withering attack and bonus damage dice equal to Force plus one on a decisive attack.

IMPROMPTU DEMOLITION TECHNIQUE

Prerequisite: Force 4

The force of her blow sends her enemy into a nearby building, but the city itself collapses upon him to aid the Architect's fight.

Spend 1 mote on Step 5 of combat after taking an attack action to *knockback*, *knockdown*, or throw an opponent into an artificial structure. A section of that structure no larger than one range band collapses on the target, creating a one-time environmental hazard with difficulty equal to the successes garnered on the attack roll and Architect's Essence in damage resisted reflexively.

Metropolis: Trap the target. He cannot take a move action unless he first takes an action to free himself or an ally frees him from the rubble. This action can be flurried.

VILLAIN-ABJURING COVENANT

Prerequisites: Force 4, Essence 2

Keeping the neighborhoods safe is the Architect's sacred duty. She removes those who would harm the community, ensuring they gain no succor there.

Commit 1 mote while touching a character. Make a Force + Ability roll against Resolve. In combat, touching an unwilling character is a Power 1 gambit. If successful, the Architect marks the person with a visible identifier that makes him persona non grata in the city. Anyone who interacts with him in the neighborhood or city he's been marked for has a Minor Tie of contempt toward him. Additionally, the target suffers a two-dice penalty on rolls to find or maintain shelter for the duration of this Charm. If the Architect welcomes her target back into the community, this Charm ends.

Metropolis: The city itself cannot abide those marked by the Architect. The target suffers from an environmental hazard with a difficulty equal to the Architect's Essence and 1 damage with an interval of 5 rounds. The hazard ends if the target leaves the neighborhood or city he is marked for, or the Architect welcomes him back into the community and ends the Charm.

NEIGHBORHOOD DEFENSE TECHNIQUE

Prerequisites: Force 5, Essence 2

Bricks fall from above, boards snap and shatter into damaging splinters, and the pavement rises up to trip foes as the city itself comes alive to destroy the Architect's enemies.

Spend 1 mote to create an environmental hazard centered at a point in or on an artificial structure within medium range. It extends out to short range from that point and has difficulty equal to Essence plus two and the Architect's Essence damage. The hazard persists until it damages one of the Architect's enemies or until the end of the scene, whichever comes first.

In Defense of Home (Repurchase: Essence 3): Commit 1 mote instead. The Exalt may move the hazard to a new location once each round. The hazard lasts until the end of the scene.

Metropolis: The hazard lasts for a scene and has an interval of 1 round. If she can move the hazard, the Architect may instead make multiple hazards in different locations when she activates this Charm. Each hazard costs 1 mote.

TRINKET SHRINE ENTICEMENT

Prerequisites: Force 4, Essence 4

The Architect builds a shrine so pleasing that the gods cannot help but to take notice.

Spend 1 mote and undergo a venture to create a shrine, alter, or similar feature, or spend a scene tending to an existing shrine. When this Charm is activated, the Architect designates a type of spirit (disease spirits, city gods, ghosts, demons, etc.). For the rest of the day, spirits of that type within a distance that someone could walk in a day make their way to the shrine, ignoring any obstacles to arriving there. Designated spirits with Essence greater than the Exalt's may politely decline. The Architect is aware of any characters reject

her call. Any spirits who can see the shrine are treated as having a Minor Tie of gratitude toward the Architect and any who offer them worship there. Spirits who can see the shrine are soothed and can't initiate hostilities unless they have Essence higher than the Architect's. Gain an additional anima.

Metropolis: The distance from which spirits travel could take up to a week for someone to walk. For demons already traveling to Creation, the five-day trip from Malfeas is included in this time frame.

SHIFTING STREETS APPROACH

Prerequisites: Force 5, Essence 3

The city flows around the Architect, moving to satisfy her whims.

Spend 1 mote. Reposition one artificial structure that fills up to three range bands or a segment of that size of a larger structure to clear a path or block one. Moving a segment can include changing an architectural feature, such as moving a door on a wall. This movement happens instantaneously but does not disrupt or disturb the architecture of the moved structure or its surroundings.



When used to open a path, bypass a single obstacle in a travel or movement venture through the city. When used to block a path, gain access to the following gambit.

Block Passage (2): Prevent any move actions through the affected range bands unless the character has an appropriate Charm to allow him to move through stone or solid structures.

Metropolis: Use this Charm to prevent enemy armies from performing the following war actions: Ambush or Back to the Sea.

Fortitude

BECOMING THE TOWER

Prerequisite: Fortitude 3

The flagstones peel up and the stones rise to protect the Architect in her time of need.

Spend 1 mote. The Architect builds armor out of stones, bricks, mortar, or any other bits of city she can get her hands on, which lasts until she removes it. These pieces come to her from her surroundings; wooden structures, stone, mortar, and the like. The Architect chooses if she gains light or heavy armor. Gain an additional anima.

City-Defending Colossus (Upgrade, Essence 2): The Architect gains *enormous size* while using this Charm.

Junkyard Colossus Technique (Repurchase, Essence 3): Commit 2 motes instead. The Architect gains *legendary size* for the rest of the scene and can grapple with other entities of *legendary size* as well as battle groups. Gain two temporary Bruised (-0) Health levels. While using this Charm, the Exalt counts as a warstrider (see p. 206).

Metropolis: The armor carries the *artifact* tag. If she has *enormous* or *legendary size*, gain four temporary Bruised (-0) Health levels.

GUARDIAN OF THE POLIS

Prerequisite: Fortitude 3

The Architect moves pieces of the city, debris, or even structures to protect his allies.

Spend 1 mote and declare a *defend other* action for an ally within medium range. The Architect benefits from light cover on the attack as pieces of the city move to defend him.

Stone's Defense (Upgrade, Essence 3): The Architect moves a piece of structure in the way of the

attack, which absorbs all damage that would be dealt to the Architect.

Metropolis: Defend an ally out to long range as a reflexive action.

HEART-BEARING SCULPTURE STANCE

Prerequisite: Fortitude 2

The Architect becomes like a living statue, her emotions written on her face and body for all to see and admire.

Spend 1 mote to put the Architect's current emotional state on display for the scene. Any character whose emotional state is the same or similar to hers is treated as having a Minor Tie of sympathy toward her. The Architect can attempt an influence roll to make the Tie permanent. Gain an additional anima.

Living Monument Inspiration (Upgrade, Essence 2): Allies are bolstered by your visage. While this Charm is active, allies may apply their Ties to your character toward their Resolve when resisting an influence action against them in your presence.

Monument Unveiling Flourish (Repurchase, Essence 3): Allow a target to immediately succeed on a Read Intentions action to discover the Architect's emotional state or Intimacies. In response, the Architect immediately changes one of the target's Intimacies from major to minor or reverse. Additionally, attempts by the Architect to influence the target now gain a two-dice bonus.

Metropolis: The Architect may apply this Charm's effects for any emotion-based Intimacy rather than her current emotional state.

LABOR-EMPOWERING CAMPAIGN

Prerequisite: Fortitude 3

When the Architect takes an interest in a building project, she inspires the community to come to her aid and work tirelessly to create her masterpiece.

Spend 1 mote during a venture to build (or rebuild) a structure. This venture takes half the normal time to complete (for example: a venture requiring four scenes only takes two). When finished, create a Minor Tie of gratitude to her from an existing group in the city or settlement.

Metropolis: Upgrade the Tie of gratitude to Major.

WHERE THE HEART IS

Prerequisite: Fortitude 3

The Architect can learn all she needs to know about a person by seeing how they live.

The Architect can make a *read intentions* influence action against a character who isn't there by observing a location of personal significance to him — his home, workplace, favorite teahouse, etc.

Metropolis: The Architect learns an additional Intimacy when making the read influence action against her target.

Heart Seeker (Upgrade: Essence 3): The Architect can spend additional successes from the roll to perform the *instill* action, even though the target isn't present.

RUIN-RAISING CONCENTRATION

Prerequisites: Fortitude 5, Essence 2

As the incoming strike hits the Architect, the city rises to soak the blow.

Spend 2 motes on Step 7 after being the subject of a decisive attack. Divert all damage dealt after Soak to an artificial structure within short range of the Architect. This damage destroys the structure up to the size of a moderate house, or a similarly sized portion of a larger structure, rather than harming the Exalt. This Charm can only be used once per fight.

Shattering Debris Strike (Repurchase: Essence 3): Gain a counterattack with any combat Ability on Step 8 as the debris distracts your opponent.

Metropolis: The Architect may reset the use of this Charm whenever she takes damage from a decisive attack or a magical environmental hazard.

CITY-AVATAR EMBODIMENT

Prerequisites: Fortitude 5, Essence 4

Her voice becomes that of multitudes. When she speaks, she speaks as the city's culture — not a single individual, but everyone wrapped together.

Spend 2 motes. All the Exalt's Virtues and Intimacies are replaced with the city or settlement she is in for the rest of the scene. Her Virtues become whatever best thematically fits with the location, and all Intimacies become focused on parts of it including its people and its culture. Targets of her influence rolls cannot apply Virtues or Intimacies to their Resolve unless they are directly tied to the location. Language barriers do not prevent her from using her influence on her targets as long as they are from the area she is acting in. If she uses an influence action in combat, the successful influence also reduces her target's Power by the number of successes the Architect's influence action.

Metropolis: Reduce the mote cost by one for all Architect Charms for the duration of this Charm to a minimum of 0.

SOVEREIGNS OF ULURU CHARMS

CHARM CONCEPT: SUBORDINATES

Sovereigns were born to rule. Their Charms work particularly well on those who serve them. This includes anyone over whom the Sovereign has legitimate authority, such as an organization or group represented through Backing, Command, or Followers Merits. It also includes characters who are in her debt, though this status ends when the debt is repaid.

Modes

The following are Sovereign Modes for Universal Charms found in **Exalted: Essence**.

CLEVER IMPROVISATION METHOD

Spun from Glass: The Sovereign commits a mote instead and creates the item out of spun fireglass, which lasts until the mote is retrieved.

DEFT OFFICIAL'S WAY

Born to Politic: The Sovereign reduces the time scale of the venture by one step.

INTEGRITY-PROTECTING PRINCIPLE

Under My Protection: The Sovereign's subordinates and allies count as possessions for the purposes of this Charm.

RESOLVE BOLSTERING DECLARATION

Shining Doctrine Defense: Any Intimacy the ally has toward the Sovereign counts for the purposes of resisting the social influence.

GREATNESS-INSPIRING AURA

Glorious Reign Attitude: The Sovereign's allies and subordinates are affected by this Charm out to long range and any Intimacy they have toward her counts for the purposes of this Charm.

CAPTIVATING BATTLEFIELD DISPLAY

Disposable Minion Technique: The Sovereign may direct the attack toward a subordinate rather than herself. The subordinate may not make a counterattack.

OX BODY

The Sovereign gains an additional Injured (-1) Health level.

GLORIOUS PRESENCE TECHNIQUE

Suborn the Interloper: Until the end of the scene, characters successfully influenced count as subordinates to the Sovereign.

UNDERLING-PROMOTING PRACTICE

Subordinate's Luck: The Sovereign's subordinates targeted with this Charm gain a two-dice bonus on their actions with the chosen Ability.

Close Combat

SEVEN-SWORD ONSLAUGHT

Prerequisite: Close Combat 4 or War 4

The Sovereign's anima coalesces into seven blades that strike simultaneously from all angles.

On Step 5 of a decisive attack, spend 1 mote to add half the Sovereign's anima, rounded up, in dice to the damage pool.

Craft

EYES-LIKE-FACETS TRANCE

Prerequisite: Craft 3

She imbues her Essence into a gemstone or other similar precious item and can meditate to send her senses to it at any time.

Spend 1 mote and enchant a gemstone or other luxury good during a dramatic scene, which remains enchanted for a number of days equal to the Sovereign's Essence. After this scene, the Sovereign can meditate to extend her senses through the gem and perceive things as though she

were at its current location. She can commit 1 mote while the gem is enchanted to have it record all that transpires nearby while she is not meditating on it. This prevents her from extending her senses into the object until she retrieves the mote. Viewing the recorded scene takes as long as the original events themselves, but the Sovereign can take a simple action to speed up or pinpoint an event of interest.

Characters who can perceive dematerialized spirits can detect her presence in the gem while she's meditating on it. This Charm ends if the enchanted gem ends up further away than a day's journey. Gain an additional anima.

LOUPE-AND-BIT TRICK

Prerequisite: Craft 3

With a flourish and a bit of Essence, the Sovereign makes just the right item or tool for the job.

Spend 1 mote to instantly create a piece of fireglass equipment for personal use — anything from a crystalline hand mirror to a dazzling suit made of light. She can't create weapons or armor with this Charm. When the Sovereign uses the fireglass equipment, she gains a two-dice bonus on all appropriate rolls. The item disappears at the end of the scene. Gain an additional anima.

MIRAGE-SELF SCULPTURE

Prerequisite: Craft 3

In a vain display of self-aggrandizement, the Sovereign creates a sculpture of herself from fireglass.

Commit 1 mote to craft a life-sized fireglass sculpture of the Sovereign that can imitate the Sovereign's actions and movements, though it cannot speak or attack. If the Sovereign leaves the scene, the sculpture dissipates.

The sculpture is so convincing that the Sovereign can make a Stealth roll regardless of if she has a suitable hiding place to convince others that the simulacrum is her. Anyone within short range can attempt an Awareness roll versus the Sovereign's Attribute + Craft to notice that it isn't the real thing. Otherwise, the decoy goes away only when the Sovereign reclaims her mote, leaves the vicinity, or is successfully attacked.

One Voice, a Duet (Upgrade: Essence 2): The simulacrum can speak using the Sovereign's voice. This grants a two-dice bonus on her rolls opposing attempts to see through the ruse. The Sovereign may make an influence roll through her simulacrum using her own traits.

CRYSTAL SPIRE CONJURATION

Prerequisites: Craft 5, Essence 2

The Sovereign summons forth fireglass to provide shelter or to make a path through impassable areas.

Spend 1 mote to create a structure out of fireglass as part of a dramatic scene lasting a day. The structure can be anything from a room to an architectural feature. Basic structures provide an appropriate bonus to their use: a crystalline watchtower provides one bonus success to Awareness rolls or a shimmering bulwark a two-dice bonus to uses of the Back to the Sea War action. This structure persists until the end of the story.

At Essence 4, spend an additional mote to create a manse in that time period. A manse created by this Charm generates a hearthstone with an inherent property appropriate to its intended function.

DIAMOND GIGANTES LABORS

Prerequisites: Craft 5, Essence 4

In an impressive display, the Sovereign's anima flares to outsized proportions and crystallizes into a gargantuan fireglass replica that is so large it can perform extraordinary feats.

Commit 2 motes to create a fireglass colossus at a point within long range. The Sovereign may make a feat of strength through it using Craft instead of Physique. If she supplements this with an Excellency, waive the mote cost of the Excellency. She can attempt extreme feats of strength through the colossus, even if she doesn't meet the normal requirements. While this Charm is active, the colossus can act as a warstrider (see p. 206).

When the Sovereign reclaims her motes, the colossus solidifies into a statue, which can maintain feats like holding up a piece of a mountain indefinitely.

DEMON-BINDING DIAMOND WISDOM

Prerequisites: Craft 5 or Integrity 5, Essence 5

The Sovereign binds a powerful and nearly immortal being into a weapon, using its power for her own designs.

When the Sovereign incapacitates a spirit or fae with a fireglass weapon, spend 2 motes to seal him away within the weapon, which then becomes an artifact. His nature is subsumed into the artifact, allowing the Sovereign to access Evocations reflecting it. She can learn his Eclipse OK qualities as Evocations with the artifact as well.

The Sovereign can only seal a single being in a given weapon. Bound victims are freed if the artifact is

destroyed, the Sovereign goes a story without using it, or the Sovereign dies.

Embassy

TO REIGN UNDER THE HILL

Prerequisite: Embassy 2

Those who dwell in the earth's depths recognize the Sovereign's authority through her patron, Cantata-of-the-Depths.

Spend 1 mote. For the rest of the scene, animals that live underground; earth elementals; and spirits of stone, cavern, or the underground and are treated as having a Minor Tie of awe toward the Sovereign and count as her subordinates. Additionally, the Sovereign can communicate with these beings without having a common language. She doesn't gain this benefit against characters with negative Ties against her.

UNFALTERING SUPERIORITY

Prerequisite: Embassy 3

The Sovereign exerts her authority over her inferiors.

Spend 1 mote. The Sovereign gains a +2 bonus to her Resolve against an influence roll. At anima 5+ or against subordinates, the Sovereign may count any positive Intimacies toward her as a bonus to her Resolve as well. Gain an additional anima.

BOW BEFORE YOUR QUEEN

Prerequisites: Embassy 4, Essence 3

The Sovereign revels her true majesty, and all who witness it must either flee in terror or fall to their knees.

Spend 1 mote and make an Embassy influence roll to threaten a group of people. If the Sovereign's anima is at 5+, gain a three-dice bonus to the roll. Affected characters gain a Minor Tie of fear to the Sovereign and must either kneel and remain prone for the rest of the scene or flee in terror. Those who kneel count as subordinates until they rise. Significant characters who refuse this influence do not gain the bonus from refusal.

MIDNIGHT DAWN KALEIDOSCOPE

Prerequisite: Embassy 4, Essence 3

The Sovereign exerts her dominance in a blinding display.

Spend 1 mote and make an Embassy roll to inspire awe, reverence, or wonder against any number of characters within medium range who can see her anima banner, ignoring multiple-target penalties. Characters influenced by this are overwhelmed by the prismatic

display, suffering the hindered penalty (p. 49) to actions requiring vision. This penalty applies on influence rolls to speak against the Sovereign or her subordinates. Gain an additional anima.

When an enemy blinded by this Charm misses an attack roll, the Sovereign's player may spend 3 Power to redirect the attack against another character within its range. The attack and all effects enhancing it are rerolled, using the same dice pool, against the new target. Any Power a withering attack would generate goes to the Sovereign instead.

Integrity

Obsidian Tear Purgation

Prerequisite: Integrity 3

Weeping tears of obsidian, the Sovereign expels any diseases or poisons infecting her body.

The Sovereign may diagnose a poison or disease any character is suffering from by analyzing their tears. If the Sovereign uses this Charm on herself, spend 1 mote to roll Integrity against the difficulty to resist to purge the poison or disease from her body gaining a two-successes bonus to the roll.

Obsidian Plague Infection (Upgrade: Essence 2): The Sovereign may turn her tears into weapons. On their next action, the Sovereign can make a Power 2 Close Combat gambit to inflict the poison or disease purged from this Charm onto an enemy.

Burn for Me

Prerequisite: Integrity 4

The Sovereign manifests her pain as a ruby shard she can drive into the Essence of her enemies.

Spend 1 mote and touch the target. In combat, this requires a Power 1 Close Combat gambit. She inflicts her wound penalty on her victim, giving him a wound penalty if he didn't already have one, or increasing it by another -1 otherwise. Gain an additional anima.

Wandering Aurora Soul

Prerequisite: Integrity 5, Essence 2

The Sovereign sends her consciousness into her anima and sets it free to wander as a living aurora.

Commit 1 mote while meditating. The Sovereign separates her anima banner from herself as a wandering aurora. She controls the aurora with her own actions and uses her own traits through it, though she can only use perception-based Charms through it. The aurora is partially dematerialized and physical actions

against it suffer a two-dice penalty unless enhanced by appropriate magic. If the aurora takes damage from a decisive attack, the damage is inflicted upon the Sovereign, and if it takes damage that would destroy a spirit, it dissipates and this Charm ends.

The aurora can pass through narrow spaces and permeable barriers no matter how tight the gap but can't pass through solid obstacles.

Soul-Vessel Emissary (Repurchase: Essence 3): While using this Charm, the Sovereign may spend 1 mote to attempt to possess a subordinate, rolling Integrity against his Resolve. Possessing a mortal subordinate gives her complete control over him, though she uses his traits for his action. If she tries to make him act against a Virtue or Major Intimacy, this Charm ends immediately. Against supernatural subordinates, the Sovereign can only make influence rolls to attempt to get the subordinate to act but cannot directly force action.

Soul-Fire Cataclysm

Prerequisites: Integrity 5, Essence 3

The Sovereign's anima expands outwards, and her fiery rage catches the world alight.

Commit 1 mote to create an environmental hazard at close range. If the Sovereign's anima is at 5+, the hazard extends to short range. The hazard's difficulty is equal to the Sovereign's Essence and damage is half her anima, rounded up. The Sovereign and their subordinates are immune to this hazard. Scenery and mundane objects destroyed by the hazard are transformed into fireglass, as are those killed by it.

Flayed Soul Malediction (Repurchase: Essence 5): The Sovereign passes judgement on someone who has harmed her — physically, emotionally, or politically — or someone she has a Major negative Intimacy toward. Spend 2 motes to curse them. Make an Integrity influence roll and wound penalties add bonus successes which don't count towards the normal cap. Success inflicts the Sovereign's Great Curse on the target for the current scene.

Demon-Binding Diamond Wisdom

See previous page.

Performance

Prismatic Phantasmagoria

Prerequisite: Performance 3

Dancing lights spring forth from the Sovereigns hands dazzling onlookers.

Spend 1 mote to create an illusion of aurora light. This illusion can be used on influence rolls granting a two-dice bonus to one action where a visual aid would be appropriate. In combat, the light can be used to dazzle an opponent, allowing the Sovereign to make a *distract* gambit with the dice bonus as a counterattack on Step 8.

CALAMITY-SOOTHING SONG

Prerequisite: Performance 4

With a voice as pure as crystal, the Sovereign sings to soothe the heart of nature itself.

Spend 1 mote and make a Performance roll against the difficulty of a mundane environmental hazard. Success reduces the hazard's damage by 1, with each two additional successes reducing the damage by 1 more, to a minimum of 0. Gain an additional anima.

Repurchase at Essence 2 to affect supernatural hazards.

Special activation: The Sovereign can use this Charm when she rolls against an environmental hazard, using this Charm's roll to resist in place of the usual resistance roll and weakening the hazard as above if she succeeds.

FAR-WANDERING ANTHEM

Prerequisite: Performance 4

The Sovereign sings with the voice of Cantata-of-the-Depths, guiding travelers safely through their voyage.

Spend 1 mote during a travel venture to halve the number of obstacles the Sovereign must overcome. She can bring up to her Essence + 5 people with her on this journey, and subordinates and Circlemates do not count against that amount.

PRIMA DONNA REFUTATION

Prerequisites: Performance 5, Essence 3

The Exalt makes a show of her oratory skill, aweing crowds and cowing her enemies.

When another character makes an influence roll, the Sovereign may spend 1 mote to upstage him with an opposed Performance roll contesting the influence roll. If the Sovereign succeeds, all characters targeted by the influence are instilled with a Minor Intimacy of awe, reverence, or wonder for the Sovereign. Gain an additional anima.

Flowers and Flourish (Upgrade: Essence 4): When a character begins a supernatural performance that doesn't involve social influence, the Sovereign may

use this Charm. She and the performer make opposed Performance rolls. If the Sovereign succeeds, the opposing magic is negated, and that character can't use it again for the rest of the scene.

Physique

RADIANT WARRIOR RAIMENT

Prerequisite: Physique 3 or War 3

Her anima coalesces into a suit of armor around her body, protecting the Sovereign from the slightest danger.

Commit 1 mote. The Sovereign creates their choice of light or heavy armor out of fireglass that lasts for the scene. She adds half her Essence, rounded up, to the armor's Soak and increases its Hardness by 1. This armor cannot be damaged or destroyed until the scene ends. While wearing the armor, she gains two bonus dice to enact *rally* Build Power actions and *distract* gambits from its radiant, glittering beauty.

War

INCANDESCENT HALO OF ENMITY

Prerequisite: War 2

In a blinding flash, the Sovereign flares her anima to distract her foes.

Spend 1 mote. The Sovereign flares her anima to inflict a two-dice penalty to vision or perception-based rolls on those who see her, except her subordinates and allies. That penalty increases to half her anima rounded up against characters she has a negative Major Intimacy toward. Gain an additional anima.

RADIANT WARRIOR RAIMENT

See above.

SEVEN-SWORD ONSLAUGHT

See p. 117.

POLESTAR STRATEGOS AVATAR

Prerequisites: War 5, Essence 2

From across the field, the sight of her anima banner bolsters her allies.

Commit 1 mote for the scene. Add half the Sovereign's anima (rounded up) as a dice bonus on command actions to control a battle group, allied battle groups gain the same dice bonus on rout checks, and the Sovereign's subordinates gain the same dice bonus on attack rolls. Battle groups under the Sovereign's control gain an increased level of Drill and +1 Overwhelming. Overwhelming cannot go above 5.

DRAGON KING CHARMS

Modes

The following are Dragon King Modes for Universal Charms found in **Exalted: Essence**.

ENHANCED SENSES

Predator's Eye Arrangement (Embodied): Gain double 9s on rolls to hunt characters by sight, the *focus* Build Power action, and the *reveal weakness* gambit.

Quivering Earthsong Membrane (Embodied): Track and sense characters moving on the same surface out to medium range, ignoring relevant penalties for lack of sight or Concealment.

FISTS OF IRON TECHNIQUE

Wicked Fists Expression (Embodied): Pick any non-artifact *universal* or *melee* tag for unarmed attacks to benefit from.

GRACEFUL CRANE STANCE

Branch-Seizing Claws (Embodied): Gain +1 Defense against gambits or other actions that would involuntarily move or knock down the character or +2 dice to resist similar effects.

IMMORTAL MARINER'S ADVANTAGE

Tail-and-Sail Adaptation (Embodied): Apply all bonuses from Immortal Mariner's Advantage to travel by swimming or other natural aquatic movement. At *enormous size*, the character may take actions in naval combat as if they were a vessel and transport up to their Fortitude in characters as if they were crew. At *legendary size*, double that number.

MANY-ATTACKS TECHNIQUE

One Body, Two Warriors (Olchiliké): Remove the flurry penalty if targeting two different characters or a battle group.

MONGOOSE AND COBRA ESCAPE

Godspeed Readiness (Olchiliké): Enemies do not benefit from bonus dice when targeting the olchiliké with rush attacks until the beginning of the olchiliké's next turn.

OX-BODY

Dragon King: Gain an additional -2 Health level.

Olchiliké: Also gain an additional -1 Health level.

POETIC EXPRESSION STYLE

Plumage-and-Crest Display (Embodied): Gain +3 dice to *instill* and *strengthen* social influence actions involving positive Intimacies toward the Dragon King or an organization they are a part of, or to *inspire* and *rally* Build Power rolls targeting characters with such positive Intimacies.

RIGHTEOUS LION SPIRIT

Perfect Soul Concordance (Olchiliké): If the Dragon King and their indwelling god share the affected Intimacy, they may choose to treat it as an Intimacy or as a third Virtue for any given social influence action or effect.

General

FORM OF THE TERRIBLE ANCESTORS

Prerequisite: Essence 2

Reaching into the deep well of personal, clade, and species history, the Dragon King finds terrifying and mighty expressions to pull forth and manifest in the world.

Choose one of the following effects and associated modes when purchasing this Charm. This Charm may be repurchased to gain additional effects and available modes. Commit 2 motes to transform, gaining all purchased effects and an additional Bruised Health level for the scene. Characters cannot normally benefit from equipment such as weapons or armor while transformed.

- **Crushing Jaws:** Unarmed decisive attacks that spend 5 or more Power also inflict a dramatic injury if they successfully inflict damage. **Embodied:** Unarmed attacks made in a grapple deal +1 damage.
- **Earthshaking Size:** Gain the *enormous size* quality, upgrading to *legendary* at Essence 3. May make area attacks against targets within

close range. **Embodied:** Gain the *enormous size* quality, upgrading to *legendary* at Essence 5. Reduce the cost of the *knockdown*, *knockback*, and *pull* gambits by 1.

- **Primordial Bone and Plate:** Gain the *durable* (1) quality, and body gains the *artifact* tag. **Embodied:** Gain the *durable* (1) quality.
- **Rending Talons:** Unarmed decisive attacks that successfully deal damage deal 1 additional level of damage. **Embodied:** Unarmed attacks gain +3 dice of damage against foes suffering from reduced Soak.
- **Rippling Muscle and Unbreakable Sinew:** The rush action may allow the character to move an additional range band, and decisive rush attacks gain +3 dice to damage. **Embodied:** The sprint action may be part of a flurry.

Finesse

CULTIVATOR'S MASTERY

Prerequisite: Finesse 3

First Age Dragon Kings pioneered vegetative technology, creating and breeding magical plants with the utmost skill.

The Dragon King needs no tools to cultivate or craft healthy plants as they reshape themselves to suit their needs, and they gain two automatic successes for any rolls to determine the nature, history, or maladies of any vegetation they encounter. Spend 1 mote to rapidly cause plant life to grow and change, gaining three dice on any relevant Craft or Navigate rolls. Make a miscellaneous roll to do so in combat, creating concealment or reshaping the battlefield on a success.

Empowered Cultivation (Repurchase: Essence 2): Use this Charm to craft artifacts from vegetative technology, and difficulties for related rolls or ventures by two. When attempting ventures to grow, transform, or shape large amounts of living plants, complete an additional obstacle on the first successful roll for the venture. This Charm counts as Wonder-Crafting Initiation for any relevant prerequisites.

Gardener's Reach (Embodied): The Dragon King's limbs and digits grow long and delicate, enabling them to treat living subjects with surpassing delicacy. They gain three dice on rolls to tend to vegetation or offer medical care, and may add the *reaching* tag to their unarmed attacks.



DISTANCE IGNORING TECHNIQUE

Prerequisite: Finesse 3

Holding instinctive sensory knowledge while applying advanced understandings of spatial geometry, the Dragon King completes an equation and is suddenly elsewhere.

Spend 1 mote and pick one:

- Teleport to a location within medium range they can see. At Essence 3, increase to long range.



- Pass through a single contiguous barrier. At Essence 3, increase this to any number of barriers the Dragon King can cross in a single movement action.
- Reach through a barrier or surface to look through it or manipulate objects on the other side.

Instinctive Movement Approach (Repurchase: Essence 2): This Charm may be used in place of a movement action and is fully reflexive at Essence 4.

Space Dividing Gateway (Repurchase: Essence 3): Spend an additional mote and make a shimmering portal between two known points within long range, allowing characters to transit between them for the turn. If used within an attuned manse or demesne, the Dragon King may tap into its energy to allow for much further transport, up to several miles away. This grants an additional completed obstacle on a successful roll for relevant ventures.

Dome-and-Lobe Reconstruction (Embodied): The Dragon King's skull reforms, exotic structures

forming to better allow for complicated spatial, abstract, and Essence-flow-relevant calculation. They receive two automatic successes on any Navigate or Sagacity rolls for determining paths, maps, or distances, including for travel ventures, and to any rolls for detecting or analyzing the flows of Essence.

Force

DRAGON'S ROAR EXHALATION

Prerequisite: Force 5

Kindling furious Essence inside the furnace of their body, the Dragon King unleashes it in a sudden and awful torrent from their claws or maw.

Spend 2 motes on Step 1 to make a ranged, decisive attack. This is a heavy weapon with medium range using Physique or Ranged Combat, targeting any number of enemies within medium range as an area attack. This gains three dice or the Dragon King's Essence to the attack, whichever is higher. Any targets hit suffer from a 3-damage burning environmental effect, at a difficulty of two plus the Dragon King's Essence on their next turn, which they may attempt to resist normally.

Cataclysmic Sigh (Repurchase: Essence 3): Extend the range out to long. At the end of any turn where enemies are within range and the Dragon King has not made more than one attack, spend an additional mote to make this attack as a reflexive action.

The Sun's Bellows (Embodied): The Dragon King's lungs and internal organs shift and grow to channel devastating Essence, some even manifesting power-radiating frills or vitriol-inflating sacs to channel their power. The Dragon King gains their Force as bonus damage dice to all Essence- or breath-based attacks.

PRIMAL UTTERANCE EXPRESSION

Prerequisite: Force 3

The Dragon King's words transcend language, distance, and time, those who hear them incapable of ignoring the weight of power and ancient memory behind them.

Spend 1 mote. The Dragon King may convey meaning in a single word, roar, or snarl out to Extreme range, ignoring penalties for distance or lack of shared language. Presence-based social influence actions do not suffer the penalty for targeting multiple characters. The Dragon King may terrify characters who choose a hard bargain, forcing them to cower or flee; gain Power in addition to dice if a target chooses to ignore their influence instead. Terrified characters must flurry an

action to resist their fear along with any actions they take other than fleeing in combat.

Divine Terror Command (Olchiliké): Spend an additional mote. Terrified characters gain a minor Intimacy of fear toward the olchiliké, and the olchiliké gains an additional 3 Power if they refuse the influence, to a maximum of 5.

Obsidian Shattering Roar (Repurchase): The character may instead use this on Step 1 to make a sound-and-Essence based attack or gambit out to long range, which counts as a Medium Ranged Weapon with the *piercing* and *powerful* tags.

Resonance Chamber Expansion (Embodied): Through throat sacs, inner vibrating chambers, or resonating skull structures, the Dragon King's vocal prowess can elicit enormous emotional responses, especially in individuals repeatedly exposed to it. Successful *inspire* and *rally* Build Power or social influence rolls targeting Dragon Kings, animals, or characters who possess an Intimacy toward the Dragon King gain 2 extra successes.

Fortitude

MANY-FACETED UNDERSTANDING

Prerequisite: Fortitude 3

The Dragon Kings of old created wonders of crystal technology, shaping stone and crystal with countless lifetimes of expertise.

The Dragon King does not need equipment or facilities to work with earth, stone, or crystal. They can reshape earth and stone with their bare hands (or claws), carving doorways in solid walls or pulling up bulwarks from the earth. They gain three dice on all related Physique and Craft rolls. Spend 1 mote and make a miscellaneous roll to do so in combat, creating cover, reshaping the battlefield, or moving through burrowing movement on a success.

Crystalline Refinement (Repurchase: Essence 2) Use this Charm to craft artifacts from crystal technology or to raise manses, reducing difficulties for related rolls or ventures by 2. This Charm counts as Wonder-Crafting Initiation for any relevant prerequisites.

Digging Claws (Embodied): The Dragon King develops earth-rending claws and sensitive membranes or tendrils enabling them to navigate beneath the earth. They may burrow through substances as hard as natural stone as standard movement and may add the *piercing* tag to their unarmed attacks.

DREAM-SOULED CHARMS

Modes

The following are Dream-Souled Modes for Universal Charms found in **Exalted: Essence**.

ARSENAL-SUMMONING GESTURE

Rattling Toy Sabers: Instead of summoning arms or armor, the Dream-Souled reflexively gives an object she wields or wears weapon or armor two tags for one scene. If the object is normally not a weapon, she may remove the improvised tag. At Essence 2, she may spend an additional mote to give the weapon or armor the armor tag as well.

BEAST-UPLIFTING HARMONY

Duck-and-Hare Metamorphosis: Spend 1 mote to transform a Familiar into another animal of the same Familiar level with the appropriate animal quality.

CLEVER IMPROVISATION METHOD

Dreamstuff-Sculpting Reverie: The Dream-Souled isn't limited by available materials. The object has unlimited uses in the Wyld.

EXCELLENT STRIKE

Scourge the Broken World: Spend an additional mote to add one die and deal aggravated damage against enemies of the Dream-Souled's Ideal.

FLAWLESSLY IMPENETRABLE DISGUISE

Face-Changing Glamour: This Charm can disguise other willing characters.

INTEGRITY-PROTECTING PRINCIPLE

Immutable Vision: This Charm protects against transformations unrelated to the Wyld.

LEAGUE OF IRON PREPARATION

Horde of Nightmares: The Dream-Souled creates soldiers out of dreamstuff, rather than training them. They have Regular Drill and Size equal to the lower of her Essence or 3.

LISTENER-SWAYING ARGUMENT

Dream-Fulfilling Stance: Intimacies similar to the Dream-Souled's Ideal modify the target's Resolve

as they were positive Ties to her. Ambition Virtues similar to her Ideal likewise count as Loyalty to her.

OX BODY

Gain an Injured Health level. This may be purchased a number of times equal to Fortitude.

RIGHTEOUS LION SPIRIT

Transcendent Purpose: The Dream-Souled's Ideal is protected. She may repurchase this Charm to protect a Major Intimacy.

SUDDEN TRAP ATTACK

Deadly Mirage: The Dream-Souled doesn't need materials to create traps. If she has necessary materials, increase the trap's difficulty by one.

Charms

DELIRIUM WEAVER

Prerequisite: Performance 2 or Stealth 2

The Dream-Souled's creativity births a world of illusions.

Commit 1 mote to create a realistic illusion. The Dream-Souled can create illusions no larger than a person within short range. Their illusory nature is obvious. She can reposition them with move actions. They vanish if they're beyond long range from her. She gains three bonus dice to any roll leveraging their illusory presence.

In combat, the first time she activates this Charm, make a reflexive *inspire*, *rally*, or *outmaneuver* Build Power roll.

DREAM-CHAMPION TRANCE

Prerequisites: Integrity 5, Essence 2

The Dream-Souled transforms into her idealized self, taking on her soul's true form.

Commit 2 motes for the scene to gain the following:

- Add one bonus die on all rolls and gain +1 Soak and Hardness against enemies opposed to the Dream-Souled's Ideal.
- Weapons gain the *artifact* tag and lose the *improvised* tag.

- Clothing counts as her choice of light or heavy armor.
- Recognizing her requires a difficulty 7 Awareness roll, even for those who saw her transform.

EMBRACE THE NIGHT

Prerequisite: Presence 5 or Stealth 5

As Entombed Mind Technique (**Exalted: Essence**, p. 235). The Earth mode's effect always applies.

EXQUISITE IDEOLOGUE ALLEGORY

Prerequisite: Performance 3

As Virtue-Shaping Harmony (**Exalted: Essence**, p. 275), but only for the Dream-Souled's Ideal. She

doesn't gain Memory-Reweaving Discipline.

MIDNIGHT GUEST INVITATION

Prerequisite: Embassy 2, Performance 2, or Presence 2

The Dream-Souled whispers to those whose sleep she visits.

Spend 1 mote. Make an influence action against someone while in his dreams. His Intimacies and Virtues don't modify his Resolve.

VANISHING REALITY

Prerequisite: Presence 3 or Stealth 3

As Butterfly Eyes Mirage (**Exalted: Essence**, p. 262).

UMBRAL CHARMS

Modes

The following are Umbral Modes for Universal Charms found in **Exalted: Essence**.

EXCELLENCY

Upon purchasing this Charm, choose an Attribute. Add dice equal to it on the roll if it's higher than the chosen Ability.

BODY MENDING MEDITATION

Wound-Swallowing Darkness: The Umbral can succumb to the Great Curse instead of paying motes to return to the fight. Doing so heals an additional Health level.

CRAFTY OBSERVATION METHOD

Cruel Past Recollection: Umbrals may ask "What negative emotions motivated this?"

EXCELLENT STRIKE

Wrathful Darkness: If the Umbral or her Shadow has a negative Tie to her target, add its intensity in dice on the attack roll.

GUARDED MIND MEDITATION

Inner Demon Critique: Spend 1 mote after a failed *read intentions* action or similar effect to give a

false answer, based on the Shadow's warped perspective. Once per session, spend 2 motes to use this against a successful effect.

GLORIOUS PRESENCE TECHNIQUE

Elegant Monster Soliloquy: This Charm applies to *instill* rolls to create negative Ties and the Shadow's Intimacies.

LIGHTNING SPEED

Unsuspecting Victim Pursuit: When advancing toward a nontrivial enemy, move an additional range band with any movement action.

LISTENER-SWAYING ARGUMENT

Appeal to Darkness: Gain double 9s if the influence action supports one of the Umbral's negative Ties or the Shadow's Intimacies.

MONGOOSE-AND-COBRA ESCAPE

Shadow Fades Away: In darkness-based concealment, the Umbral moves without crossing the space between and can spend 1 Power to move an additional range band.

MOTIVE-DISCERNING TECHNIQUE

Your Worst Day: Umbrals may ask "What's his most shameful secret?"

STRANGE TONGUE UNDERSTANDING

Voice of Nebiru: The Umbral may converse with creatures of darkness as if they shared a language.

OX BODY

Gain an Injured and a Critical Health level. This may be purchased a number of times equal to Fortitude.

PERFECT SHADOW STILLNESS

Elusive Phantom Presence: In darkness, the Umbral doubles 8s, or 7s if she didn't move.

SWIFT COUNTERATTACK

Vengeful Nemesis: Ignore flurry penalties if the Umbral or her Shadow has a negative Tie toward her attacker.

Charms

THE BLACK ROSE BLOOMS

Prerequisite: None.

The Umbral attains a greater understanding of her Shadow.

Choose two Minor Intimacies for the Shadow. Commit 1 mote to gain one of its Intimacies or replace a Virtue with one of the Shadow's.

NO SECOND CHANCES

Prerequisite: Fortitude 4

As Inevitable Betrayal Insight (**Exalted: Essence**, p. 247).

SHADOW CLOAK TECHNIQUE

Prerequisite: Finesse 2

As the Abyssal Charm (**Exalted: Essence**, p. 224).

SHADOW-LIMB MANIPULATION

Prerequisite: Finesse 2 or Force 2

As Mind-Hand Manipulation (**Exalted: Essence**, p. 250) and its upgrades.

SURRENDER TO DARKNESS

Prerequisites: Fortitude 4, Essence 2

In the depths of utter despair, the Umbral turns to her Shadow.

Spend 1 mote and succumb to the Great Curse to end a harmful magical effect the Umbral suffers — transformations, false memories, curses, etc.

PREEMPTIVE VENGEANCE MEDITATION

Prerequisites: Fortitude 5, Essence 2

As Unflagging Vengeance Meditation (**Exalted: Essence**, p. 234), but the Umbral can only swear vendetta against enemies that she or her Shadow has a negative Major Tie for.



CHAPTER FIVE

Fount of Esoteric Wisdom

This chapter includes additional martial arts styles as well as new spells for sorcery and necromancy.

MARTIAL ARTS: SCATTERED LOTUS PETALS

This section presents more martial arts styles drawn from the far corners of Creation. All martial arts styles may be used with the *natural* tag, unless otherwise noted. If a martial art only notes the *natural* tag, it may not be used with weapons.

Black Claw Style

Developed by the demon Mara, the Shadow-Lover, Black Claw style uses misdirection, deception, and love as its primary weapons. Stylists allow their opponents to visit vicious attacks on them, only to reveal that their violence was condemnable and the lie of the valor of the victor.

In addition to having Infernal modes, Black Claw style also has Wrathful modes. Infernals may purchase these separately using personal milestones (**Exalted: Essence**, p. 107).

Black Claw Weapon Tags: Natural. Black Claw stylists exclusively use unarmed attacks, focusing on furious claw attacks and lunging kicks. Black Claw unarmed strikes add the *balanced* tag.

Black Claw Armor: Black Claw style is incompatible with armor.

Complementary Abilities: Black Claw stylists require a combination of Embassy and Presence.

OPEN PALM CARESS

Prerequisites: Close Combat 1, Complementary Ability Total 2

The Exalt casts himself as the victim of his opponent's assault, beguiling all into believing they caused the hostile actions unfolding.

Spend 1 mote when the stylist rolls to Join Battle. As long as at least one enemy attacks before the stylist and her allies in the first round of combat, bystanders perceive the character and her allies as innocent targets of the enemies' hostility. Bystanders gain a Minor Tie of disdain to the stylist's enemies. For trivial characters, this is automatic. For significant characters, they resist this effect by making a Force + Integrity roll.

Enemies who fail suffer a three-dice penalty as a result of bystanders interfering with the fight and their own hesitation. This penalty lasts until the enemy succeeds at a reflexive Integrity roll, made at the end of each round.

Wrathful: Spend 1 mote on Step 1 in the first round of combat against one of the afflicted enemies to treat them as surprised for that attack.

TORN LOTUS DEFENSE

Prerequisites: Close Combat 2, Complementary Ability Total 3, Open Palm Caress

Knowing the ways of the heart, the Exalt binds their opponents to them. Conflicted emotions make the combatant's resolve falter.

Spend 1 mote on Step 8. The Exalt makes a Presence-based *instill* or *strengthen* social influence action as a counterattack. The influence creates a positive Tie, such as respect, admiration, love, or loyalty towards the martial artist — depending on the situation and the Storyteller's discretion. If the target already has such a Tie to the Exalt, the target loses Power equal to the extra successes over Resolve instead, to a maximum of 5.

Infernal: The Infernal makes this counterattack against a group without suffering the penalty. Trivial characters treat their Resolve as 0 for this action.

Wrathful: Trivial characters who gain the positive Tie have a crisis of faith, turning against their allies and fighting for the Infernal and their side instead. Non-trivial characters must resist with a hard bargain: either turn against their allies or suffer a 2-success penalty on attacks against the Infernal.

BLACK CLAW FORM

Prerequisites: Close Combat 3, Complementary Ability Total 3, Torn Lotus Defense

The Exalt drops into a defensive posture, feigning her unwillingness to fight and her resolve to defend herself should her opponent not be able to control their rage.

Commit 1 mote for the scene. This Charm may be activated on Step 4. The stylist increases Defense by two if an opponent moves toward her after she moved away from them. When the stylist attacks an opponent who has a positive Tie to her or who is allied with another opponent who has a positive Tie to her, the opponent reduces Defense by two.

Infernal: If the Infernal is hit with a melee attack after moving from the attacker, she may end the form and spend the committed mote to counterattack making a *disarm* gambit with a cost of 0. If successful, it counts as a Black Claw weapon for the scene, the Infernal may immediately ready it, and if it is an artifact, the target loses attunement to it, and it is attuned to the Infernal.

HEART-RIPPING CLAW

Prerequisites: Close Combat 4, Complementary Ability Total 5, Black Claw Form, Essence 2

There is only one truth, the ultimate truth of the form — trust is a lie and lies and betrayal are inevitable. As their hand burns with black fire, they strike from a place of false trust.

Spend 1 mote on Step 5 of a decisive attack against a target who has a positive Tie to the stylist. On the damage roll, double 8s if the target has a positive Minor Tie to the stylist, or double 7s if they have a positive Major Tie to the stylist instead. If this incapacitates the target, the stylist rips out their heart, burning it to ash in their hand, dealing a dramatic injury or killing the target instantly if death is on the line. This Charm cannot be used again against any character that witnessed the attack for the remainder of the scene unless the stylist successfully uses a social influence action to strengthen a positive Tie toward herself, or to strengthen an extant negative Tie towards the target of this attack.

Infernal: Holding the still-beating heart in their burning claws, the Infernal heals one level of damage and gains a three-dice bonus to *inspire* actions for the remainder of the scene.

Wrathful: While cloaked in their Corona of Fury, the Infernal can justify any horrible action in the name of that ultimate truth. The Infernal may target another character who witnessed her using Heart-Ripping Claw with an immediate, reflexive social influence action.

Devil-Prince Sword Style

The Lintha family's signature fighting art, this style uses auzhians, swords with hooked, serrated

AUZHIAN

Auzhians are medium weapons with the *chopping*, *disarming*, and *melee* tags.

blades. Metal spikes jutting from their hilt, pommel, and handguard are all used to cut and stab. The style combines agile swordplay, showy maneuvers, and a vicious offense that humiliates and maims enemies. Characters with Lintha Extraordinary Heritage may use the Lintha modes in this style.

Devil-Prince Sword Tags: Balanced, Chopping, Disarming. In addition to auzhians, hook swords, hatchets, axes, and swords with the *chopping* tag are less frequently used. The style's aggressive swordplay gives auzhians the *balanced* tag. This style is incompatible with unarmed attacks.

Devil-Prince Sword Armor: This style is compatible with light armor.

Complementary Abilities: Learning Devil-Prince Sword style requires some combination of Performance, Presence, and Navigate.

FINGER-STEALING FEINT

Prerequisites: Close Combat 2, Complementary Ability Total 2

The auzhian's serrated hook wrests weapons and fingers from enemies' hands.

Spend 1 mote on Step 3 of a *disarm* gambit with a two-dice bonus. On a successful gambit, roll extra successes as dice of damage against the target instead of granting an ally Power. Roll the extra successes as dice of damage against the target instead of granting an ally Power.

Infernal: The Infernal may use this Charm on Step 8 to counterattack with the enhanced *disarm* gambit, instead.

Lintha: Decrease the gambit's cost by 1.

HEART RAZOR STRIKE

Prerequisites: Close Combat 3, Complementary Ability Total 2

The stylist's cruel blade scars flesh and shatters confidence.

Spend 1 mote on Step 1. If the attack hits, the stylist's target suffers a one-die penalty on physical actions, including attacks, for the rest of the scene. Extra successes can be spent to *instill* or *strengthen* the enemy's

Principles based on humiliation, shame, or self-hatred, or to *weaken* his Intimacies based on confidence or self-assurance. Extra successes spent this way don't count toward Power gained by withering attacks.

If the enemy resists by accepting a hard bargain or ignoring the influence, he loses 3 Power.

Infernal: Extra successes spent on influence effects still generate Power on a withering attack.

Lintha: This Charm's penalty stacks, to a maximum of -5.

DEVIL-PRINCE SWORD FORM

Prerequisites: Close Combat 4, Complementary Ability Total 4, Finger-Stealing Feint, Heart Razor Strike

The Devil Prince cuts down foes with flashy swordplay and vicious technique.

Commit 1 mote for the scene. Add two dice on attacks against enemies with Intimacies based on humiliation, shame, or self-hatred, and on disarm gambits. Enemies with such Intimacies suffer a one-die penalty on attacks against the stylist, increased to -2 dice if the enemy holds an applicable Major Intimacy.

Thousand Cuts Cruelty (Repurchase: Close Combat 5, Complementary Ability Total 5, Essence 2): The form's dice bonus also applies on damage rolls against enemies with an appropriate Intimacy.

Infernal: The Infernal gains this Charm's benefits against enemies she has a negative Tie toward, even if they lack appropriate Intimacies. While in Corona of Fury, she gains these benefits against all enemies.

Lintha: Once per round, when the Lintha successfully defends against an attack by an enemy with an appropriate Intimacy, she can pay 2 Power on Step 8 to counterattack with a decisive attack or *disarm* gambit.

AGONIZING DISMEMBERMENT FLOURISH

Prerequisites: Close Combat 5, Complementary Ability Total 6, Essence 2, Devil-Prince Sword Form

Slashing through tendons and twisting joints with her auzhian's hook, the martial artist leaves her foes unable to lift a hand to her.

Spend 2 motes on Step 3 of a decisive attack. Add an automatic success. If it deals damage, the target must accept five levels of damage or a dramatic injury that disables one of his limbs.

Special: This charm may be activated on a disarm gambit enhanced by Finger Stealing Feint.

This Charm can't be used against an enemy more than once per scene.

Infernal: Enemies who accept a dramatic injury gain a Major Tie of fear to the Infernal. If they refuse this influence or accept a hard bargain, the Infernal gains 2 Power.

Lintha: Enemies who accept a dramatic injury lose 1 Power.

Dreaming Pearl Courtesan Style

Flitting and lilted like opium smoke wafting up from bamboo rafts, like drug dens hazy with smoke, the Dreaming Pearl Courtesan moves. In dreams, desires are laid bare, and wishes are fulfilled, enthralling sleepers as they escape from reality. Such is this style's technique. Some practitioners are master assassins, insinuating themselves into the confidences of their victims to strike when they're most vulnerable. The style is also notably practiced for self-defense by sex workers, letting them protect themselves with whatever's at hand.

Dreaming Pearl Courtesan Weapon Tags: **Disarming, Flexible, Improvised, Natural.** Dreaming Pearl Courtesan uses elegant unarmed strikes, whips, and war fans, combined with improvised weapons. Sashes, sleeves, tablecloths, curtains, silk veils — all of these are weapons in the hands of the artist. Improvised weapons do not suffer Accuracy reduction.

Dreaming Pearl Courtesan Armor: Dreaming Pearl Courtesan style is incompatible with armor.

Complementary Abilities: Dreaming Pearl Courtesan martial artists require Performance.

DEMURE CARP FEINT

Prerequisites: Close Combat 3, Performance 2

A flurry, a flapping, like cloth thrown into the wind: that is how the artist dances away from strikes.

When the Exalt is the target of a withering attack, they may spend 1 mote on Step 5 to reduce the number of Power their opponent gains by 2.

Sovereign: On Step 8, scatter fireglass and turn it into fractals; the Sovereign's Defense rises by 1 until they next make an attack. This creates difficult terrain within close range of the Sovereign, which they and their allies are immune to.

Getimian: If the character is Flowing, the Getimian may spend an additional mote on Step 8 after using this technique to teleport one range band away. If

the character is Still, spend an additional mote on Step 8 after using this technique and teleport the attacker one range band away.

ELEGANT WEAPON REPERTOIRE

Prerequisites: Close Combat 3, Performance 3; Demure Carp Feint

Sleeves, tablecloths, hairpins, fingernails, eyelashes and more become weapons that can fell even gods.

While wielding an improvised weapon, commit 1 mote for the scene to give that weapon one of the following tags: *pulling, disarming, piercing, chopping, shield, smashing, or reaching.*

Getimian: If the character is Flowing, choose up to 2 tags. If Still, add *defensive* to the list of tags and she may commit 1 additional mote for the scene to become immune to forced movement.

Sovereign: The Exalt may infuse their improvised weapon with iridescence instead: enemies damaged by them become unable to directly attack any combatant past close range of them until after their next action.

DREAMING PEARL COURTESAN FORM

Prerequisites: Close Combat 4, Performance 4, Elegant Weapon Repertoire

The stylist becomes a dancer upon the strings that wind about the world, a flurry of cloth and beauty, grace personified.

Commit 1 mote for the scene. While in this form, your improvised weapons can attack out to short range and ignore 1 point of Hardness and Soak.

Getimian: While Flowing, whenever the Getimian deals damage with an attack from an improvised weapon, they may immediately switch positions with the target. While Still, whenever they deal damage with an attack from an improvised weapon, they may make the target unable to move on their next turn, but the Getimian is also unable to move on their next turn.

Sovereign: The Sovereign becomes clad in iridescence. As they walk and move, fractals shift about them like ever-reflecting mirrors. All attacks against them while in this form suffer -2 dice, and they increase Defense by 1.

INVOKING THE CHIMERA'S COILS

Prerequisites: Close Combat 5, Performance 4, Essence 3, Dreaming Pearl Courtesan Form

Upon reaching this enlightenment — achieved only by accident — the stylist wraps herself in the veils of this world

and becomes a dream, transcending selfhood and reason as she touches the infinite.

Commit 2 motes for the scene on Step 1 while in Dreaming Pearl Courtesan form to invoke the Chimera's Coils. The Exalt unsheathes themselves from their veils, clothes, and sleeves and becomes the Dreaming Pearl for the scene: a serpentine dragon that floats in the heavens, with antlers like a gazelle's and opalescent fins like a carp — unbound by the absurd mandate of the earth. They choose to take to the skies, with eyes that run up their snout like blazing emeralds and rubies and witness the absurd behind the truth.

While the in the Chimera's Coils, the Exalt gains the following:

- Add their Essence to their base Soak.
- After using a Dreaming Pearl Courtesan Charm, reflexively move an additional range band.
- Ignore all environmental hazards.
- If the Exalt is killed while in this form, they achieve enlightenment in a flash of pearlescent light, never to be seen again except in half-remembered dreams.

Getimian: If Flowing, the Chimera's Coils manifests as a graceful shrieking serpent. The Exalt can fly and her Defense increases by 2. At the start of the Exalt's turn, all allies within short range heal 1 Health level.

If Still, the Chimera's Coils manifests as a great clawed stag. All of the Exalt's attacks are considered improvised weapons and gain a two-dice bonus to damage rolls. The Exalt cannot be moved, and no effect can steal or make the Getimian lose their Power, though the Exalt may still spend it.

Sovereign: The Chimera's Coils manifest as an aurora of constantly shifting glass in a vaguely human shape, glowing with the Exalt's anima. When the Exalt suffers an attack, on Step 2, they may roll Attribute + Performance to oppose it. If they roll equal to or higher than the attack roll, they may instead redirect the target to any other character within medium range.

Even Blade Style

Even Blade is the perfection of the sword, the swift-cutting, non-transcendental learning of a sharpened edge. So bad was the grip of the sword on this style's best-known masters that they could not rise

PERSONAL MODES

Even Blade style introduces personal modes — modes specific to a character rather than a category. A character who learns Even Blade style picks one of the teachers and gains all modes for that master. Additional modes may be purchased separately.

Typically, personal modes are created by players specific to their characters. These examples show how the Even Blade masters modified the Charms to fit their distinct personalities. Players and Storytellers should use these as examples for creating their own.

For example, Resolute Brigada studied under both Azure Crane and Zu Rat Te, but practices her own variant of Even Blade, combining swordplay with grappling techniques.

above the violence of the blade, and the three masters were split into three, similar to how their blade techniques would separate heads from shoulders. Azure Crane, Zu Rat Te, and Lord Chaowin Registrophe: First Among Heaven's Chosen, were sundered apart. A three-way lover's spat, or perhaps sheer differences in teaching style or philosophy? Whatever it may be, they have surely mastered the blade.

Even Blade Weapon Tags: Balanced, Chopping, or Piercing. Even Blade style cannot be used unarmed, though some stylists' variants may allow it through personal modes. Against opponents armed with swords or similar weapons, the martial artist gains a bonus die to attacks that does not count toward the limit.

Even Blade Armor: Even Blade is compatible with light armor.

Complementary Abilities: Even Blade martial artists require Integrity.

DEATH BETWEEN HEARTBEATS

Prerequisites: Close Combat 2, Integrity 1

The Exalt steps forward in that split second between beat and silence, and then cuts, screaming out.

Spend 1 mote on Step 3 of a withering attack to remove 2 Power from the target before applying any other effects. The Exalt gains +1 Defense until the start of their next turn.

Zu Rat Te: This may be used on a decisive attack instead. Push the target back one range band after dealing damage.

Chaowin Registrophe: Instead of removing Power on a withering attack, this may apply to a decisive attack to ignore 2 Soak.

EVEN BLADE FORM

Prerequisites: Close Combat 3, Integrity 2, Death Between Heartbeats

Sword out before them, the Exalt grounds their feet upon the earth, feels the wind across their scalp, the flames of their heart rising.

Commit 1 mote for the scene. The stylist's Defense and Resolve cannot be reduced below half of the base value, rounded up, and they can never be disarmed. The Exalt increases the minimum amount of Power she gains from missed withering attacks or Focus Build Power actions by 1. This may not increase a weapon's Overwhelming value above 4.

If the character is a student of **Chaowin Registrophe**, this Charm upgrades at Close Combat 4. If the Exalt is the target of a gambit, they may spend 1 mote to perform a *disarm* gambit as a counterattack against the attacker on Step 8.

If the character is a student of **Azure Crane**, this Charm upgrades at Close Combat 4. If the Exalt is the target of a withering attack, before their next turn, they may swap places with the attacker so long as the attacker is within medium range.

If the character is a student of **Zu Rat Te**: This Charm upgrades at Close Combat 4. If the Exalt makes a decisive attack, they may choose to end the form on Step 3, spending the committed mote to lower the target's Soak and Defense by 3, to a minimum of 0, until the end of their next turn.

Characters may acquire upgrades for different masters as repurchases.

MASTER AZURE CRANE'S LOVING DANCERS TECHNIQUE

Prerequisites: Close Combat 3, Integrity 3, Essence 2, Even Blade Form

The Sword must always have its sheath. They are inseparable. They are lovers. Their love is as a penitent is to their god, chained and a vessel for the one that they have been made for.

Commit 1 mote. The Exalt immediately sheathes their blade, gaining +3 Defense. While it remains sheathed and the mote stays committed, the Exalt cannot move, attack, or *defend other*, but may make influence actions and Build Power.

If the Exalt takes damage from a decisive attack at any time while their sword is sheathed, they may make a reflexive counterattack with a dice bonus equal to their Essence plus one that does not count toward the action limit. This unsheathes the blade, ending the defense bonus and action restrictions. They may resheathe the blade as a simple action as long as the charm remains committed.

MASTER LORD CHAOWIN REGISTROPHE, FIRST OF HEAVEN'S CHOSEN'S DEEP GRAVE CUT

Prerequisites: Close Combat 3, Integrity 3, Essence 2, Even Blade Form

Rejoice! Rejoice! The travesty of war rests upon how well-oiled your steel is against all attacks.

Spend 1 mote on Step 7 to halve the target's Soak (rounded down). If this attack inflicts a wound penalty or would take the target to their Critical Health levels, they can amputate a limb instead, instantly inflicting a dramatic injury. This may be used during a clash.

MASTER ZU RAT TE'S IMPOSSIBLE STUMBLING CUT

Prerequisites: Close Combat 3, Integrity 3, Essence 2, Even Blade Form

The edge is always there, waiting to cleave and sever. Simply complete a cut that has stretched out from the first moment of violence, toward infinity.

Spend 1 mote on Step 1. Make an attack against a single target within long range, which targets the lower of Resolve or Defense. This attack cannot be clashed or counterattacked. After the attack, reflexively move one range band.

ARCHITECTS AND FIRST PULSE STYLE

The intrinsic connection to their cities puts Architects close to the alleys and streets where First Pulse thrives. Several Charms have options for Architects under **Metropolis** modes. These modes are purchased with personal milestones.

First Pulse Style

To the untrained eye, a practitioner of the First Pulse style appears little more than an undisciplined street brawler. Those versed in the arts of violence see that the stylist roots their efficient brutality and improvisation in years of perfecting the tricks of common street toughs.

Weapons: Concealable, Improvised, Natural, Worn. A student of the First Pulse learns to turn everything within reach into a weapon, from a ceramic jug to a torn awning. First Pulse martial artists ignore the accuracy penalty from the *improvised* tag for light and medium weapons.

Armor: First Pulse style is compatible with light armor.

Complementary Abilities: First Pulse martial artists require Physique.

TITAN OF THE STREETS

Prerequisites: Close Combat 2, Physique 1

The First Pulse stylist sees the weakness in her enemy's approach, punishing hubris with humiliation.

Spend 1 mote on Step 2 to make a special clash that does not count as the stylist's action. This Charm may clash an opponent's gambit. If she wins the clash, apply the effect of a *disarm*, *pilfer*, or *reveal weakness* gambit without paying the power cost instead of the normal results.

This can be used once per combat unless reset by suffering the effects of a gambit.

Architect: If she wins the clash, gain 1 Power.

Metropolis: Add *ensnare*, *knockback*, and *knock-down* to the list of gambit options and the Architect gains her Overwhelming in Power.

FLEETING WINGS OF DUST

Prerequisites: Close Combat 2, Physique 2

The First Pulse stylist eschews chivalry for success, flinging dirt to sting the eyes of her opponent.

Spend 1 mote on Step 1 to make the following special gambit:

Impede (3): The First Pulse stylist describes a Stunt that hampers her target — traditionally kicking grit and muck into her opponent's eyes. The target suffers -1 Defense and a -3 dice penalty to relevant actions. This lasts until the end of the round, plus one round per extra success. The victim may spend their action, which cannot be flurried, to clear the penalty.



Metropolis: The Architect may spend 1 Power on Step 5 to also apply the effects of *ensnare* or *pilfer* to the target without paying their Power cost.

FIRST PULSE FORM

Prerequisites: Close Combat 3, Physique 4, Titan of the Streets, Fleeting Wings of Dust

With the Exalt's focus, all else fades away and the pulse of battle appears between heartbeats.

Commit 1 mote on Step 1 for the scene. The First Pulse stylist increases Defense by one against opponents who act before her. When she attacks an opponent who has not yet acted this round, the target suffers -2 Defense.

Before an opposing character acts, the Exalt may interrupt the initiative order if they have not acted this round, taking their turn and proceeding with the previously appointed character.

Architect: Improvised weapons also gain the *balanced* tag while this Charm is active.

Metropolis: After the Exalt interrupts the initiative order, they nominate the character who takes the next action. The interrupted foe's allies may not nominate that character to act until all other characters have acted this round.

INTRODUCTION TO THE STONE PRINCE

Prerequisites: Close Combat 4, Physique 3, Essence 2, First Pulse Form

Every move serves the vicious brutality of the streets, cheap shots claiming an enemy's blade or grim delight in a slam to the cobbles.

The character may grapple or *ensnare* legendary size targets. When the Exalt would throw her target after a successful grapple, add her Essence+2 in bonus damage dice. If she successfully uses the *knock-back* gambit, the target takes 2 levels of environmental damage.

Metropolis: On a successful *pull* or *throw*, inflict a one-time environmental hazard with difficulty equal to the success on the attack roll and damage equal to the First Pulse stylist's Essence.

Golden Janissary Style

Perfected by devil-fighting sages, powerful sealer-exorcists, and shaman guardians of communities, the Golden Janissary style excels in slaying creatures of darkness (**Exalted: Essence**, p. 61). Practitioners can be found across Creation, from monster hunters in Whitewall to Eskari warriors patrolling desert

shadowlands. The Phoenix Saint Sect combines the style's techniques with ritual mudras and mantras, their sweeping blows and swift footwork turning the battlefield into a holy ground. Their primary mantra is *ka*, meaning "here." Here, as in: "*you will stop here*," or here, as in: "*I will be here*."

Golden Janissary Weapon Tags: Reaching, Defensive, Natural. The Golden Janissary works the best with weapons that provide reach, such as staffs and lances — that is how their light can reach those embedded deep into darkness. When a Golden Janissary strikes unarmed, they gain the *reaching* tag.

Golden Janissary Armor: The Golden Janissary style is compatible with light armor.

Complementary Abilities: Golden Janissary martial artists require some combination of Presence and Sagacity.

WHERE-IS-DOOM INQUISITION

Prerequisites: Close Combat 1, Complementary Ability Total 2

The Exalt closes their eyes, and a golden flame bursts from their brow. Their third eye reveals those wicked among them.

The Exalt increases their Join Battle pool by two. If there are creatures of darkness in the fight, the Exalt may spend 1 mote at the start of a round to take their turn before all creatures of darkness. Significant creatures of darkness cannot interrupt.

Alchemical: If the Exalt is protecting their community, gain 1 automatic success on the Join Battle roll. If they have the highest number of Join Battle successes, they gain +1 to their Defense until the end of the round.

Dragon-Blooded: While in Water aura, if there is a water source nearby, including rain, the Exalt's attacks are blessed on a turn in which they activate this charm — reduce the target's Defense by 1 against their attacks, or by 2 if the target is a creature of darkness.

CLEANSING FLAME STRIKE

Prerequisites: Close Combat 3, Complementary Ability Total 3, Where-Is-Doom Inquisition

The Exalt performs an attack and aureate flame explodes from every point of impact, burning those that deserve to be burned.

Spend 1 mote on Step 3 of a decisive attack to ignore 1 point of Soak and to prevent counterattacks on

Step 8. If the target is a creature of darkness, ignore half their Soak rounded up.

Alchemical: Against a creature of darkness this Charm inflicts the hindered (p. 49) penalty to their attacks or other actions that rely on sight.

Dragon-Blooded: In Fire aura, the Dragon-Blooded adds their Essence in dice to their damage pool and may choose to activate this charm on Step 5.

GOLDEN JANISSARY FORM

Prerequisites: Close Combat 3, Complementary Ability Total 5, Cleansing Flame Strike

The flame upon the Exalt's brow becomes a burning halo, an expression of will and stewardship of Creation.

Commit 1 mote for the scene. For the rest of the scene, the Exalt may increase Defense by the value of an Intimacy or Virtue, when applicable.

Alchemical: While in this form, when an ally in close range is attacked, the Exalt may spend 2 motes on Step 8 to counterattack on their behalf. This does not count toward the action limit.

Dragon-Blooded: On Step 1, the Exalt can shift between Fire and Water aura as a reflexive action while in this form.

DEVIL-SLAYING SPEAR DANCE

Prerequisites: Close Combat 3, Complementary Ability Total 5, Essence 2, Golden Janissary Form

The Golden Janissary demonstrates this style's most treasured dance technique to her enemies, moving with erratic steps and a proud, somber bearing as she fulfills her promise to stand against the dark.

Spend 2 motes on Step 1 to make an area attack against all enemies within medium range of the Exalt. After resolving the attack, the Exalt moves to a location within long range.

Alchemical: Grant all allies within medium range +1 Soak until the end of their next turn.

Dragon-Blooded: In Water Aura, after attacking an enemy, move them one range band. In Fire Aura, after attacking an enemy, set them ablaze; this deals 1 damage per turn and applies the hindered modifier (p. 49) on actions that require ongoing concentration for 3 rounds unless the character takes appropriate miscellaneous action to put out the fire. Creatures of darkness cannot extinguish this flame until it burns out.

Hungry Ghost Style

Hungry Ghost style emulates the savage, all-out violence of a hungry ghost, hunting and attacking with little regard to self-preservation. Students cultivate their lower souls — the seat of passion, from which hungry ghosts arise — by embracing rage, fear, and other powerful passions.

Hungry Ghost Tags: Chopping, Paired, Natural. Hungry Ghost martial artists use claw strikes, biting, and gouging, along with hatchets and tiger claws, typically wielded as a pair. Unarmed attacks gain the *chopping* tag.

Hungry Ghost Armor: This style is incompatible with armor.

Complementary Abilities: Hungry Ghost stylists require a combination of Awareness and Stealth.

BLOOD-SCENTING HUNGER

Prerequisites: Close Combat 2, Complementary Ability Total 2

Tasting her prey on the air, the Exalt searches for their weaknesses and vulnerabilities.

Spend 1 mote on Step 3 of a decisive attack. The opponent cannot benefit from concealment or cover and reduces Soak by 1.

Abyssal: If the attack hits, the Abyssal can learn one of following traits: the target's remaining Health levels, Essence rating, or their current Power or Will total.

SHROUDED CLAW ATTACK

Prerequisites: Close Combat 3, Complementary Ability Total 3, Blood-Scenting Hunger

The hands of the Exalt flicker in and out like the corpus of a ghost, avoiding defenses and striking right at the soul.

Spend 1 mote on Step 3. The target reduces their Defense by two. This attack makes no sound and can't be countered.

Abyssal: If the attack hits, the target withers, suffering a three-die penalty on the next attack they make.

Liminal: If the attack hits, the spiritual hole in the target's defenses remains until the Liminal's next turn, the target suffers the same penalty to their Defense on attacks by the Liminal's allies.

HUNGRY GHOST FORM

Prerequisites: Close Combat 3, Complementary Ability Total 4, Shrouded Claw Attack

The Exalt's skin grows pallid and cold as if dead, her lower soul drawn forward as she lunges in attack.

Commit 1 mote for the scene. Each turn, the Exalt may flurry two Close Combat attacks without suffering the penalty. On turns where the Exalt does this, reduce their Defense and Soak by 2 until the beginning of the Exalt's next turn. The Exalt cannot gain other additional attack actions while benefiting from this Charm.

Abyssal: When the Abyssal deals damage to a living character, spirit, or undead, steal 1 Power from the target.

Liminal: The Liminal may leverage their form Charm as though it was a Major Intimacy when intimidating or frightening spirits. The Liminal can attack a dematerialized spirit, and after the attack resolves, the Charm ends, and its committed mote is spent. The Liminal can't reactivate this Charm on her next turn.

SOUL-DEVOURING MONSTROSITY

Prerequisites: Close Combat 4, Complementary Ability Total 5, Hungry Ghost Form, Essence 2

With a deft strike, the higher soul is severed, leaving only the lower behind.

Spend 1 mote on Step 5 of a decisive attack. Make a contested roll using the Exalt's Close Combat vs the target's Physique. If the Exalt wins, in addition to the damage dealt by the attack, the Exalt deals the number of extra successes in environmental damage. This deals at least 1 level of damage that can't be ignored or reduced, even if the opponent wins the roll. Anyone killed by this attack rises as a hungry ghost with a Tie of obedience to the Exalt that lasts until the end of the session or until the next sunset, whichever comes first.

Abyssal: If the target loses the contested roll, they additionally go last on the next round.

Liminal: After the attack, the Liminal may take another action, which can't be an attack.

Monkey Style

Monkey style employs misdirection, mobility, and unpredictability. It's an acrobatic style whose practitioners employ taunts, japes, and bewildering facial expressions to throw enemies off balance. Monkey stylists are often called "blissful sages," for laughter is commonplace in the style's schools. Their laughter is not just good humor, but part of the style's breathing exercises. Not all schools and stylists embrace this style's free-spirited ethos, though. Such humorless practitioners are instead referred to as "stone monkeys."

Monkey Weapon Tags: Balanced, Disarming, Natural. Monkey style uses open-handed slaps and clawing strikes, as well as rolling kicks from the ground. Stylists train with batons, staffs, and seven-section staffs, and frequently apply such techniques when wielding improvised weapons. Attacking with the *disarming* tag reduces the cost of the *disarm* gambit by one.

Monkey Armor: Monkey style is incompatible with armor.

Complementary Abilities: Monkey martial artists require some combination of Athletics, Performance, and Presence.

UNPREDICTABLE MONKEY CAPERING

Prerequisites: Close Combat 3, Complementary Ability Total 2

Like the clever monkey's paw that reaches past all obstacles, the stylist's unpredictable movements harry opponents who thought themselves out of reach.

Commit 1 mote for the scene. The character's attacks may extend to short range, and the cost of their *disarm* and *pilfer* gambits is reduced by 1, to a minimum of 1. When describing an attack using this technique as part of a relevant stunt, gain 1 additional Stunt die. The Exalt may bank or share three bonus dice when they bank or share Stunt dice from this Charm.

FLASHING MONKEY TAIL DISTRACTION

Prerequisites: Close Combat 3, Complementary Ability Total 3, Unpredictable Monkey Capering

The blissful sage's playful banter and bewildering strikes shake her opponent's conviction, as her every action writes the truth of her ideals upon the battlefield.

Spend 1 mote on Step 1 as part of a *distract* gambit. Double 9s on the resulting roll. If the gambit succeeds and supports one of the Exalt's Virtues, gain one Power for a Minor Virtue, or two for a Major.

Lunar: If the successful gambit supports one of the character's Virtues, gain one additional Power.

MONKEY FORM

Prerequisites: Close Combat 3, Complementary Ability Total 5, Flashing Monkey Tail Distraction

The blissful sage meets strife with a smile on her face, enduring all manner of hardships and injuries.

Commit 1 mote on Step 1 for the scene. The stylist ignores all environmental penalties and up to their Essence in other penalties to their Defense, and may choose to substitute her Resolve for her Defense

against any attack, declaring on Step 2. She treats this substitution as if it were Defense for the purposes of defense-increasing Charms and penalties. Additionally, this value may be increased by her Virtues during combat, adding 2 for a Minor Virtue or 3 for a Major.

Lunar: Any Virtue applied in this way counts as Major, regardless of its rating otherwise.

FLOWING MIRROR OF OPPOSITION

Prerequisites: Close Combat 4, Essence 2, Complementary Ability Total 8, Monkey Form

The Exalt willingly accepts her opponent's strongest attack, making a mockery of his strength and shattering his will to fight.

Commit 1 mote on Step 7 of an opponent's decisive attack targeting the stylist. The Exalt may reduce her Soak to whatever value she desires, to a minimum of 0. For the duration of the scene, she increases her Defense and Soak against that opponent by the amount of Health damage suffered from the attack. If the opponent is also the subject of a Major Intimacy, steal 1 Power from them.

Lunar: By spending an additional mote on Step 7, you may copy the opponent's shape as though using Manifold Hunter's Tactics (**Exalted: Essence**, p. 259).

Single Point Shining into The Void Style

The Single Point Shining into the Void style is mastery of the art of unsheathing. Some who practice this style become wandering warriors, aiming to perfect their craft by coming and going as a sword is sheathed and then unsheathed.

Single Point Weapon Tags: Balanced. The Venerable Art of Slashing only works with well-balanced and expertly crafted blades, usually curved for slashing, which can be drawn and sheathed in a singular cutting motion. When clashing with a *balanced* weapon, increase the gambit bonus from the *balanced* tag by one die.

Single Point Armor: Single Point style is compatible with light armor.

Complementary Abilities: Single Point martial artists require some combination of Awareness and Integrity.

GATHERING LIGHT CONCENTRATION

Prerequisites: Close Combat 3, Complementary Ability Total 3

The Student of the Cutting Fields keeps their weapon in their sheath. Every destiny is laid before them.

Spend 1 mote on Step 1. Until the end of the round, opponents who have not yet acted suffer a -1 Defense penalty against a Single Point stylist's attacks. She gains 1 Power per opponent who acts after her, to a maximum of 3.

Celestial: The Exalt may gain up to 5 Power instead.

Terrestrial: Until her next turn, the Exalt may spend 1 Power on step 2 to increase her Defense and Hardness by one each time she is the target of a decisive attack.

SINGLE POINT SHINING INTO THE VOID FORM

Prerequisites: Close Combat 3, Complementary Ability Total 4, Gathering Light Concentration

The Adept of Flashing Steel opens their eyes and sees every possible cut. They must now choose when to draw their fate.

Commit 1 mote for the scene. Whenever they gain Power, the Exalt can choose to *sheathe* any amount of Power, effectively storing it. This sheathed Power cannot exceed 10, cannot be shared with allies via Power Exchange, and can only be used to supplement decisive attacks using Single Point Charms, but does not count against the user's normal Power limit. As long as the Exalt is in this form, their Hardness cannot be reduced by concentrated withering attacks.

On Step 3 of a decisive attack, the Exalt can choose to *unsheathe* the sheathed Power. If they do, add the sheathed Power as additional Power at Step 5, to a maximum of 10 total Power.

Celestial: While the Exalt has at least 1 sheathed Power, all their melee attacks gain *reaching*.

Terrestrial: While the Exalt has at least 1 sheathed Power, they gain +1 to their Defense.

LIQUID SILVER GARDEN

Prerequisites: Close Combat 4, Complementary Ability Total 4, Essence 2, Single Point Shining into The Void Form

The Master of Blades unsheathes. They then perform one million and one actions in a single second.

Spend 2 motes on step 1 as a special attack action. The Exalt unsheathes their blade and slashes all around them: gain 1 Power and then create an instant environmental hazard in front of them that extends to short

range, which deals their weapon's damage + 1, resisted reflexively. This has a difficulty equal to the Exalt's Awareness or Integrity, whichever is higher. This does not affect the Exalt nor their allies.

Before the attack, the Exalt may spend 1 sheathed Power to move to anywhere in medium range. They can spend 1 sheathed Power to also push all enemies in the area one range band if they suffer damage from the environmental hazard.

Celestial: Their hazard deals +3 damage instead of just +1.

Terrestrial: The Exalt gains 3 Power instead.

SUPREME DEMON ART: VOID-BISECTING LINE

Prerequisites: Close Combat 5, Complementary Ability Total 5, Essence 3, Liquid Silver Garden

The King of Swords utters and performs the singular truth. Let us be reverent and internalize the perpetual slashing line that creates the illusion of time.

Spend 2 motes. Move in a straight line up to medium range from the Exalt's starting position, moving through all enemies and obstacles and ignoring any hazards. The Exalt can choose any number of enemies to attack within range. This is treated as an area of effect decisive attack. When sheathed Power is spent on damage for this attack, each point of sheathed Power spent adds two damage dice instead of one.

Celestial: The Exalt can move up to long range from their starting position.

Terrestrial: All targets are knocked prone, even if they defend against the attack successfully.

Steel Devil Style

It's said that the Steel Devil style's legendary founder long ago ascended to become Futsunurja, the Fighting God of Paired Things. In schools that still follow the founder's teachings, Steel Devil masters traditionally work in pairs and teach an even number of students. The Steel Devil teaches that all things are not one, but two: therefore, fight like both a tornado and a hurricane, like both god and devil upon the battlefield, a whirlwind of steel.

Steel Devil Weapon Tags: Balanced, Paired. Steel Devil style works best with paired weapons. When clashing with a *balanced* weapon, gain an additional die.

Steel Devil Armor: Steel Devil is compatible with all armor.



Complementary Abilities: Steel Devil martial artists require Awareness.

STEEL DEVIL STRIKE

Prerequisites: Close Combat 3, Awareness 1

Move faster than thought, strife between seconds, a slash so quick it reverberates across the battlefield.

Spend 1 mote on Step 5 of a decisive attack to add +2 dice to the damage roll. This may be used during a clash.

Celestial: The target cannot counterattack, and the Exalt may move up to two range bands away.

Terrestrial: After the attack, the target then loses 2 Hardness until the end of your next turn.

STEEL DEVIL FORM

Prerequisites: Close Combat 3, Awareness 3, Steel Devil Strike

Sink low, like a mantis that does not pray. Spin your blades, wield them in a wing grip, and become the Steel Devil Futsunurja.

Commit 1 mote for the scene. While in this form, after the Exalt makes an attack, they may move 1 range band reflexively.

Celestial: While in this form, the Exalt adds one bonus die to attacks and damage per each foe in close range, or each point of Size for enemy battlegroups.

Terrestrial: The Exalt may instead move 2 range bands reflexively, and then gain +1 Defense until the end of their next turn.

MULTIPLICITOUS ATTACK TECHNIQUE

Prerequisites: Close Combat 4, Awareness 4, Essence 2, Steel Devil Form

An eternity of blades in a single instant. A second is all a warrior needs.

Spend 2 motes on Step 1 to make an area of effect attack with their weapon against all foes in close range, which increases weapon damage by two, to a maximum of five.

Celestial: Increase the range of this attack to all foes in short range.

Terrestrial: For every enemy hit with this attack, the Exalt gains +1 Defense until the start of their next turn, to a maximum of +5.

IRON LOTUS UNFURLING

Prerequisites: Close Combat 5, Awareness 5,

Essence 3, Multiplicitous Attack Technique

The Steel Devil's forbidden technique: like Futsunurja, the Exalt deals a blow that cuts the world into four.

Pay 2 motes on Step 8 of an area attack. Targets hit may not counterattack, and the Exalt may immediately make another area of effect attack against all targets in short range. Then, the Exalt may immediately move into close range of any character damaged by the area of effect. This charm may only be used once per turn.

Special: Alternatively, this charm may be used on Step 2 to clash an area of effect attack. If the Exalt wins the clash, they may apply their result as an area attack against all enemies within short range, and move into close range of any character damaged by the area of effect.

Any character damaged by this attack loses 3 Power. If they have no Power to lose, they suffer 1 damage.

Celestial: Increase the range of the counterattack to medium range.

Terrestrial: The Exalt gains any Power lost by characters damaged.

Thousand Wounds Gear Style

Thousand Wounds Gear stylists specialize in the gyroscopic chakram, a clockwork throwing disk ringed in spinning blades. While knowledge of both weapon and style is rare in Creation, found only in certain ancient scrolls and esoteric monastic orders, it's widely practiced in the machine-realm of Autochthonia. A fight between two Thousand Wounds gear adherents is a sight to behold, their bladed chakrams clashing and rebounding in midair.

Thousand Wounds Gear Weapon Tags: Thrown, Flexible, Returning. In addition to the signature gyroscopic chakram, a resourceful stylist can use any bladed throwing weapon to grind their opponent down while staying out of arm's reach. Thousand Wounds Gear martial artists may make attacks with returning weapons at long range.

Thousand Wounds Gear Armor: Thousand Wounds Gear style is compatible with light armor.

Complementary Abilities: Thousand Wounds Gear adherents require some combination of Craft and Awareness.

THE CIRCLE SCREAMS

Prerequisites: Ranged Combat 2, Complementary Ability Total 2

GYROSCOPIC CHAKRAM

Gyroscopic chakrams are light weapons with the flexible, one-handed, and returning tags.

The Exalt's thrown attack whistles through the air with startling speed and force.

Spend 1 mote on Step 3 to reduce the target's Defense by 1 against this attack. If the attack succeeds, the Defense reduction lasts until the start of their next turn.

Celestial: The Defense reduction lasts until the start of their next turn even on a miss.

Terrestrial: Gain 1 Power on a withering attack or add 1 damage on a decisive attack.

FLOATING TARGET LOCK

Prerequisites: Ranged Combat 2, Complementary Ability Total 3, The Circle Screams

The target of an adherent of Thousand Wounds Gear can run, but they cannot hide from her arcing blades.

Spend 1 mote on Step 3 of a ranged attack. The attack ignores cover. With a successful attack, reduce the target's Soak by 1 until the start of their next turn. This does not count as Charm use for this step.

Alchemical: The Exalt reduces the cost of the knockback gambit by 1.

THOUSAND WOUNDS GEAR FORM

Prerequisites: Ranged Combat 3, Essence 2, Complementary Ability Total 5, Floating Target Lock

The stylist pivots to attack from a core of defense, there is no room in her motion for distraction.

Commit 1 mote on Step 1 for the scene. The Exalt's Defense against ranged attacks increases by two. Once per round, when the Exalt successfully defends against a ranged attack, they can spend 1 Power to make a counterattack against the attacker or another target in range on Step 8.

Celestial: While the form is active, the Exalt chooses one opponent. Ranged attacks made against them gain +1 damage. The Exalt may choose a new opponent when that opponent is defeated.

Terrestrial: Once per round, the Exalt may reflexively make the *defend another* action for an ally within short range who was the target of a ranged attack.

THOUSAND WOUNDS PERSISTENCE

Prerequisites: Ranged Combat 4, Essence 2, Complementary Ability Total 5, Thousand Wounds Gear Form

The Exalt infuses her weapon with grinding persistence and releases it to harry her foes.

Commit 1 mote. The Exalt throws their weapon, which becomes a hazard of whirling blades that covers one range band within long range. The hazard is difficulty 5, inflicting Essence plus three damage. Characters caught in the range band must roll against the hazard reflexively in the round it's created. The Exalted may exempt any characters from needing to roll against the hazard. When the charm ends, the weapon immediately returns to the Exalt's hands.

Alchemical: Exempt allies within the hazard gain +1 Defense.

Violet Bier of Sorrows Style

Violet Bier of Sorrows is an ancient style, the signature fighting art of Saturn's Chosen. Stylists move and strike with incredible speed to deliver powerful killing blows, emulating Saturn's cosmic dance as the fated harvester and the ending of all things. Some practitioners cultivate emotional detachment, able to strike a split second before their opponent because of their passionless attitude.

Violet Bier of Sorrows Weapon Tags: Balanced, Chopping, Natural. Violet Bier of Sorrows makes use of open-hand blows, knife-hand strikes, and graceful kicks, along with knives, staffs, and swords. Unarmed strikes gain the *chopping* tag.

Violet Bier of Sorrows Armor: The Violet Bier of Sorrows style is incompatible with armor.

Complementary Abilities: Violet Bier martial artists require Embassy and Physique.

SECRETS OF FUTURE STRIFE

Prerequisites: Close Combat 3, Complementary Ability Total 2

The Exalt stops an attack, and then sees a thousand fates into the future, laying out their assault in their Fate-eye.

Spend 1 mote on Step 2 to increase Defense by one against the attack. If the Exalt successfully defends, gain two additional dice on the next withering attack against the attacker.

Sidereal: The Exalt's withering attack gains double 9s.

VIOLET BIER OF SORROWS FORM

Prerequisites: Close Combat 4, Complementary Ability Total 3, Secrets of Future Strife

Indigo petals fall and suffuse the stylist. Their attacks weave translucent strings, binding enemies to their fate.

Commit 1 mote for the scene. For the rest of the scene, when the Exalt makes a withering attack, the target of that attack becomes unable to use the reflexive move action until the end of their next turn.

Sidereal: The Exalt now also deals aggravated damage while in this form by committing another mote.

LIFE-SEVERING BLOW

Prerequisites: Close Combat 4, Complementary Ability Total 5, Essence 2, Violet Bier of Sorrows Form

Every attack of the Exalt becomes a burning afterimage of striking and defending.

Spend 1 mote on Step 6 to apply double-9s on the damage roll. The damage dealt to the target is aggravated. Following this blow, the target can no longer recover health during the combat scene. This does not negate the *unstoppable* quality but removes any other source of healing.

Sidereal: Ignore the *unstoppable* quality as well.

CONCLUSION-PURSING APPROACH

Prerequisites: Close Combat 5, Complementary Ability Total 7, Essence 2, Life-Severing Blow

"There's always an ending," said Time. A thousand fated strikes come in a second.

On Step 5 of any decisive attack, regain 1 spent mote. Until the end of the next turn, whenever the target of the attack moves, the stylist can also move one range band toward them.

Sidereal: Commit 2 motes for the scene to wreath the Sidereal's weapon in a radiant halo. All their decisive attacks ignore 2 Soak and Hardness, and, whenever they make a withering attack, they gain +1 Overwhelming.

White Veil Style

There is no White Veil Society. They are not found amongst the courtesans of the Realm, nor can they be found amongst the high-ranking nobles of hinterland steppes, among the witches of far-off islands, or in a hundred teahouses throughout the Threshold. They do not travel across the world with hushed whisper as their swords, soft touches as their weapons, and

burning poisons as their potions.

White Veil Weapon Tags: Concealable, Natural.

White Veil Style deals violence in its most silent form, in its quietest form, in its most dangerous form. Poisons travel through needles, draughts that invoke ire seep into fashionable silver fingernails. A White Veil stylist attacking with a *concealable* weapon counts their target as surprised if they have not yet attacked.

White Veil Armor: White Veil is incompatible with armor.

Complementary Abilities: White Veil martial artists require Embassy and Stealth.

BIRDSONG OVER BLADES

Prerequisites: Close Combat 1, Complementary Ability Total 3

Meditate on the fulmination of the poisons you wield while engaging in philosophical debates over the nature of birds.

Commit 1 mote for the scene. During the scene, while talking with any person, the Exalt may spend the committed mote to do one of the following:

- Deal 1 damage to them immediately.
- Poison them (**Exalted: Essence**, p. 145), which takes effect when the character chooses anytime this session.

Dragon-Blooded: While in Wood aura, if there is a source of wood somewhere nearby and the Exalt used this Charm to poison a target, they gain 1 Power at the beginning of combat.

Sidereal: After damaging or poisoning a target, the Sidereal increases her Defense by one during the first round of combat.

WHITE VEIL FORM

Prerequisites: Close Combat 3, Complementary Ability Total 3, Birdsong Over Blades

The Exalt adopts this stance by doing absolutely nothing; their opponent will never know if they've been in this form all along, or if they are simply not using any martial art at all.

Commit 1 mote for the scene. After making an attack while in this form, gain surprise on the Exalt's next turn, as if this were an ambush (**Exalted: Essence**, p. 139). While making attacks from surprise, gain +1 die.

Dragon-Blooded: While in Air aura when this form is active, the Exalt can fly horizontally or vertically

without needing to step on anything but air.

Sidereal: When the Sidereal is damaged while in this form, they can spend Stunt dice to immediately give the attacker an Astral Poison that deals 3 damage per round and lasts for their Essence + 1 rounds with a difficulty of 4 to resist.

BLINDED BY LAUGHTER

Prerequisites: Close Combat 4, Complementary Ability Total 4, Essence 2; White Veil Form

Life is a constant threading motion, skewered and sewn. Having internalized this, the martial artist attacks suddenly.

When making an attack from surprise or concealment, spend 1 mote on Step 3 to leave a deteriorating poison that leaves the target unable to interrupt anyone and forces them to act last in the round whenever possible. If more than one character is affected by this, the Storyteller chooses in what order the affected characters act after all the other characters have acted

Dragon-Blooded: While in Wood Aura, after inflicting the poison, also inflict a virulent miasma that deals 1 damage per round, lasts Essence + 2 rounds, and has a difficulty of 5 to resist.

Sidereal: When the Sidereal deals damage with this attack, they may also inflict an Astral Poison that deals 3 damage per round and lasts for their Essence + 1 rounds and has a difficulty of 4 to resist. If the target already suffers from Astral Poison, instead increase damage per round by one and add one more round of duration.

THE DRAGON DIES SCREAMING

Prerequisites: Close Combat 5, Complementary Ability Total 6, Essence 3, Blinded by Laughter

From the White Veil's non-agent slithers out a black, tainted venom that is in truth nothing but a wink and a good word. The venom is supernatural: White Death.

Spend 1 mote on Step 3 of a decisive attack. Instead of dealing damage, the Exalt may choose to inflict a poison that deals Essence + 2 damage per round, has a duration of Essence + 1 rounds, and has a difficulty of Essence + 1.

Dragon-Blooded: While in Wood aura, the poison of death is intensified: all their attack pools suffer -2 dice.

Sidereal: Sidereals can choose to deal damage with the decisive attack by spending Stunt dice, and they choose when the poison will take effect, which must be after the combat. The victim has trouble eating anything, they become increasingly lethargic, and

death gods watch them from windows and the corners of rooms and the shadows of the trees. They suffer –2 penalty to all rolls. Any attempts to diagnose the poison are at difficulty 7. The poison can only be cured with a difficulty 7 Sagacity roll, or by the Sidereal herself.

The Sidereal must meet the person again in a different guise and speak with them naturally to present a hard bargain: complete one last task or succumb to

the poison. The task must be something the target can complete and cannot be unacceptable influence. If the target agrees, they lose the dice penalty to rolls and the poison's effects end upon completion of the task. If the target refuses, the poison kills the target so thoroughly that they pass immediately into Lethe.

SIDEREAL MARTIAL ARTS

Sidereals guard the secrets of their esoteric martial styles, though through the eons, some of the Fivescore Fellowship have shared their techniques with trusted allies. Getimians brandish such techniques as hidden weapons in their war against heaven.

Border of Kaleidoscopic Logic Style

This style is a contemplation of contemplation itself, focused on the interplay of identity, thought, and memory. Its techniques strike not the body, but the mind, battering foes' psyches until they're left questioning their very existence.

Weapon Tags: **Natural.** Border of Kaleidoscopic Logic martial artists must be unarmed. They use their hands, arms, legs, and feet to touch their opponent and send them into a contemplative trance. The stylist's unarmed attacks gain the *artifactual* tag.

Armor: Border of Kaleidoscopic Logic style is not compatible with armor.

Complementary Abilities: Border of Kaleidoscopic Logic stylists require some combination of Integrity and Sagacity.

FRACTURE THE SOUL

Prerequisites: Close Combat 3, Complementary Ability Total 2, Essence 3, any three martial arts Charms

The Exalt's touch brings perfect balance to her target, rearranging his life and making him a more perfect being.

Spend 2 motes and touch your target. In combat, this requires a Power 2 gambit. Make a Close Combat roll against the target's Resolve, and upon success, the Exalt puts her target into a trance state as long as the touch is maintained. In combat, the target may only attempt to escape with an Integrity roll that may not be flurried, opposed by the Sidereal's Close Combat, and

their Defense is reduced by one. If the target is attacked or suffers damage while affected by this charm, they may immediately make this roll reflexively against a difficulty of the Sidereal's Essence instead. The Sidereal must flurry to maintain the touch and her Defense is reduced by one. She may rearrange the target's Virtues, changing out his Major and Minor Virtue with something else. She ties his existing Intimacies to the new Virtues as best she can. If any do not fit, he temporarily loses those Intimacies. This change lasts for the rest of the session. A target may be affected by this charm only once per scene.

Perfect Ego Juggernaut (Repurchase: Close Combat 4, Essence 4): Instead of rearranging the target's Virtues, the Exalt grants her target a five-success bonus on all actions for the rest of the scene. Each time she uses the bonus, the successes decrease by one. So, the second time she uses the bonus from this Charm, she gains a four-success bonus instead, and so on.

OPEN PALM, CLOSED MIND

Prerequisites: Close Combat 4, Complementary Ability Total 3, Essence 4, Fracture the Soul

With an open palm strike to the center of the soul, the Exalt disrupts the very Essence of her victim.

Spend 3 motes on Step 1 and choose one of the following gambits to apply.

Words Are Not Enough Sting (5): The target can no longer speak or use her voice for anything for the rest of the scene. This includes Build Power actions involving voice or influence actions. Additional successes reduce the target's Resolve by one per success.

Dysregulating Sting (6): The target cannot make attacks, clashes, grapples, or flurries for a single round. During that time, he relives his entire life in reverse until he becomes unborn from the womb. At that point, he awakens and takes the Exalt's Essence in damage

as environmental damage. Each additional success extends the time the character is in this trance by one round.

Forlorn Passion Sting (5): The target loses a Major and a Minor Intimacy for the rest of the scene. Any influence that relied on those Intimacies no longer affects him and he does not act on those Intimacies. Extra successes can be spent to remove additional Intimacies from the character; two for a Minor and three for a Major.

Sidereal: Words Are Not Enough Sting and Forlorn Passion Sting last for the session instead of a scene.

Getimian: Reduce the mote cost by two.

BORDER OF KALEIDOSCOPIC LOGIC FORM

Prerequisites: Close Combat 5, Complementary Ability Total 5, Essence 4, Open Palm, Closed Mind

By extending her Essence, the Exalt overtakes the body of a nearby enemy — or friend.

Commit 3 motes and make an Integrity roll as a Power 5 gambit to possess a single target. On success, the target's body comes under the Exalt's control. She suffers no penalties for acting using both bodies and can use her Charms or any Charms known by the person she is possessing as though they are her own. She spends her own motes but uses their traits for rolls. This grants the Exalt an extra action she can use each round.

If the action she takes would go against the victim's Virtues or Intimacies, he can refuse the action as though it were a successful influence action. In this case, the Exalt must pick a new action or lose her action with that body.

Sidereal: Spend 3 motes to have the Sidereal immediately end the form to damage the target with an environmental hazard with damage based on the target's Virtues and Intimacies: one damage per Virtue or Intimacy that does not match the Sidereal's. If this would incapacitate the target, automatically *weaken* an Intimacy.

Getimian: Replace one of the target's Intimacies with one based on the Getimian's personal ambitions or Origin.

WITHOUT ASSUMPTION

Prerequisites: Close Combat 5, Complementary Ability Total 6, Essence 5, Border of Kaleidoscopic Logic Form

The Exalt sublimates into her own Essence, becoming immaterial and unreachable.

On Step 4 of combat or in response to an influence action, commit 5 motes for the Exalt to become a non-entity. The Exalt dematerializes, and people forget she was even there in the first place unless they succeed at a difficulty 5 Integrity roll, which they may reattempt reflexively whenever she targets them with an attack or effect. The Exalt cannot be the subject of an attack, touch, or social influence for the duration of this Charm unless a target succeeds at a difficulty 5 Integrity roll as a simple action. She may only use Border of Kaleidoscopic Logic Charms while in this state. The Exalt is immune to any hazard that hasn't been created by magic such as a spell, Charm, or quality. This effect lasts until the Exalt reclaims her motes.

Sidereal: Reduce the mote cost by 2.

Getimian: The Getimian may bring another person along with her. If he's willing, she does so as a reflexive action. If he isn't, it's a Power 5 gambit requiring a successful attack action.

MEDITATIVE BATTLEFIELD ESCALATION

Prerequisites: Close Combat 5, Complementary Ability Total 8, Essence 5, Without Assumption

The Exalt flexes her Essence into a shape of gargantuan proportions. She shatters reality and reforms it to her will, making her like unto a god.

Spend 4 motes. The Exalt grows to *legendary size* for the rest of the scene and can take any of the following actions as a single action that cannot be flurried and does not count against her action limit.

- Build Power actions generate a minimum of 3 Power.
- Attack a battle group with a three-success bonus.
- Make a decisive attack with a three-success bonus to damage.

Additionally, the Exalt remakes the field of battle. Move all the combatants into any position within long range, discussing with the other players at the table before placing their characters. Remove any or all environmental hazards or difficult terrain from the battlefield out to long range. Optionally, reshape or create an environmental hazard that has a difficulty equal to the Exalt's Essence and deals 2 damage each round.

Sidereal: This Charm lasts for the rest of the session or until the Sidereal chooses to end it.

Getimian: The Getimian reshapes reality. All characters must immediately make an Integrity roll

at difficulty 5 or be struck with a temporary Minor Intimacy of fear or awe. The Intimacy fades when the Charm ends.

Charcoal March of Spiders Style

It's said this style was created when an ancient Sidereal witnessed Asna Firstborn, mother of pattern spiders, kill and consume her mate. Enlightened by the sublime horror and beauty of the act, they attained an understanding of the cosmic principles of consumption embodied in this style. Its practitioners emulate the movements of pattern spiders, striking with venomous techniques that devour Essence, dissolve souls, and reweave reality.

Weapons: Concealable, Flexible, Natural.

Practitioners of the style use deceptive strikes, four-finger jabs that gouge eyes and pressure points alike, alongside sweeping kicks. It is also practiced using weapons such as nunchaku, rope darts, and whips. Unarmed attacks may gain the *piercing* tag.

Armor: This style is incompatible with armor.

Complementary Abilities: Charcoal March of Spiders stylists require Athletics.

RAIN OF UNSEEN THREADS

Prerequisites: Close Combat 4, Essence 3, Athletics 1, any three martial arts Charms

With unsettling motions, the Exalt weaves invisible threads between her fingers. She leverages these silken strands for devastating, lethal attacks.

Commit 2 motes for the scene. The Exalt may use the invisible threads for the following uses:

- Manipulate objects or perform feats of strength to lift or suspend objects out to medium range. She may substitute her Close Combat for her Physique to lift or carry an object with this Charm.
- Swing from point to point or to catch her fall. She may replace her Athletics with Close Combat for the purposes of any appropriate roll.
- Attack with the threads, which count as light weapons with the *concealable*, *disarming*, *flexible*, and *thrown (medium)* tags.
- Initiate grapples or clashes from medium range. While she grapples an opponent with the threads, she may maintain a grapple and perform

other non-attack actions without a flurry penalty. While Rain of Unseen Threads is active, the Exalt may grapple up to Size 3 battle groups and may *ensnare* targets with *legendary size*.

Nest of Living Strands (Repurchase: Close Combat 4, Athletics 2): While Rain of Unseen Threads is active, the Exalt may spend 2 motes to weave a growing web made of her invisible threads. At the start of each of her turns, it extends another range band outward, to a maximum of four range bands. The web has the following effects:

- All range bands covered by the web are considered difficult terrain that cannot be ignored. Make a roll off if this would be contested. If an enemy fails the roll off, their movement action fails, and they must remain where they started.
- Allied characters within her web have both light cover and concealment.

Tearing the webs down requires a difficulty 7 Physique roll, while slashing through it requires a difficulty 5 Close Combat roll. An incendiary weapon, such as a firewand, grants two bonus successes to do so.

Sidereal: This Charm extends to long range. She may grapple up to size 5 battle groups.

Getimian: The character gains this mode when she repurchases Nest of Living Strands. The Getimian does not need to be within her web in order to benefit from its cover and concealment.

UNNATURAL MANY-STEP STRIDE

Prerequisites: Close Combat 4, Athletics 3, Essence 3, any three martial arts Charms

Shifting into an unsettling stance, the Exalt blurs into hideous, erratic motion. This horrifying scuttling causes fear and panic as it sears itself into the memories of onlookers.

Commit 3 motes for the scene. When the stylist activates this Charm, she may take movement actions vertically as well as horizontally, regardless of whether she has footholds to climb. Extras and non-magical characters who witness this eerie movement flee the scene in terror. Battle groups with Veteran Drill or less must immediately make a rout check or flee. She may use this unnatural movement as leverage while threatening an opponent, gaining three bonus successes when doing so.

While this Charm is active, she cannot be targeted by grapples and may choose whether or not to be

affected by forced movement. Once per round, she may reflexively move an additional range band, even if it is not her turn. If she successfully threatens an enemy and causes them to flee, gain 1 Power.

Thumbnail Spider March (Repurchase: Close Combat 5, Athletics 4, Charcoal March of Spiders Form): While Unnatural Many-Step Stride is active, the Exalt may spend 1 mote on Step 1 to move up to three range bands in any direction. At the end of her movement, she makes an area of effect attack against all enemies she moved through, including any battle groups. This attack cannot be clashed or counterattacked and counts as her movement for the turn.

Sidereal and Getimian: While this Charm is active, she may commit an additional mote to dematerialize for its duration. If she uses Thumbnail Spider March, she may attack material targets while dematerialized. The Exalt may choose to end this effect by uncommitting the additional mote.

MAW OF DRIPPING VENOM

Prerequisites: Close Combat 5, Athletics 4, Essence 3, Rain of Unseen Threads, Unnatural Many-Step Stride

Gathering venomous Essence, the Exalt slams his fist into his target and forces them to hemorrhage their own life force. The strike consumes a slain victim, like a spider devours a fly.

Spend 1 mote on Step 3 when making a decisive attack. If the attack deals any damage, the target loses 3 motes. If the target does not have motes to lose, convert an equal number of damage dealt into aggravated damage. If an attack supplemented by Maw of Dripping Venom would incapacitate an enemy, it chips away a piece of their soul. Non-magical characters and Storyteller characters with an Essence lower than the Exalt who do not have the Heroic or Significant qualities are killed instantly, restoring 3 motes to the Exalt using this Charm. Other characters take a dramatic injury to their Essence instead, lowering it by 1 until they can recover. A character reduced to 0 Essence dies and human souls do not pass on to Lethe.

Sidereal: Activate this Charm on Step 5.

CHARCOAL MARCH OF SPIDERS FORM

Prerequisites: Close Combat 5, Athletics 5, Essence 4, Maw of Dripping Venom

The Exalt takes on the aspects of an ancient primordial



spider — the pinnacle of ambush predators waiting, ready to strike, in the center of her webbed vortex.

Commit 3 motes for the scene. While this form is active, on her turn the Exalt gains an independent action separate from any other actions or flurries which she may use to do any of the following:

- Sprint
- Build Power
- *Defend other*
- Attack using Charcoal March of Spiders Charms
- Perform movement actions or feats of strength with Charcoal March of Spiders Charms

When she gains an additional action from this Charm, she may not use other Charms that create actions or attacks (such as Multi-Attacks Technique or Swift Counterattack) and may not initiate clashes.

Sidereal: On Step 8, the Sidereal may deactivate this Charm to make two counterattacks against a target that attacked them. This spends the committed motes and the Charm cannot be reactivated on their next turn.

PATTERN SPIDER TOUCH

Prerequisites: Close Combat 5, Athletics 5, Essence 5, Charcoal March of Spiders Form

Calling upon the power of the pattern spiders, the Exalt unleashes a blow that inflicts reality-warping poison. The victim transforms into another person, a beast, or an inanimate thing.

Spend 4 motes on Step 1. Choose one of the following gambits to apply.

Another Life Venom (5): If successful, the Exalt transforms the target into another person, spirit, or supernatural creature. This cannot be another individual who already exists and does not grant any special abilities beyond cosmetic appearance. The character may create a brief story for this new form such as “the god of this crossroads” or “a handsome fieldhand.” The target suppresses all memories of his previous life and behaves appropriately to his role until he has passed a venture using Integrity at difficulty 5 with five obstacles, at which point his memories return but not his original form.

Awakened Beast Venom (6): If successful, the Exalt transforms the target into an animal. The target replaces their dice pools with the pools from the

appropriate animal template and gains a unique animal quality as per Lunar shapeshifting. The target behaves and thinks like a beast until he has passed a venture using Integrity at difficulty 5 with five obstacles, at which point he restores his human thought and capacity for speech.

People-as-Things Venom (7): If successful, the Exalt transforms the target into an object roughly the same size and mass as the transformed target, such as a statue, a tree, or an empty suit of armor. The target remains conscious but cannot move or take actions. Exalted and magical significant characters may take actions with Charms or qualities at a penalty appropriate to their form. If the object is destroyed, the target falls into a coma-like state but recovers if repaired.

These are forced transformations for the purposes of anything that protects a character from being changed against their will. Charms that heal curses or other debilitations reverse the effects of this Charm.

When applying the gambits, the Exalt may choose a duration for the ventures and an alternate condition for when the transformation ends. Their duration is indefinite unless chosen otherwise.

Special: This Charm may only be used once per story.

Sidereal: Ignore the once per story limitation. The same target cannot be transformed twice.

Getimian: A transformed character becomes a person, beast, or object drawn into reality from their Origin.

Citrine Poxes of Contagion Style

This style is a contemplation on decay, both causing and reversing it. Understanding disease, injury, and similar ailments as stemming from imbalances in one's Essence, this style's students inflict strange, terrible diseases by unbalancing enemies' Essence and cures maladies by resolving the underlying imbalance they arise from. Students study anatomy and memorize catalogues of diseases and their cures. This foundation undergirds esoteric regimens that hone a stylist's awareness and control of the flow of Essence through their body, until they can exert its full force through a fingertip or a needle's point.

Weapons: **Concealable, Natural, Piercing.** Practitioners of this style use subtle weapons, such as open-hand or fingertip strikes and hidden needles. Unarmed strikes gain the *piercing* tag.

Armor: This style is incompatible with armor.

Complementary Abilities: Practitioners of Citrine Poxes of Contagion must understand the body and the art of medicine, requiring Physique and Sagacity.

INFECTIOUS ESSENCE-DISRUPTING STRIKE

Prerequisites: Close Combat 4, Complementary Ability Total 3, Any Three martial arts Charms, Essence 3

Through the tips of her fingers or needle, the Exalt disrupts her victim's life force with diseased Essence.

Spend 2 motes to inflict one of the following spiritual diseases. Each infectious strike is a unique gambit. Choose one disease the character knows how to spread when acquiring this Charm. Repurchase to gain additional diseases.

Feverish Essence Discharge (4): Afflict the target with White Sun Sickness. For a number of rounds equal to the extra successes on an attack roll, increase the cost of the target's Charms or qualities by 1 mote. If the target has no motes, they must spend Health levels instead. The victim also suffers hallucinations and delirium, suffering a two-success penalty to all sensory rolls.

Disjointed Essence (3): Afflict the target with Drunken Moth Sickness. This requires an attack roll against the target's Resolve. Infected victims gain a compulsion of the Exalt's choosing, which must be something the target can perform, such as "embarrass yourself" or "attack your allies," and cannot be unacceptable influence. While infected, the victim must obey the compulsion, requiring a flurry if they wish to take other actions. Even then, any other action taken suffers a dice penalty equal to the Exalt's Essence.

Convulsive Displacement (4): Afflict the target with Jigsaw Organ Condition. Whenever the target takes damage from a decisive attack she loses a digit, a limb, or an external sensory organ (eyes, tongue, ears, etc.). This inflicts a success penalty equal to the Exalt's Essence on appropriate rolls that would require the limb or organ and restricts appropriate actions such as attacking with a two-handed weapon when a character only has one arm, sprinting when a character has no legs, or using the *pilfer* gambit without thumbs for instance. Fortunately, the character can simply pick up their missing part using a simple action and stick it back on, ending the penalty until they take damage again.

Gentle Touch of the Wicked Hand (Upgrade: Essence 4): The character creates her own spiritual disease, which follows the same format as above, but has a virulence unique to the character and her personality and goals. A wisecracking scoundrel might inflict

an enemy with Loose Tongue Sickness, which causes a victim to blurt out things they wish to keep secret whenever an influence action exceeds their Resolve, for example.

All diseases persist until cured unless otherwise stated. Curing a spiritual disease is always a Sagacity-based venture with a number of obstacles equal to the Exalt's Essence plus two, a duration in sessions, and rolls made at difficulty 5.

SPIRIT-AND-BODY PURIFICATION TOUCH

Prerequisites: Close Combat 5, Complementary Ability Total 4, Essence 3, Infectious Essence-Disrupting Strike

As she masters disease, the Exalt also masters the cure — capable of driving all ailments from her target with a single blow.

Spend 3 motes to cure another character you can touch. Choose any three of the following effects:

- Cure the target instantly of any magical and mundane diseases, including any you inflicted.
- End the effects of any drug or poison, including any substance addiction the target might struggle with.
- End any possession or similar loss of autonomy.
- Transfer any number of motes to the target.
- Cure a dramatic injury affecting the target's Attributes
- Remove an Intimacy the target did not create himself.
- End a curse affecting the target.

Flare of Invulnerability Method (Repurchase): This Charm may be used to heal a number of Health levels equal to the Exalt's Essence + 2. The target then gains two temporary Bruised Health levels which persist until damaged.

Sidereal: The Sidereal may apply this Charm to herself.

Getimian: The Getimian may choose to apply Infected Fate as one of her healing options, waiving its mote cost.

CITRINE POXES OF CONTAGION FORM

Prerequisites: Close Combat 5, Complementary Ability Total 6, Essence 4, Spirit-and-Body Purification Touch

The Exalt expels a thick miasma all around her. The spiritual disease within warps and twists victims' bodies, driving them to a mad and frenzied dance.

Commit 3 motes for the scene as a simple action. Activating the form creates an environmental hazard centered on the character and extending out to short range as the Exalt afflicts her victims with the spiritual disease The Revel Outside the Sealing of Gates. Enemies must resist the hazard reflexively using Fortitude + Integrity at a difficulty equal to the Exalt's Essence + 1. Failure inflicts three levels of aggravated damage and causes a spontaneous and joyful yet horrifying transformation to occur on the target's body. Characters immune to forced transformation (such as tattooed Lunars) suffer only the damage. Once infected as a result of failing the hazard's resistance roll, a victim feels the itching need to dance. At the start of each turn, they must accept a hard bargain: flurry an action to dance or allow the Exalt to move them reflexively.

Sidereal: While in the form, the Sidereal is immune to all disease and poison, including magical diseases. On Step 5 of any attack she may end the form, spending its committed mote, to reduce all damage she and all allies within the form's radius take by two levels to a minimum of 0. This lasts until the start of her next turn. This Charm can't be activated again on her following turn.

ESSENCE-SHATTERING TYPHOON

Prerequisites: Close Combat 5, Complementary Ability Total 8, Essence 5, Citrine Poxes of Contagion Form

Striking the air with a fury of disease-laden blows, the Exalt unleashes a toxic wave that spreads a virulent illness he has mastered.

Spend 3 motes. Make a decisive area of effect attack against all enemies present in the scene, which inflicts a spiritual disease the Exalt knows. Treat the infection gambit as though it were a regular decisive attack as well, rolling damage as usual. The Exalt may wager additional Power above the gambit's cost. Any damage dealt is aggravated. At the end of the round, the Exalt may commit 2 motes to sustain the effect as an environmental hazard that fills the scene. All enemies must resist the disease as noted in the gambit's text. This Charm may not be used again until the character earns a minor milestone.

Sidereal: Once per story, a character may end this effect, spending the committed motes, to permanently blight the area in which the fight took place. Anyone who enters or stays within that location must resist the disease or become infected. Undoing this effect requires a curing venture as noted in Infectious Essence-Disrupting Strike. If a character has the ability to flawlessly purify a location of disease or malady, make a roll off.

Obsidian Shards of Infinity Style

Created by the philosopher-assassin Ei Zou, this style is meditation on choice and possibility, on reality and its reflections. It is thus a killer's art, for every decision murders countless futures. This style's fundamental truths cannot be taught through words — the only way to learn it is to face one of its practitioners. In battle, stylists breathe with a steady rhythm, constantly aware of all possible angles of attack and free from unnecessary movement. Every mirror is a weapon to them; thus, they keep their blades well-polished and choose wisely the sites of their ambushes.

Weapon Tags: Paired, Natural. Obsidian Shards of Infinity martial artists use knife-hand strikes, rapid successions of kicks, and joint locks; as well as paired knives, khatars, and sais. Treat paired weapons as *worn* for the purposes of this martial art.

Armor: Obsidian Shards of Infinity style is not compatible with armor.

Complementary Abilities: Obsidian Shards of Infinity stylists require some combination of Awareness and Stealth.

RAIN OF BLACK SHARDS

Prerequisites: Close Combat 3, Complementary Ability Total 2, Essence 2, Any three martial arts Charms

As the Exalt brings her weapons together in a clash of metal on metal, reality itself seems to crack, showering the battlefield with broken black glass.

Spend 2 motes to create an environmental hazard with a center out to medium range as a simple attack action. The hazard extends out to short range from the center and has a difficulty equal to the Exalt's Essence + 2 and deals damage equal to her Close Combat each round. This effect lasts for a number of rounds equal to the Exalt's Awareness.

Sidereal: The hazard lasts for the rest of the scene or until the Sidereal chooses to end the effect.

REACHING THROUGH THE MIRROR

Prerequisites: Close Combat 4, Complementary Ability Total 3, Essence 2, Any three martial arts Charms

The reflection becomes reality as the Exalt grasps her foe through the mirrored surface.

Commit 2 motes and designate a target. All reflective surfaces show that target's visage, no matter how they are angled. For the rest of the scene, the Exalt can attack a reflection of the target with bonus dice on the attack equal to her Essence. Additionally, on decisive attacks, the target's Soak or Defense is reduced by 2. The Exalt chooses which one is reduced when making the attack.

Ripple in the Silvered Glass (Repurchase: Complementary Ability Total 4, Close Combat 5): When a target attacks the Exalt, she may redirect the attack through the mirror at someone else. End this Charm and spend the committed motes on Step 2 of combat to define a new target as the target of the attack.

Sidereal: Make a counterattack against the attacker when using Ripple in the Silvered Glass.

OBSDIAN SHARDS OF INFINITY FORM

Prerequisites: Close Combat 3, Complementary Ability Total 5, Essence 3, Rain of Black Shards, Reaching Through the Mirror

The Exalt shatters into mirrored shards of herself, each reflection a perfect recreation of her own body and form.

Commit 3 motes on Step 2 of an attack to shatter the Exalt into a number of reflections of herself equal to her Essence for the rest of the scene. These reflections act in unison with her and take the action she's taking, allowing her to flurry her same action. These reflections must stay within close range of the Exalt or dissipate.

The Exalt may take over a reflection, the reflection becoming the real version of her, and the spot where she was before becoming the reflection. This increases her Defense and Soak by two versus incoming attacks as the attacker must figure out which one is really her.

Sidereal: Spend 3 anima and spend the committed motes to have the Sidereal end the form immediately on Step 2 of combat to completely ignore the effects of a single incoming attack. She ends the attack at Step 2 and cannot make a counterattack. The Sidereal cannot reactivate this Charm on her next turn.

VANISH WITHIN GLASS

Prerequisites: Close Combat 5, Complementary Ability Total 8, Essence 5, Obsidian Shards of Infinity

Form

The Exalt exiles her enemy behind the mirror, leaving him trapped there until she deems it fit to return him.

Commit 3 motes and touch the opponent while touching a reflective surface — in combat, this requires a Power 4 gambit with a Close Combat attack. If successful, the target is thrown into the mirror and can no longer take actions outside of it. The target becomes incapacitated. They cannot make Build Power or influence actions unless they have effects that would let them communicate with others nonverbally or via magic. He can use magic capable of interacting with dematerialized characters to interact with material creatures within close range of the reflective surface and is likewise affected by such magic. Allies may attempt to bring the target back from Incapacitated via Power but must be able to see his reflection in order to give him Power.

The Exalt can attempt influence actions on him as though he were present by viewing him in her mirror. This Charm's effects ends when the Exalt reclaims her motes, or she dies.

Splintered Ego Nemesis (Repurchase: Awareness 5): Spend 3 motes to pull someone's mirror image through a reflective surface by simply touching it. The mirror self is under the Exalt's direct control, and she can make it take actions as though it were an extension of herself. It uses the victim's traits, and she can use any Charms the victim knows as though they were her own. She spends motes from her own pool when using the mirror self's Charms. Pulling the mirror version of someone trapped inside the mirror grants a three-success bonus on actions taken with the mirror self. At the end of every round the Exalt takes an action with the mirror, the victim may attempt to reclaim his mirror self with an opposed Close Combat versus Integrity action. This Charm counts as a curse.

Sidereal: The Sidereal spends motes rather than committing them to this Charm, and the mirror banishment lasts until she achieves a major milestone, or she dies.

Quicksilver Hand of Dreams Style

Quicksilver Hand's philosophy teaches that waking life is no more real than dreaming. Stylists who master this lesson can blur the boundaries between the two. It's remarkably common among Getimians who've mastered Sidereal martial arts, though this comes as little surprise to the Bureau of Destiny; the leader of their war on heaven, the renegade Sidereal Rakan Thulio,

was famed for his mastery of the style.

Weapon Tags: Natural. Quicksilver Hand of Dreams martial artists must be completely unarmed. The character may freely change the weight of her unarmed attacks from light to medium or heavy whenever she makes an attack.

Armor: Quicksilver Hand of Dreams style is compatible with all armor.

Complementary Abilities: Quicksilver Hand of Dreams martial artists require Craft or Sagacity.

CHARM CONCEPT: WAKING AND DREAMING MODES

Each Charm in the Quicksilver Hand of Dreams style has a special set of modes that can be purchased with repurchases of the Charm: a Waking Mode and a Dreaming Mode. Purchasing a Waking Mode requires the Exalt to have two Charms from this style, while purchasing the Dreaming Mode requires the Exalt to know all of this style's Charms.

QUICKSILVER STAIRCASE

Prerequisites: Close Combat 2, Complementary Ability Total 3, Essence 2, any three martial arts Charms

The Exalt walks between the waking and dreaming worlds without truly knowing which is which.

Commit 1 mote. The Exalt becomes one with dreams, gaining the following benefits:

- She adds Essence to her Resolve against magic that interferes with her sleep or dreams.
- When she sleeps, she can pull other sleepers into her dreams and allow a recovery scene while they are sleeping. This recovery scene requires a full night's rest to take effect.
- Whenever she is in the Wyld, she counts as one step closer to Creation — such dreamlike environs are nothing new to her.
- The Exalt can make Craft venture rolls while she sleeps. Crafting in dreams does not disturb the Exalts sleep and her dreams can supply all non-supernatural materials needed.

Waking: The Exalt can put other willing characters to sleep with a touch to enter a recovery scene. This plays out in moments and only takes a turn of real time, rather than a full night of rest. This can only be used once per combat.

Dreaming: The Exalt can form supernatural materials out of dreams to craft her items with.

ONEIRIC TOUCH

Prerequisites: Close Combat 2, Essence 2, Complementary Ability Total 3, any three martial arts Charms

With a touch, the Exalt manifests the dream world into the waking and uses it to punish her enemies.

Spend 2 motes on Step 1 of combat and choose one of the following gambits to apply.

Peaceful Repose Touch (4): Put your target to sleep for a single turn. While asleep, they cannot take actions, and their Defense is reduced by one. Attacking the target immediately wakes them from this slumber. Additional successes can be spent to steal Power from the victim one for one.

Fervent Night Phantasm (5): Implant a dream or nightmare into the target that feels real to them for the rest of the scene. The Exalt may reflexively make influence actions against her target using the dream as her focus for the influence and ignoring Intimacies that would act against the influence.

Dream Ravager Hand (4): Pull a dream out of the victim's mind that becomes real for the rest of the scene. The Exalt can watch the dream to learn a single Intimacy or Virtue the target holds that's appropriate for the dream pulled. The target is distracted by the dream and suffers a three-dice penalty to all actions while under the effects of this Charm. Additional successes can be spent to reveal motives, Virtues, or Intimacies as a read intentions action.

Waking: The mote cost for this Charm is reduced by 1 to a minimum of 1.

Dreaming: Fervent Night Phantasm and Dream Ravager Hand last for a session instead of a scene.

Sidereal: The Power cost for the gambits is reduced by 1 to a minimum of 1.

QUICKSILVER HAND OF DREAMS FORM

Prerequisites: Close Combat 5, Complementary Ability Total 5, Essence 3, Oneiric Touch, Quicksilver Staircase

The Exalt dreams of a perfect situation for herself in the battlefield and her dreams become reality.

Commit 3 motes. The Exalt becomes a perfected dream form of herself that allows her to act in ways that only dreams could. She gains +1 Defense and a four-dice

bonus to all actions for the rest of the scene. For the duration of this Charm, she can make influence actions against others without speaking, as long as she can see them. When in the Wyld, it is considered two steps closer to Creation and she can rearrange the battlefield as she wishes, teleporting up to her Essence in characters engaged in combat to different locations as an action each turn. Unwilling targets make an opposed Athletics roll versus the Exalt's Close Combat.

Waking: Influence actions against the Exalt always apply her Major Virtue as an appropriate defense, even if it would not normally apply.

Dreaming: The dice bonus to actions increases to a five-die bonus instead.

Sidereal: If the Sidereal takes a dramatic injury or falls unconscious while this Charm is active, she may end this form and spend its motes to instead reveal that version of herself was a dream and reset her health to where it was before the attack. The Sidereal cannot re-activate this Charm on her next turn.

ILLIMITABLE FANTASY ASCENSION

Prerequisites: Close Combat 5, Complementary Ability Total 7, Essence 5, Quicksilver Hand of Dreams Form

Dreams are as waking. The Exalt casts the field into a web of gossamer spun out of her own dreams.

Spend 4 motes. The Exalt's dreams overflow from her, spreading out to long range. Her dreams count as a middlemarch of the Wyld and last for the rest of the scene. This imposes an environmental hazard on those inside unless they have some protection against the Wyld. The environmental hazard has a difficulty equal to half the Exalt's anima and deals two damage every three rounds. While the Exalt is in the affected area, the mote costs for Charms in the Quicksilver Hand of Dreams style are reduced by 1 to a minimum of 1. Additionally, the Exalt can choose to reshape the environment to her choosing as though she were shaping a dream which lasts for the duration of the Charm. She can create cover, make new environmental hazards with difficulty 5 and damage equal to the number of Waking and Dreaming modes she knows (to a maximum of 5), and create difficult terrain using a single action that can be flurried. She defines how people act and what they do while inside the affected area.

Waking: The Exalt can exempt her allies from this hazard if she wishes, and she is immune to it herself.

Dreaming: The Exalt can reshape the landscape on her whim, changing where the affected area is and

how the hazard affects others. She negates any hazards in the area not created by her and no one can form a difficult terrain or an environmental hazard in the area for the duration of the Charm.

Sidereal: This Charm lasts for a session instead of a scene.

Sapphire Veil of Passion Style

This style is a meditation on the interplay of sexuality, gender, and sexual desire. It conceptualizes battle as courtship, pursuing foes until they're close enough to entangle either physically or emotionally. Stylists move like ribbons fluttering in the wind, using spinning motions to outmaneuver enemies and strike with the style's signature urumi. Students of this style often experience personal revelations as they study it, developing a greater understanding of their own identity, relationships, sexuality, or gender.

Sapphire Veil of Passion Tags: **Disarming, Flexible, Natural, Pulling.** This style is traditionally practiced with urumis, though fighting chains, war fans, and whips are also common. Unarmed strikes gain the *disarming* tag.

Sapphire Veil of Passion Armor: This style is incompatible with armor.

Complementary Abilities: This style requires some combination of Embassy, Performance, and Presence.

ETERNAL INFATUATION DANCE

Prerequisites: Close Combat 4, Essence 2, Complementary Ability Total 4, any three martial arts Charms

The stylist vanishes in a swirl of cerulean ribbons, reappearing at an enemy's side.

Commit 2 motes for the scene to vanish and reappear within close range of an enemy, without crossing the space between. Whenever the target moves, the martial artist can use her movement for the round to again teleport into close range. This Charm ends if she leaves close range with him.

Captive Heart Mastery (Repurchase): If the target has a positive Tie to the stylist, her decisive attacks against him convert two dice of damage to automatic successes for a Minor Tie or three dice for a Major Tie. If her target has a Virtue of Loyalty to her, such as from this style's form or Joy in Ownership, she converts four dice to successes instead.

Distant Admiration (Repurchase): The stylist can move out to short range from her target without

ending this Charm. She adds an automatic success on influence actions against him.

Perpetual Courtship (Repurchase: Essence 3): When the target moves away from the stylist, she may spend 1 Power to make it count as difficult terrain.

Sidereal: The Sidereal is immune to forced movement that would take her out of close range with her target.

Getimian: Instead of appearing at her enemy's side, the Getimian may bring him to her, a gambit that costs 4 Power and may be rolled with any of the style's Complementary Abilities. Success causes him to appear within close range of the Getimian and lets her pursue him as above.

INTO INFINITE DEPTHS

Prerequisites: Close Combat 4, Essence 2, Complementary Ability Total 4, any three martial arts Charms

Enlightening her foe, the stylist deepens his understanding of those he desires.

Spend 1 mote on Step 1. If the attack deals damage, the stylist learns her target's positive Ties to individuals and chooses one. The target is flooded with perfect empathy for whoever that Tie is for: they know their gender and sexuality, their Virtues and Intimacies, their passions, and a personal understanding of what it's like to live as them. This won't reveal anything that individual would want to keep secret from the enemy. The context of the enemy's Tie changes to one appropriate to this revelation, chosen by his player. The enemy can't reject this influence outright — he must accept a hard bargain to resist.

In combat, this flood of emotion overwhelms the target; each turn, he must take a miscellaneous action to process these emotions, requiring a flurry to take other actions.

Outside of combat, the stylist can use this on a touched character (including herself) without an attack. Instead of forcing her target to flurry, the overwhelming emotions strengthen the affected Tie to Major, if it isn't already.

URUMI

Flexible, whip-like blades, urumis are medium weapons with the *disarming*, *flexible*, and *melee* tags. When not in use, they're worn around the waist like a belt.

Shared Empathy (Repurchase): The stylist may choose to share the enemy's experience, though she isn't overwhelmed by the emotion. If she has a Tie toward the character she gains a deeper understanding of, it's altered as above; otherwise, she gains a Minor Tie based on the experience with a context chosen by her player.

Strangers No More (Upgrade: Close Combat 5, Essence 3): The stylist can give her target a burst of empathy for anyone present in the scene, even if he doesn't have a positive Tie to them.

Sidereal: The Sidereal imparts an understanding of herself, without requiring her target to have a Tie to her. This restores any memories of her that her target has lost to arcane fate and gives him a positive Minor Tie toward her if he doesn't already have one, with a context chosen by his player.

Getimian: If the Getimian uses Infected Fate on her target in the same scene, she can base the imposed role on the enemy's relationship with the character he has the Tie toward, rather than a role involving the Getimian.

SILKEN ROPE TRICK

Prerequisites: Close Combat 4, Essence 2, Complementary Ability Total 5, Eternal Infatuation Depths, Into Infinite Depths

A master of physical and emotional entanglement, the stylist snares enemies with silken Essence.

Commit 2 motes on Step 1. This is a grapple, but instead of opposed Close Combat rolls, the stylist rolls Attribute + any Complementary Ability against her target's Resolve. If the grapple is successful, sapphire strings ensnare the target.

The stylist suffers no disadvantages from grappling and can move and act freely. She can take pin actions against her target from any range but must be within close range to use other grapple options. Her enemy suffers the normal disadvantages of being grappled. The only grapple action he can take is *escape*.

Titan-Seducing Wiles (Repurchase): The stylist can establish dominance in grapples against *legendary size* enemies. For the duration of the grapple, her attacks ignore the benefits of *legendary size*.

Sapphire Binding Pattern (Repurchase: Essence 4): If the target has a positive Tie for the stylist, she chooses a Charm for a player's character or a quality for a Storyteller character. He can't use that power in a way that opposes that Intimacy for the rest of the scene. If her target has a Virtue of Loyalty to her, such as from

this style's form or Joy in Ownership, it counts as a positive Tie for this mode.

Sidereal: The Sidereal can spend her grapple rolls' extra successes on Influence effects.

Getimian: If an attack while grappling deals damage, the Getimian can also reflexively use Infected Fate on her target.

SAPPHIRE VEIL OF PASSION FORM

Prerequisites: Close Combat 5, Essence 3, Complementary Ability Total 6, Silken Rope Trick

Ribbons of sapphire Essence billow and swirl around the stylist as she enters a stance that embodies all desires.

Commit 3 motes on Step 1 for the scene. Characters who perceive the stylist replace their Minor Virtue with Loyalty to her unless their existing Virtue would cause this to be unacceptable influence. Any Ties of sexual or romantic desire they have toward other characters, those Ties are suppressed for as long as they perceive the stylist. Unless their Major Virtue supports opposing the stylist socially or in combat, they suffer a success penalty equal to their suppressed Minor Virtue when doing so. Enemies can't reject this influence outright — they must accept a hard bargain to resist. Extras can't resist.

Additionally, the stylist levitates just above the ground, letting her move safely through appropriate environmental hazards. She can make an influence action reflexively on each of her turns and can add automatic successes for 1 Power each.

Thousand Desire Ribbons (Repurchase: Essence 4): The ribbons that surround the stylist become razor-sharp starmetal. She can spend 2 Power to make an area of effect attack out to short range, as if she were equipped with an urumi if she is not otherwise armed.

Sidereal: Extra successes on a reflexive influence action may be added as bonus dice on an attack against the action's target that turn.

Getimian: The Getimian can transfer poisons, diseases, or mind-altering magic she suffers from to an enemy damaged by her attack, paying 3 Power per ailment on Step 3.

JOY IN OWNERSHIP

Prerequisites: Close Combat 5, Essence 3, Complementary Ability Total 8, Sapphire Veil of Passion Form

The stylist binds not just the body, but the heart.

Spend 3 motes on Step 5. The stylist adds an automatic success on a damage roll for each of the following that's true for her target:

- He has a positive Major Tie to her.
- He has a Virtue of Loyalty to her from a previous use of this Charm or this style's form.
- His Resolve has been beaten by one of her influence actions this turn.
- She's dominating him in a grapple.
- **Sidereal:** He's benefitting from Weaving Destiny.
- **Getimian:** He's affected by her Infected Fate.

If this incapacitates him, he gains a second Major Virtue of Loyalty to the stylist. His memories are revised to reflect the stylist being a close friend, paramour, or similar figure in his life, with the specifics chosen by his player. If he's affected by this style's form, his true Major Virtue is suppressed. These effects last until he defeats her in a subsequent battle, or she releases him.

Scarlet Patterns of the Battlefield Style

This style focuses on the tactical mastery of the battlefield — both the practical reality of the field of combat and the conceptual space of war games. Practitioners of Scarlet Patterns of the Battlefield treat their enemies and allies like pawns on a game board, rearranging them into advantageous or debilitating positions.

Weapons: Scarlet Patterns of the Battlefield can be used with both Close Combat and Ranged Combat. Characters choose which Ability they purchase each Charm under and use it with that Ability as normal. The Exalt may repurchase each Charm with the other Ability using a personal or Exalt milestone.

When used with Close Combat, it is compatible with the following tags: *defensive*, *natural*, *reaching*. When used with Ranged Combat, it is compatible with the following tag: *powerful*. Unarmed strikes may be treated as medium weapons. Martial artists practicing this style typically use the weapons of a rank-and-file soldier: shields, spears, and bows.

Armor: This style is compatible with light armor.

Complementary Abilities: This style requires Awareness and War.

UNASSAILABLE REBUFF POSITION

Prerequisites: Ranged Combat or Close Combat 4, Complementary Ability Total 4, Essence 2, any three martial arts Charms

Enacting a form of staccato movements, the Exalt shapes a barrier of invisible force that protects her allies and debilitates her enemies.

Commit 2 motes for the scene. Activating this Charm is a simple action that creates a barrier surrounding the Exalt and her allies extending to short range in all directions. Enemies who take movement action that enter the barrier or movement actions occurring within its perimeter must reflexively make Athletics rolls at a difficulty equal to the Exalt's Essence plus two. The Exalt may reflexively reposition an enemy that fails this roll anywhere within the perimeter of the effect. This may cause enemies to have to choose a new target for their attacks, and so on.

Ivory Tower Defense (Repurchase): The Exalt may reflexively use the *defend other* action for any allied character or battle group within the perimeter of Unassailable Rebuff Position. She does not need to move in order to do so — a solid projection of herself appears to intercede.

Impeccable Pattern Deployment (Repurchase): Extend the range to medium.

Sidereal: Enemy move actions within the perimeter are never reflexive and must be flurried.

WITHOUT STRATEGY ARRANGEMENT

Prerequisites: Ranged Combat or Close Combat 4, Complementary Ability Total 4, Essence 2, any three martial arts Charms

The Exalt feigns incompetence, either landing a blow too erratic to properly defend against or baffling an enemy's attack with strange techniques.

This Charm may be used as an attack or defense Charm.

As an attack Charm, spend 1 mote on Step 3. Double 9s on the attack roll. On a decisive attack, if the Exalt has more Power than her target (determined before any Power is spent), double 9s and reroll 1s on the damage roll.

As a defense Charm, spend 1 mote on Step 4. The attacker's roll does not benefit from double 10s. Against a decisive attack, if the Exalt has less Power than the attacker (determined before any Power is spent), they do not benefit from double 10s and 1s remove successes on the damage roll.



Supreme Tactician's Gambit (Repurchase):

Battlegroups under the Exalt's command may use this Charm. The Exalt spend the motes on their behalf if they do not have a mote pool to use. If the army has motes (such as a command of demons or war gods), they may spend their own.

Sidereal: When she attacks, the Exalt doubles 8s instead.

Getimian: If Flowing, this mode applies after successfully attacking. If Still, this mode applies after successfully defending. Move the target one range band in any direction.

SCARLET PATTERNS OF THE BATTLEFIELD FORM

Prerequisites: Ranged Combat or Close Combat 5, Complementary Ability Total 4, Essence 2, Unassailable Rebuff Position, Without Strategy Arrangement

The Exalt assumes a militaristic stance and her eyes glow the blood-red of the Maiden of Battles. The scarlet threads of probability before her reveal every opportunity for victory.

Commit 2 motes for the scene. While this Charm is active, at the start of the Exalt's turn and any other allied battle group's or character's turn, they may exchange places with any other friendly character within medium range. This counts as their movement action for the turn. If an allied character or battle group applies the *knock-back* gambit to an enemy, they may move the enemy next to any ally rather than the forced movement otherwise. Once per round, one allied character may make a reflexive attack against an enemy repositioned next to them. This attack does not count against the action limit.

The Exalt may use this Charm during a war scene or venture, giving battle groups under her command two bonus successes to resist rout checks. The Exalt can command her troops from any position as she appears instantly in place to give orders. She may substitute her Ranged Combat or Close Combat for any other Ability when enacting tactics such as Ambush, Back to the Sea, and so on.

Sidereal: On Step 2 the Sidereal may end this Charm to move herself and the attacker two range bands in any direction, which can cause the attack to miss due to being out of range. This spends the committed motes and the Charm cannot be reactivated on her next turn.

SINGULAR ESCAPE BARGAIN

Prerequisites: Ranged Combat or Close Combat 5, Complementary Ability Total 4, Essence 3, Scarlet Patterns of the Battlefield Form

With his enemy at the brink of defeat, the Exalt offers them a choice: do what he asks and escape with their lives or suffer the taste of his weapon.

Spend 2 motes on Step 3 of a decisive attack. Roll this attack against the target's Resolve instead of Defense. This can be used during a clash. Clashes resisted with Resolve use Attribute + Integrity. If successful, the Exalt offers the target a hard bargain. The target must take one of the following actions of the Exalt's choosing:

- A Formation Attack action (**Exalted: Essence** p. 320) even if they do not otherwise qualify for that quality.
- A withering, decisive, or gambit attack against a target of the Exalt's choosing.
- A miscellaneous action relevant to the scene at hand that would not be unacceptable influence of the Exalt's choosing. For example: lifting a gate, writing a letter, or raising a surrender flag.

If they accept the bargain, they take the action immediately following the end of the Exalt's turn, then they leave the combat scene. If they refuse, resolve damage as normal, following the remaining Steps.

Sidereal: The Sidereal may demand a *persuade* or *dissuade* influence action against a target of her choice.

GRANDMASTER'S FINISHING MOVE

Prerequisites: Ranged Combat or Close Combat 5, Complementary Ability Total 5, Essence 3, Singular Escape Bargain

Knowing the battle has ended in her favor, the Exalt knocks her enemy off balance and finishes him with a masterful stroke.

Spend 2 motes on Step 1 to enact the following gambit:

Unbalance (5): If successful, the target loses all Power, which the Exalt redistributes among herself and her allies, increased by any extra successes. Then, set the Exalt's choice of Defense or Soak to 1 until the end of the target's next turn. This gambit may not be applied on consecutive rounds.

Sidereal: The Sidereal may also choose to reduce Resolve to 1.

Getimian: The Getimian may immediately choose to reassign her motes and switch whether she is Flowing or Still.

SORCERY AND NECROMANCY: THE BLACK AND WHITE TREATISES

Unique shaping rituals bring exciting new ways for necromancers and sorcerers to bend Essence to their will.

Shaping Rituals

Shaping rituals may align more naturally with sorcery or necromancy, but all can be used for either.

ANSWERS IN THE STARS

Whether looking to the night sky of Creation, the dead stars of the Underworld, or stranger skies still, the character has learned to read the stars and the flows of Essence through the night sky. When the character spends a scene meditating under a clear night sky, they gain 2 Will.

ARCHIVIST OF THE FALLEN

Only the cowardly or unimaginative believe dead men tell no tales. The character knows the dead are quite talkative to those who know how to listen. When the character spends a scene recording or reading through stories of the past to learn important information, gain 2 Will.

CORPSE WEAVER

Through trial and error, the character learns many lessons about the living, the dead, and the undead. When the character spends a dramatic scene to understand the workings of a person, corpse, or undead being, gain 2 Will.

DREAMER OF THE FORGOTTEN

The character's nights are haunted by the memories long lost to Lethe. Once a scene, when the character uses Stunt dice on a dramatic edit to introduce a fact she learned from her dreams, she gains 1 Will.

JADE MASKED

A cultist of the Dual Monarchs, the character's voice rings with the power of Stygian law. When the character adjudicates a conflict between the living and the dead, gain 2 Will.

LEAVES OF PRIMORDIAL AUTUMN

While lost in the deep forests in the east, cut to shreds by thorns and suffering from toxins, the character gained the secrets of sorcery. Once a scene while the character is affected by a natural toxin or poison, gain 3 Will.

SHADOW BORN

The character was born or spent the majority of their life in a Shadowland — necromantic energy infusing their being. Casting a sorcerous or necromantic working while in a Shadowland grants 3 Will.

SIN-EATER

A confessor for the dead, a sin-eater alleviates their passions and allows them to return to the cycle of reincarnation. When the character spends a scene performing funerary rites, gain 2 Will.

SONG OF CREATION

The character knows the metaphysical music that life and death dance to, the hum of the turning of the sun and moon in the sky. When the character plays a song to inspire or calm others, gain 1 Will.

STORM'S EPIPHANY

Sorcery came to the character with the flash of lightning and clap of thunder in the middle of a storm. When casting a sorcerous working while in inclement weather or in a natural hazard, gain 3 Will.

STUDENT OF THE WATERFALL

While purifying themselves under a waterfall, enlightenment came to the character, beginning their path to the sorcerous arts. When you spend a scene purifying yourself submerged in water, gain 1 Will.

WALKER OF THE LABYRINTH

While lost wandering the Underworld, the character found wisdom the living rarely learn. When the character spends a scene exploring an area in a shadowland, underground, or in the Underworld, gain 2 Will.

WIELDER OF A NIGHTFORGED WONDER

The character wields a dark talisman, a willing soul given to a cause and reforged by the demon Alveua, the Keeper of the Forge of Night. The character gains an Intimacy based on the artifact's purpose, and when used in a way that aligns with that, gain 2 Will.

Universal Spells

The following spells are usable by both sorcerers and necromancers.

First Circle Spells

BLOOD LASH

Slicing his own hand and whipping it out toward his opponent, the necromancer casts a cord of his own blood as an attack.

Spend 3 Will and one Health level. The necromancer summons a whip of his own Essence-infused blood. The cost of this spell can't be healed until the spell ends. The whip of blood is a light artifact weapon with the *flexible*, *natural*, and *pulling* tags, and can make attacks using the necromancer's Sagacity out to short range. It gains a damage bonus equal to the caster's Essence + wound penalty in dice. The lash lasts until the end of the session, or until the wielder benefits from a recovery scene.

DRAGON OF SMOKE AND FLAME

A serpentine dragon guide explodes from the chest of the spellcaster. By day, the dragon takes the form of inky black smoke, and when the sun sets, its coils ignite in heatless flame.

Spend 3 Will. The character summons a serpent that can unerringly guide her to any specific location that is well known to her, even from a perilous locale such as the Wyld, or the Labyrinth of the Underworld. The Exalt may instead use the guide to find the nearest example of a place with a particular property. The guide can find trivial locations instantly, but places such as deposits of gold, silver, or jade require a dramatic scene of searching, while safe havens in the Wyld must be rolled.

The guide cannot be used to find a location that is magically hidden by someone other than herself, nor can it be used to find deposits of occult or unusual ores. If the character wants to find a place that they haven't been before, they must make a Sagacity roll. The guide lasts until it guides the caster to the target location or until it is dismissed, whichever happens first.

THE SPY WHO WALKS IN DARKNESS

Under a full moon, the sorcerer imbues his shadow with his Essence. It claws itself off the ground, walking behind him barely visible in the dark.

Spend 3 Will. The sorcerer uses his own shadow as a minion until the end of the session. During this time, the sorcerer has no shadow. As a reflexive action, the sorcerer may possess the spy. While doing so, the sorcerer can take no other actions and is oblivious to his surroundings. The spy is barely visible in mundane darkness, gaining the benefits of concealment. As the shadow, the sorcerer uses her own traits, though she can only use perception-based Charms through it. The shadow can pass through narrow spaces and permeable barriers no matter how tight the gap but can't pass through solid obstacles. The shadow is partially dematerialized and physical actions against it suffer a two-dice penalty unless enhanced by appropriate magic. If the shadow takes damage from a decisive attack, the spell ends, and the sorcerer's shadow does not reappear until the start of the next story.

Second Circle Spells

DEATH OF THE DISTANT ECHO

Putting her hands to her mouth, the sorcerer unleashes a cry that deafens all ears that hear it to other sounds.

Spend 4 Will. Each trivial character within medium range of the sorcerer loses the ability to hear for the rest of the scene. Significant characters may make a hard bargain: either they lose the ability to hear entirely, or they suffer the hindered penalty (p. 49) to Build Power actions. Characters who can't hear can't make senses-based rolls that involve hearing and non-magical battle groups lose the ability to take verbal commands from their leaders without the aid of magic.

GOD-FORGED CHAMPION OF WAR

The character lifts into the air on a latticework of his Essence and that of the area around him. The raw, ambient Essence around the character is drawn into a configuration of metal and war.

Spend 3 Will. The spellcaster builds a warstrider and a suitable weapon that is piloted by the Exalt. The God-Forged Champion of War follows all the rules of creating a warstrider (p. 206) except that it only lasts one scene, or until it is destroyed, whichever happens first. While casting this spell, the Exalt may spend additional Will to purchase any number of the following upgrades:

- Add a weapon with two tags: 1 Will
- Add armor tags: 2 Will each
- Purchase Evocations: 1 Will each
- Add an additional tag to the weapon: 1 Will each
- Extend the duration of the spell: 1 Will per additional scene

Rattled Bones of War (Necromancy): The necromancer instead crafts the warstrider out of nearby corpses and ghosts. The necromancer may destroy any number of undead under his control when casting the spell in place of spending additional Will to purchase upgrades at a cost of two undead for each Will.

INCOMPARABLE BODY ARSENAL

With a feral scream, the spellcaster glows bright with Essence. When the light fades, ruddy iron covers her, her body transformed into a weapon.

Spend 6 Will. The spellcaster coats herself in a shell of rust-mottled black iron that otherwise mimics her humanoid form until the end of the session. While active, she gains the following benefits:

- She gains double 9s on all attacks.
- She gains the benefits of heavy artifact armor.
- She can create any melee weapon she wishes reflexively, with up to 3 non-artifact tags.
- She can function without needing to breathe, and is immune to mundane poisons, toxins, and environmental extremes.

Bone Nightmare Manifestation (Necromancy): The necromancer covers herself in blood-drenched bone and, while the spell is active, ignores wound penalties.

Third Circle Spells

LIFE-ENDING WAVE

The Exalt opens his eyes wide, a beam of bright scarlet Essence screaming like a fell whistle through the space. Where it strikes those with a soul, they fall dead, leaving their surroundings whole.

Spend 8 Will. The character casts their gaze at any number of characters out to long range. Trivial characters

die instantly as the spark of life within them winks out. Non-living organic materials like wood and foodstuffs spoil and decay. Non-trivial characters must make a hard bargain: either the character succumbs to the intense pain of having another attempt to smother their soul and becomes incapacitated, or pushes through it, reducing Defense, Soak, and Resolve by 2, and inflicting a three-dice penalty to all actions for the remainder of the scene.

Doom Wake (Necromancy): As the necromancer casts their eyes over the area, they create a shadowland as well.

FOURFOLD MIRROR REBUKE

The spellcaster dances in the face of danger, light flashing from four mirrors floating above her. When attacked, the reflection of the attacker launches itself from the mirror, copying the attack in kind.

Spend 7 Will on Step 2 to initiate a unique clash. On Step 3, a mirror image of the attacker appears between the character and her attacker, clashing the attack with the same dice pool and Charms as the original attack and vanishes after the attack is concluded. Any effect after the attack, such as a grapple, ends as the duplicate ceases to exist. This does not count toward the action limit but does cancel any Charms that cannot be used during a clash. The mirror duplicate protects the sorcerer and all allies within medium range of her. By spending an additional 2 Will, the sorcerer may suppress any Charms or qualities used by a clashed attacker, denying their use until the end of the next round.

This effect lasts for the duration of the scene, allowing the sorcerer to clash further attacks by the initial opponent by spending the attacker's Essence in Will. If both the instigating attacker and the attacked characters have this spell active at the same time, this provokes a roll off (**Exalted: Essence**, p. 182).

Sorcery Spells

The following are spells available to sorcerers alone.

First Circle Spells

GLORY OF THE BREAKING DAWN

With a smile, the sorcerer beams with a light comparable to the radiance of The Unconquered Sun. All who can see find hope in its splendor.

Spend 3 Will. This spell can only be cast during daylight hours. The sorcerer radiates with bright light that instills hope in his allies. For the duration of the scene, the sorcerer can flurry rally or inspire with other,

non-attack actions, negating the flurry penalty. These Build Power actions generate a minimum of 2 Power.

THE SACRED TONGUE

The Eternal Word conjures the sorcerer's Essence into a golden mask. When she next speaks, she does so like a god and all who hear understand her perfectly.

Spend 2 Will. Until the next sunset, the sorcerer can be perfectly understood by anyone who hears her, although no one will mistake her speech for language. Likewise, she perfectly understands anyone who speaks to her. While wearing the mask, the sorcerer gains a three-dice bonus to social interactions and trivial characters count as having a minor Intimacy of awe, respect, or fear.

SPROUTING SHACKLES OF DOOM

With the motion of growing vines, the sorcerer infuses the plant life around her with Essence, forcing them to grow rapidly.

Spend 3 Will. The quickly growing vines trap a number of people equal to the sorcerer's Essence in medium range for a scene. The spell requires plant life to target in range. Make an ensnare gambit against each character in the band of the sorcerer's choice using his Sagacity as an area of effect attack. This gambit can also be used against battle groups with a Size equal to the Exalt's Essence + 1. The vines ensnare their victims, making them incapable of moving, but doing no other harm to them. These vines remain until the spell's duration ends, the sorcerer ends the spell, or the vines are destroyed, which requires an appropriate simple action with a difficulty of the sorcerer's Essence + 2.

Second Circle Spells

STORMWIND RIDER

Conjuring a dust devil under him, the sorcerer flies at breakneck speeds.

Spend 5 Will. The sorcerer and his Circle or a number of people up to his Essence rating can fly up to medium range above the ground, swiftly maneuvering around trees and buildings. If the travel is uneventful, the sorcerer enters a dramatic scene, traveling from his current location to his destination with the unchecked speed of a rolling storm. If it is eventful, bypass a number of obstacles equal to the sorcerer's Essence.

SUMMON THE HEAVENLY PORTAL

A deeply guarded secret of heaven, the sorcerer reads the stars and can predict the next location of the Calibration Gate.

Spend 7 Will. The sorcerer knows the next place that the Calibration Gate will appear in Creation, connecting that place with Yu-Shan. The gate is indestructible and can support any number of people passing through it at once, but none who do can exit the Heavenly City through the gate. Additionally, if the travelers do not have a legitimate reason to be in Yu-Shan, they will have to convince the trio of celestial lions (p. 169) that guard the gateway to let them in. They behave with honor and logic and thus can be convinced to allow passage, but do not accept bribes. This spell does not work on the third day of Calibration, when the gate is bound to the Carnival of Meeting.

VOICES OF DISTANT REGARD

Speaking the godly word for listening to prayers, dozens of dissonant voices fill the sorcerer's mind, speaking her name.

Spend 5 Will. For the duration of the session, the sorcerer can hear any people who are talking about her and knows the general direction and distance of the speaker; she can also recognize anyone she knows speaking. If multiple conversations are occurring at once, she must succeed on an Awareness roll to keep track of them all, or she can focus on only one of them, ignoring all others without a roll. Listening to this voice or voices while taking part in a conversation or combat is highly distracting, requiring a flurried action or inflicting a two-dice penalty to social actions.

Third Circle Spells

UNITY OF THE CLOSED FIST

The Sorcerer's anima flares as she casts out a web of Essence to many people, drawing them into herself. They form into a giant, single being, the ultimate expression of cooperation.

Spend 10 Will. The sorcerer draws in any number of willing beings into herself to become a composite being. No one can be forced into this against their will, and, if the sorcerer tries, the spell fails. The composite's anima flares to Iconic, combining the displays and powers of all animas from its participants. Each member of the composite has a say in what actions it takes, a majority deciding when the group isn't unanimous. The composite has the following features:

- The composite has *enormous size*, unless a member can gain *legendary size*, in which case the composite gains *legendary size* instead.
- The Abilities and Attributes of the composite

are equal to the highest of the composite plus one.

- Health levels of the composite equal that of the member with the highest plus three additional Bruised Health levels. The composite is always unharmed when it comes together, regardless of the Health of its composition.
- The composite gains the Power and Will of the member with the highest of each plus 2, to a maximum of 10.
- The composite has a number of motes equal to that of the member with the most plus one for each character in the composite. The composite has access to every Charm known to each of the members of the group. When they use a Charm, they choose which Exalt, Personal, Heritage, Martial Arts, or other unique modes to use, each time the Charm is used.
- The composite may enter Aura or Nature or be Flowing or Still in addition to any other modes or functions, if Dragon-Blooded, Liminals, or Getimians are members of the composite.
- The composite gains a composite hearthstone that allows the composite the ability to choose one inherent property and any number of Evocations among those of the hearthstones of the group.
- The composite gains armor and weapons of their choosing and with any combination of tags from among those in the group. If the group has multiple Artifacts, choose one inherent property and gain any number of Evocations from them.
- The composite benefits from all anima-boosting effects, such as Liminals' ability to gain anima from spending Health levels.

The spell lasts for the duration of the scene, or until the composite is incapacitated. If this occurs, it explodes in a flash of Essence, with each member scattered within medium range from the point where the composite was incapacitated with one Health level remaining. Otherwise, all members are as healthy as they were when they joined the composite and the remaining Power, Will, and motes are evenly distributed between the members.



Necromancy Spells

The following are spells solely for necromancers, those who shape Essence into spells to affect the dead, the spirit, the Underworld, and the parts of Creation where the living and dead intertwine.

First Circle Spells

BONE PUPPET DANCE

The necromancer plays the Mournful Dirge on a bone flute, a song no skeleton can resist, regardless of if its owner is still using it or not.

Spend 5 Will. A skeleton within medium range moves to complete a specific task the necromancer wills, such as “murder your comrades” or “open the city gates.” The target acts using the walking dead template (**Exalted: Essence**, p. 339), or the dice pool of its owner if the target



is the skeleton of a living person. Targeting a living person is a Power 4 gambit rolled against the target's Resolve. When the task is complete, the spell ends. Significant characters may always treat the necromancer's commands as a hard bargain: follow the command or suffer a two-dice penalty on all actions until the end of the session.

If the target is alive and dies while the spell is active, it rises permanently as a walking dead under the necromancer's control, or if the target is an already a corpse, it raises as the walking dead, with those under another's control resulting in an opposed Sagacity roll for control.

CORPSE RAZER

The lurching of the necromancer's skeletal horde finally meets the defender's lines, but instead of clashing steel, each corpse detonates in a shower of bone fragments.

Spend 5 Will (extra Will can be wagered as Power for the roll). The necromancer chooses any undead characters under their control within medium range. The targeted undead explode in a decisive area attack against all living characters within short range of the targeted dead, excluding the necromancer. The attack deals damage as if it were a medium weapon with bonus dice equal to the necromancer's Essence, plus the Will spent on this spell. For the duration of the scene, if an insignificant character dies, they rise as the permanent walking dead under the necromancer's control.

DEATH MASK

Pulling a ghost over her own face like a cowl, the necromancer opens her eyes and sees the world through the eyes of the long dead.

Spend 3 Will. The necromancer dons the face of a willing or bound ghost like a mask, gaining the ghost's Virtues and Intimacies, as well as a three-dice bonus to any actions that are in the ghost's areas of expertise for a scene. While not being worn, the ghost mask is stored Elsewhere until it is recalled by another casting of this spell. The necromancer can only keep one mask like this at a time, replacing an older mask when donning a new one.

FIELD OF BLOOMING CLAWS

With a resounding stomp, the necromancer's Essence ripples out like waves. Groans fill the air as skeletal hands tear forth from the earth, grasping for warm flesh.

Spend 3 Will. In a space around the necromancer out to medium range, skeletal hands reach through the earth, creating difficult terrain in the area for the duration of the scene. Once per turn, the necromancer may make a reflexive *ensnare* gambit against a single target within the area, spending Will and Power interchangeably. This gambit may use the necromancer's Sagacity. Ensnared targets must make a reflexive Athletics or Physique roll. If they fail, they are pulled to the ground, effectively prone. Characters who have already been pulled down suffer a three-dice penalty to attack actions or physical movement actions until they break free.

SEAT OF DEADLY SPLENDORS

Watching the battle from her macabre throne of bone, the necromancer channels the power of the Underworld through her seated form.

Spend 3 Will. The necromancer summons a throne of bone for the rest of the scene. During that time while seated, each trivial character within medium range of her treats her as if they all have a minor Intimacy of respect. The necromancer may flurry social influence actions with Build Power to *inspire* or *rally*, or with a decisive attack. If the necromancer flurries a social action while seated, she doesn't suffer the flurry penalty. The throne crumbles to dust at the end of the scene.

SEVER THE SPIRIT

Dark Essence stains the necromancer's hands as she claws into the target's shadow, loosing their lower soul.

Spend 3 Will. The necromancer curses the target, requiring a successful attack or social influence roll. Each time the target sleeps, their lower soul crawls out of their mouth as a hungry ghost, hunting anyone that is not a member of the Necromancer's Circle for the night. If the hungry ghost is killed during the night, it regenerates the next night, but the cursed character doesn't

feel rested from the sleep that night. When the target wakes each night, the target must make an Integrity roll vs the necromancer's Sagacity, with the curse ending if they succeed.

A second purchase of the spell with Second Circle necromancy grants an enhanced spell called **Soul's Betrayal**, which costs 7 Will, and allows the necromancer to draw out the cursed target's lower soul as a hungry ghost under the necromancer's control for the duration of the scene as well as cursing the target each night. If a character of Essence 3 or greater is targeted with this spell, it unleashes a Ravenous Ghost (p. 181) instead.

VEIL-TEARING VISION

Anointing his eyelids with his own blood and Essence, the necromancer opens them to look through the barriers between worlds.

Spend 2 Will. For a scene, the necromancer can scry into the Underworld from her location in Creation or vice versa. The Underworld doesn't perfectly mirror Creation in form or dimension, becoming increasingly divergent the further one goes from shadowlands, but the necromancer always sees the closest equivalent of her current location.

The necromancer can only see one world at a time, and while looking at something in the other world, she suffers the hindered penalty (p. 49) to sight-based rolls. Wards and spells against scrying block this spell, and it has no effect while the necromancer is in a shadowland, where the two worlds are one.

Second Circle Spells

CURSE OF SUN AND SHADOW

Drawing upon the corruption of the Underworld, the necromancer paints the Old Realm word for Filth on the very soul of her target.

Spend 6 Will. The necromancer chooses **sun** or **shadow**. Against a significant character, the characters both make a contested roll using Sagacity or Integrity.

For sun, the target suffers a three-dice penalty on all rolls while in sunlight. If the target spends longer than a session outside of a shadowland or the Underworld, they cannot enter a recovery scene until they return to a shadowland or the Underworld.

For shadow, the target suffers the same penalty in the Underworld or shadowlands and cannot enter a recovery scene if they spend more than a session there. Either way, should the target die while under this spell,

they rise as a ghost. This spell lasts until the necromancer or target achieves a major milestone.

DENYING THE CALL

The bell tolls for all, but the necromancer can delay that dirge. Countering the song with a gong of wailing soul-steel, the necromancer forces a soul back into their still-warm corpse.

Spend 8 Will. The necromancer reaches into the veil between Creation and the Underworld, forcing a person's soul — who has been dead for no longer than a round — back into their body and reanimating them for the scene. The character only has a single Health level remaining and counts as undead. The target knows they died but is not aware they will die again in a short amount of time.

Denying the Call works on any given character only once, and once the spell ends for that character, the target falls dead again and their soul passes on to Lethe.

THE GRUESOME TRUTH

Voice layered with Essence, the necromancer whispers the only constant to Creation: that nothing lives forever, and that this too shall fall to the end of all things.

Spend 4 Will. The necromancer makes a social influence roll using Sagacity. Should the necromancer succeed, the target feels drained as the knowledge of the inevitable saps their hope until the end of the scene. They suffer a three-dice penalty to all social influence actions, Build Power rolls, and they cannot benefit from positive Intimacies for the rest of the session.

LET SLIP THE CHAINS

The necromancer reaches into his mouth with Essence-blackened hands, pulls out his lower soul, and casts it into his own shadow.

Spend 5 Will. The necromancer unleashes his own lower soul to create a superior hungry ghost. It has the traits of a hungry ghost (p. 181), with the following additions:

- It uses the necromancer's Essence rating.
- Its unarmed attacks have the *artifact* tag.

- Add the necromancer's Essence rating in dice to its Primary and Secondary Pools.
- It gains a number of Health levels equal to the necromancer's Essence rating.

The hungry ghost obeys the necromancer's commands but can't think on its own. It has an Intimacy of obedience to the necromancer but is not creative in how to carry out tasks. The necromancer can inhabit the hungry ghost, and while doing so it has access to any Charms he has available to him but his physical body is vulnerable.

The spell lasts for as long as the necromancer wills it, or until the hungry ghost is destroyed. Should the ghost be destroyed, the necromancer's lower soul and shadow return to him, but he cannot cast this spell again until benefitting from a recovery scene.

Third Circle Spells

LORD OF THE DEAD

The necromancer's caste mark burns sanguine, glowing with fell light. All the dead who find themselves in this light can do nothing but obey.

Spend 8 Will. For the rest of the session, all un-Exalted undead with Essence lower than the necromancer's have a major Intimacy of obedience to the necromancer. Significant characters that would be affected by this spell must accept a hard bargain: either the target obeys the command or take a level of damage for each turn that they resist.

DANCE OF THE GRAVE

The necromancer moves to the music of death. Her body glows with Essence as she avenges insults and injuries visited upon her allies through deadly magic.

Spend 7 Will. For the duration of the scene, whenever the necromancer or an ally would take damage on Step 7, the Exalt may spend 2 Will to inflict half the amount of damage onto the attacker or another enemy within short range to a maximum of 5. Trivial characters and undead minions take this damage automatically, and significant characters may resist this with a reflexive Finesse + Integrity roll at difficulty equal to the necromancer's Essence + 2.



CHAPTER SIX

Enemies of the Chosen

This chapter provides a variety of allies and enemies to appear in your game. Use these directly in your game or take them as examples of the variety of beings to appear in Creation.

EXALTED ANTAGONISTS

One of the greatest challenges the Circle can face is another set of Exalted. Players' characters have the benefit of consistent growth, which gives them dozens of Charms in their arsenal. The game is about them, after all. This does not mean that Exalted controlled by the Storyteller should be pushovers, however.

All Exalted antagonists are assumed to benefit from their Advantages and anima effects, even if those are not explicitly listed among their qualities. This alone creates a fairly powerful enemy. If a Circle of righteous Immaculates has been pursued by a Lunar devil-prince, he still has the power to shift into any form and, when he earns a burning hatred for their upright actions, he develops that Tie as a Major Intimacy. The Storyteller is free to give the Lunar any forms they like and to accumulate additional forms off screen. Similarly, an Alchemical Storyteller character might have found an artifact from which to pull new Evocations during the times she was not on screen.

Keep it simple when deciding what sort of Charms an Exalted antagonist should have. Any combat threat should have the ability to increase their attack pool (usually via an Excellency) or their Defense or Soak. Storytellers do not need to specifically note down "Bulwark Stance" but instead may leave themselves a note that just says: "Spend 1 mote on Step 2 and increase Defense by 1." An antagonist's suite of Charms does not

need to be predetermined. In a fight, a Storyteller may discover that their antagonist is too easily hit by attacks and grant them the ability to spend 2 motes to double their current Soak — but only once per fight. Using this quality at a dramatically appropriate time can make an easy threat suddenly feel dangerous, and possibly allow a recurring enemy to live to fight another day.

Otherwise, condense a Charm to its basic elements. In some instances, this is very simple. For example: giving a wandering Solar Hero Fist of Iron Technique allows the Storyteller to use any weapon weight and add the *artifact* tag with their glorious punches. In others, this may require thinking off screen. A Realm magistrate pursuing the players' characters might have Jade Leaves a Trail. Rather than ask questions, the Storyteller decides what information from the questions on the list the magistrate knows, as though that character had asked those questions in another scene. She might leave hints that the magistrate is using magic to pursue the Circle, so the players are not blindsided by it out of character.

There's no hard limit on how many of these Charms-turned-qualities an antagonist can have; however, it's not a good idea to assign more than one can easily recall. For examples of simplified Exalt qualities, see *The Spoken* on p. 195.

GODS

Gods are the watchers and stewards of everything in Creation, from the glorious sun itself all the way down to simple dirt roads trodden by mortal feet. They belong to heaven's sprawling Celestial Bureaucracy, which oversees all Creation. The terrestrial gods who dwell among mortals — field guardians, storm mothers, hounds of the unbroken earth — are the lowest rungs on the ladder. They report to the celestial gods who reside in the heavenly city Yu-Shan: The Lady of Masks,

the Imminent Rain, The Chief of Silent Laughters, and more: gods whose purviews are broad in scope. Not even the Celestial Bureaucracy is free from inefficiency, corruption, and mismanagement. Reports and paperwork pass through many steps before anything that needs to be done is done. Many gods seek advantage in their divine offices, enjoying bribes and neglecting their duties.

DEMATERIALIZED ENTITIES

Most spirits, including gods, demons, and ghosts are naturally incorporeal entities — they cannot be seen or heard, they may pass through otherwise solid materials, and cannot interact physically with material things. Signs of their presence may be perceptible, such as the chill comfort of a ghostly ancestor or the smell of fresh blood clinging to a demonic blood ape. For material characters, interacting with dematerialized entities requires magic such as Spirit-Cutting Glance (**Exalted: Essence**, p. 190).

Most spirits may take an action to spend 3 motes of Essence to materialize. All gods and demons have this ability, though many ghosts do not.

Elementals, born of Creation, are naturally physical. Only the greatest of them can truly disincorporate and dematerialize. They are inherently of the earth, their greatest boon and bane.

In the spirit worlds — Yu-Shan, Malfeas, and the Underworld — spirits are physical beings and cannot dematerialize.

Many gods also belong to spirit courts, independent coteries, and coalitions of divinities. Most courts are made up of gods who share similar purviews, often cooperating in their official duties. In Creation, spirit courts are regional political bodies, establishing their own hierarchies among terrestrial gods. Heavenly spirit courts are more often a matter of shared interests, favor trading, or conspiratorial intrigue.

The greatest of the gods are the Celestial Incarnae: the Unconquered Sun, Luna, and the Five Maidens. These gods reside at the pinnacle of the Celestial Bureaucracy, the highest of the high, but they long ago retired from rule. Now, most of their time is spent in the Jade Pleasure Dome at heaven's heart, where they play the Games of Divinity.

The Unconquered Sun is the King of Heaven, an unyielding and invincible god who is first among equals to the Incarnae. He is called the Once-Guarding Star, for the ancients bade him to guard Creation's borders against perils from beyond. He is both the patron of the Solar Exalted and the keeper of the flame of Exigence, which he bestows upon gods he deems worthy of Exigent champions.

Luna is a god of countless forms, names, and aspects, infinitely mutable and infinitely free. Outcasts, dissidents, and iconoclasts seek Luna's favor, and the moon god is revered by many who are transgender or otherwise stand outside their culture's conceptions of sexuality or gender.

The Five Maidens of Destiny are the goddesses of the stars, the most cryptic and inhuman of the Celestial Incarnae. They see the world not as a single fixed present, but as a tapestry of myriad possibilities, the threads from which Heaven and the Maiden's Chosen spin destiny. Mercury, the Maiden of Journeys, is the patron of messengers, seafarers, and those

stricken by wanderlust, who look to the horizon for things to come. Venus, the Maiden of Serenity, governs all relationships, from the truest of love to the cruelest exploitation. Mars, the Maiden of Battles, presides over conflict and strife, those destined to triumph and those destined to fall. Jupiter, the Maiden of Secrets, is the goddess of all things forgotten, hidden, and unknown, the most enigmatic of the sisters. Saturn, the Maiden of Endings, is a figure of dread, for none can escape the inevitable end.

Sainted Edge Ehu, Who Makes Things Separate

Ehu is the god of the act of cutting. He is a master of every cutting tool and weapon, but the truth of cutting is something greater, an occluded and masterless discipline. He belongs to the Division of Secrets, since none can truly know the cutting art. His body is made of swirling blades of every kind, interlocking into a human-like form. Ehu is forbidden from using the name Prince of Swords due to a longstanding rivalry with Five-Metal Tang, the God of Daiklaves, who filed for legal ownership over the epithet.

Primary Pool (12): Discussing Bladed Weaponry, Fighting with Blades, Chasing, Cutting Things

Secondary Pool (10): Removing Distractions, Focusing

Tertiary Pool (6)

Resolve: 3

Health Levels: 10

Defense: 5

Essence: 5

Hardness: 5

Soak: 4

ATTACKS AND QUALITIES

Fierce Counter, Principle of Motion, Hurry Home, Immortal (God), Measure the Wind, Divine Strike, Excellency, Furious Dragon's Ire

A Thousand Blades: The Prince of Swords summons any cutting melee weapon as a reflexive action. They always have the *balanced* and *piercing* tags.

The Enlightenment of Rending (Eclipse OK): Commit 1 mote for the scene to make a special Power 5 gambit against a target within short range. If the gambit is successful, name one of the following actions: *Build Power, defend other, full defense, influence, or Power exchange*. The target cannot perform that action for a number of rounds equal to the number of extra successes on the gambit roll. They cannot reuse this attack until they uncommit the mote, which happens automatically when the effect ends.

All-Cutting Blade (Eclipse OK, Essence 2): Spend 1 mote on Step 7 to deal 1 environmental damage to all enemies within short range, cutting them down with the shockwave from a sword stroke or similar dangers. If a target of this effect has an Intimacy to the user, deal 2 environmental damage instead and weaken the Intimacy by one step.

Cutting Through Distance (Eclipse OK): Spend 2 motes on Step 1 to immediately teleport 2 range bands. If this brings the user beyond extreme range from all opponents, they flee the scene.

Celestial Lion

Celestial lions stand tall and strong, formidable gods of living orichalcum. In Creation, they are found guarding the heavenly gates that lead to Yu-Shan, the prisons of forbidden gods, and other places of import to the Celestial Bureaucracy. Most are zealously committed to their duty, willing to fight to the death to uphold it. They're renowned for diligence and honesty, though they're also seen as prideful to a fault and possessed of a certain feline caprice. Similar lion spirits occasionally guard sacred places in Creation, such as the empty palace of Nexus, the sacred tombs of Sijan, and the crumbling pagodas of the Dreaming Sea.

Primary Pool (10): Ferocious Beast, Upholding their Duty, Resisting Corruption

Secondary Pool (8): Moving Quickly, Speaking Eloquently

Tertiary Pool (5)

Resolve: 4

Health Levels: 9

Defense: 4

Essence: 4

Hardness: 5

Soak: 3

ATTACKS AND QUALITIES

Righteous Bite/Claws: (+2 Accuracy, +2 Damage, +2 Defense, Overwhelming 3 **Tags:** Artifact, Balanced)

Fierce Counter, Principle of Motion, Immortal (Other), Murderous Blow, Furious Dragon's Ire

Celestial Lunge: Spend 1 mote when the celestial lion makes a decisive attack to move up to 3 range bands toward a target. Add dice on Step 5 of a decisive attack equal to the range bands moved. If the target has interfered with the lion's duty, this deals aggravated damage.

Grala, Mistress of the Endless Hunt

Grala is the goddess of hunting and pursuit, a patron of hunters. Supplicants seek her favor by dedicating their hunts to her. She bestows the greatest rewards on those who fell truly mighty quarries — monstrous beasts, the Fair Folk, and restless dead things. In the icy wastes of the Far North, Grala's priests say that once she hunted the sun, and that is the reason why it leaves the sky dark in the long winters. When not wearing a more human-like semblance, she takes the form of a giant hunting hawk with gilded talons and jet-black wings. A celestial god, Grala resides in Yu-Shan, where she dwells in a vast palace of polished bone, adorned with trophies claimed from demons, behemoths, and even more monstrous prey.

Primary Pool (13): Pursuing, Hunting, Throwing Spears, Shooting Bows

Secondary Pool (9): Wilderness Lore, Laying Traps, Stalking Through Darkness

Tertiary Pool (7)

Resolve: 4

Health Levels: 10

Defense: 6

Essence: 7 (Motes: 20)

Hardness: 7

Soak: 4

ATTACKS AND QUALITIES

Behemoth-Piercer (Artifact Spear): (+1 Accuracy, +3 Damage, +2 Defense, Overwhelming 3. **Tags:** Artifact, Two-Handed, Thrown)



Fierce Counter, Principle of Motion, Hurry Home, Immortal (God), Measure the Wind, Divine Strike, Excellency, Furious Dragon's Ire

The Everhunter (Eclipse OK): Commit 1 mote for the scene. Mark a single combatant within medium range. While marked, reduce the target's Defense by one and Soak by two against Grala's attacks.

The Art of Pursuit (Eclipse OK): Spend 1 mote to immediately rush a single combatant within medium range, moving into their range band. Until

the god's next turn, whenever they move, the god moves with them. If the target is marked by The Everhunter, extend this range to long.

Endless Hunt Apotheosis: Commit 3 motes for the scene. Grala becomes the incarnation of hunting itself. If she misses any attack, the attack counts as a hit instead with no extra successes. Power she generates from withering attacks cannot be stolen or disrupted. Decisive attacks always deal at least one level of damage. Against her decisive attacks, targets count their Hardness as 2.

ELEMENTALS

Older than humanity and perhaps even the gods are the elementals of children of Creation, born from its flowing Essence. While most roam freely across the world, driven by instinct or ambition, some find a place in the Celestial Bureaucracy. Unlike gods, these elementals don't hold purviews, but they wield their innate power toward heaven's ends.

On rare occasions, the eldest and most powerful elementals may transcend their nature, taking on draconic form as a lesser elemental dragon. Heaven's censors, judges handpicked by the Unconquered Sun, are chosen solely from the lesser elemental dragons.

Monsoon Bear and Xiǎo Yāo Jīng

A dark-furred bear the size of an elephant pads across Creation, pale light shining from its eyes. Rain of varying intensity accompanies the elemental wherever it goes, whether its wanderings take it to the deserts of the South or the Blessed Isle itself, disrupting ecosystems with unseasonable downpours in its wake. Perched high atop its back, little hands knotted in its fur, sits a girl three or four years of age. She cheerfully volunteers that she and Monsoon Bear are “running away from home.” The name she gives, “little goblin,” is a common term of endearment used by parents of rambunctious children in her village. Monsoon Bear speaks only rarely, savoring the chance to surprise or embarrass those who thought it a mere beast. When questioned, it haughtily reveals the purpose of its strange odyssey with the child to be “performance art.”

Primary Pool (9): Nourishing Growing Things, Transforming Landscapes

Secondary Pool (6): Washing Away Obstacles, Painting

Tertiary Pool (4)

Resolve: 3

Health Levels: 8

Essence: 2

Defense: 3

Hardness: 5

Soak: 3

ATTACKS AND QUALITIES

Domain (Water), Elemental Strike, Enormous Size, Immortal (Elemental), One More Thing, Unshakeable

Weapon: Elemental Panoply (+1 Accuracy, +1 Defense, +2 Damage, 3 Overwhelming)

Inscrutable Desire: The child or the bear always refuse *read intentions* actions to discern their motives with a hard bargain: the character attempting to read them learns a snippet of their true motive (determined by the Storyteller) but never the full details.

Harakay of the Tempest, Lesser Elemental Dragon of Air

Harakay guards a wind tree sacred to heaven that rests upon an island in the deep Southwest, dwelling in a grand palace woven together from lesser trees. Harakay appears as a beautiful androgynous mortal,

both masculine and feminine. Their true form is a thundercloud-gray dragon whose whiskers crackle with lightning. Dangerous and mesmerizing in equal measure, Harakay's wrath was stirred when a shipwrecked crew felled one of her palace's trees. Now, the dragon sends hurricanes to ravage neighboring islands so that none will dare to repeat this trespass.

Primary Pool (12): Controlling Storm Winds and Lightning, Flying, Fighting in Dragon Form

Secondary Pool (10): Fighting Hand to Hand or with War Fans, Moving Quickly, Making Tea, Reading Poetry

Tertiary Pool (6)

Resolve: 3

Health Levels: 10

Defense: 5

Essence: 6 (Motes: 17)

Hardness: 7

Soak: 4

ATTACKS AND QUALITIES

Eyes of the Hurricane (War Fans): (+3 Accuracy, +1 Damage, +2 Defense, Overwhelming 3; Artifact, Paired)

Vicious Bite/Talons (Dragon form only): (+1 Accuracy, +3 Damage, +1 Defense, Overwhelming 2. **Tags:** Natural, Piercing)

Domain (Air), Fierce Counter, Immortal (Other), Measure the Wind, Principle of Motion

Tempestuous Fury (Eclipse OK): Commit 1 mote for the scene to immediately lift from the ground and ride upon the winds, ignoring difficult terrain. Attacks with melee weapons extend to short range.

Thundercloud Dragon: As a simple action, Harakay transforms into their Thundercloud Dragon form. For the rest of the scene, they ignore difficult terrain while flying, destroy mundane weapons that successfully hit them, and deal 1 level of damage when attacked with a natural weapon. Enemies must treat them as one range band further away when attacking at range or move closer. While in this form, they gain the following Qualities: **Furious Dragon's Ire, Legendary Size, Durable 2, and Well of Rage.**

The Kukla

The Kukla is a massive, serpentine dragon the size of a mountain range, imprisoned beneath the sea on heaven's orders. All elemental dragons grow to prodigious size as they age and cultivate their Essence, but the Kukla is among the few to reach the apocalyptic

apex of elemental power. Few in Creation know of the Kukla, though some islanders in the far West tell stories of how a terrible earth dragon once wrestled the sun itself within the Sea of Chaos. Twelve divine sentinels stand vigil over the Kukla's prison, each handpicked by the Unconquered Sun. Should the Kukla ever escape, the earth of Creation will rend in half and tremble with disastrous earthquakes in its passing.

Primary Pool (15): Wreaking Havoc

Secondary Pool (13): Flying, Lore of the Earth

Tertiary Pool (11)

Resolve: 5

Health Levels: 30

Defense: 6

Essence: 10 (Motes: 27)

Hardness: 10

Soak: 8

ATTACKS AND QUALITIES

Excellency, Fierce Counter, Principle of Motion, Domain's Beneficence, Domain's Curse, Elemental Strike, Elemental Vortex, Furious Dragon's Ire, Legendary Size, Living Disaster, Looming, Measure the Wind, Unstoppable, Trans-Sacral Body, Wave of Carnage

Domain: Earth

The Kukla's fearsome natural weapons may have any weapon type or tags the Storyteller deems appropriate.

Earth's Master: The Kukla is immune to all earth-based hazards and difficult terrain. It reduces damage from all other hazards by 1.

Immortal (Other): When the Kukla would be killed or incapacitated, it falls back into a deep sleep and may be returned to its prison. Only a long-forgotten secret may permanently kill it.

Indomitable Foe: When Join Battle is rolled, the Kukla increases its Hardness by an amount equal to the number of players' characters opposing it. This may take it above 10 and must be reduced by concentrated attacks or other effects before decisive attacks can be made.

Inexorable Self: The Kukla cannot be cursed or transformed by non-attack effects.

Shifting Danger: The Kukla may change the condition of its *looming* quality at the start of every round.

Singular Focus: The Kukla may not be the target of *persuade* or *dissuade* influence actions that would cause it to leave the scene or cease its rampant destruction. It treats these as unacceptable influence.

Vast and Terrible: The Kukla may take Dramatic Injuries as a player character, which reduce its pools by 1. If it takes three or more Dramatic Injuries, it loses *legendary size*, gaining *enormous size* instead.

DEMONS

Demons are the subject of legends throughout Creation, conjured forth from their prison in hell either by strange circumstances or cunning sorcerers. Third Circle demons like Ligier and Orabilis are the most powerful of their number, the very souls of the Yozis. They're followed by Second Circle demons like Octavian and Berengiere, emanations of Third Circle progenitors. Countless legions of First Circle demons swell the ranks of hell, including the agatae and tomescu.

Agata, the Beauteous Wasps

An agata is a wasp larger than a warhorse, with a carapace of prismatic crystal. They're wise, cunning demons, and their abstruse contemplations sometimes provoke them to seemingly inexplicable outbursts of strong passion. Though often summoned to serve as

demonic mounts, they are also sometimes conjured for their captivating beauty.

Primary Pool (9): Acting on Passions, Flying, Stunning Impressions, Mercurial Mood

Secondary Pool (6): Carrying Burdens, Compound Eyes

Tertiary Pool (4)

Resolve: 3

Health Levels: 7

Essence: 2

Defense: 4

Hardness: 3

Soak: 3

ATTACKS AND QUALITIES

Flying, Immaterial, Immortal (Demon)

Weapons: Crystalline Sting (+1 Accuracy, +2

Damage, +1 Defense, Overwhelming 1. **Tags:** Natural, Piercing)

Prismatic Allure (Eclipse OK): Spend 1 mote when entering a scene or emerging from concealment to inspire feelings of awe and fascination as a Minor Intimacy for the scene. Exalted may resist with a difficulty 5 Integrity roll.

Shimmering Evasion: Characters who fail an attack against an agata are dazzled until the end of their next turn, suffering the hindered penalty (p. 49) to actions that depend on vision.

Unpredictable Response: Whenever someone attempts to instill an emotional Intimacy in an agata, it rolls its Mercurial Mood pool against the influence roll. On success, the Storyteller chooses the Intimacy's emotion instead.

Tomescu, the Clamorous Cloud Arsenal

The beginning and end of each day in hell is marked by the screams of the tomescu, for each is born knowing its own end. A tomescu is always surrounded by an impenetrable cloud of mist. From within the cloud, dozens of green, insectoid limbs emerge, ending in various weapons — axes, swords, spears, bows, sledges, and more. While summoned for their obvious talents with violence, they do not relish battle, unconcerned with the beginnings and endings of lives. They may sometimes glimpse similar dooms for those they serve or fight. They are prone to small, inexplicable acts, whether stacking a stone cairn or cleaving a tree in twain; when asked why, they reply only that they do so in honor of the Yozis.

Primary Pool (9): Disinterested Brutality, Terrifying Screams

Secondary Pool (7): Honoring the Yozis, Foretelling the Future

Tertiary Pool (4)

Resolve: 3

Health Levels: 8

Essence: 2

Defense: 4

Hardness: 3

Soak: 3

ATTACKS AND QUALITIES

Immaterial, Immortal (Demon), Lethal Ground, Measure the Wind, Murderous Blow, Principle of Motion

Weapon: Infinite Arsenal (+2 Accuracy, +2 Damage, +1 Defense, Overwhelming 1; **Tags:**

Natural. For each attack, pick any two of Balanced, Chopping, Disarming, Flexible, Paired, Piercing, Ranged, Reaching, or Smashing)

Doomspeaker: Once per story, a character may have their doom foretold by a tomescu. If the character's player goes willingly into the foreseen situation, the character suffers a two-dice penalty to all actions until the end of the session but treats this as fulfilling the criteria for an Exalt milestone.

Dozen Limbs Deflection: Spend 1 mote on Step 4 to ignore penalties on the tomescu's Defense for a single action. If it defends successfully, the attack doesn't count towards reducing Hardness through concentrated attacks (**Exalted: Essence**, p. 140).

Berengiere, the Weaver of Voices

Dressed in silks traced through with crimson veins, Berengiere weaves human voices she's bargained for (or more rarely, stolen) into magical cloth. She is a ceaseless artist who embodies the creative passion of her progenitor, Ligier. In hell, she serves as the guardian of a demonic boneyard. She greatly prefers her weaving to this duty, and thus welcomes any chance to visit Creation. She is beautiful, save for her face, which she keeps hidden behind a voice-spun veil. When the veil is lifted, her true countenance is revealed as a landslide of igneous rock and brass dust spill forth. Summoners conjure her to spin her wondrous fabrics, steal the voices of their enemies, or share her knowledge of languages.

Primary Pool (13): Weaving, Linguistic Lore, Bargaining

Secondary Pool (9): Alluring Beauty, Discerning Ear

Tertiary Pool (7)

Resolve: 5

Health Levels: 9

Essence: 7 (Motes: 17)

Defense: 4

Hardness: 6

Soak: 6

ATTACKS AND QUALITIES

Divine Excellence, Divine Strike (Avalanche), Domain's Curse (Voices and Words), Heroic, Immaterial, Immortal (Demon), Measure the Wind, Principle of Motion, Significant

Weapon: Poisonous Nails (+2 Accuracy, +1 Damage, Defense +0, Overwhelming 2. **Tags:**

Natural, Piercing; if damaged, target is exposed to Contact Poison [**Exalted: Essence**, p. 146])

Deafening Whispers Veil: Commit 1 mote. Characters within medium range of Berengiere suffer the hindered (p. 49) penalty to hearing-dependent rolls.

Voice Thief (Eclipse OK, Essence 2): Spend 2 motes to touch a character and render them mute as a dramatic injury, producing a bolt of beautiful fabric from their stolen voice. Exalted can resist with a difficulty 7 Integrity roll.

Weaver of Words: With cloth-of-voice, Berengiere can create temporary wonders. With a day's work during downtime, she can weave clothing that serves as heavy armor, reducing the mobility penalty by one. With a month's work and additional exotic ingredients, she can craft artifact clothing, though these items are always colored by the voices that went into their making. Silk armor endures for one session of active wear; other artifacts endure until the end of the story. Artifacts may be purchased with a minor milestone as normal.

Octavian, the Living Tower

Octavian is a monstrous figure 10 feet tall, with piercing tusks and armored skin slick with dark, toxic oil. He is a terror in battle, not just for his horrifying strength, but also the cunning and skill. With these, he's waged war against rival powers of hell, carving out an empire that spans a full quarter of one of the Demon City's layers. Weary with the work of ruling his hellish kingdom, Octavian is often summoned as a mighty guardian and warrior and is ever eager to test his strength against any who oppose him.

Primary Pool (13): Demonstrations of Might, Tactics, Demonic Resilience

Secondary Pool (9): Evaluating Opponents Mid-battle, Administering His Empire, Intimidation

Tertiary Pool (7)

Resolve: 4

Health Levels: 12

Essence: 6 (Motes: 17)

Defense: 6

Hardness: 7

Soak: 6

ATTACKS AND QUALITIES

Divine Excellence, Fierce Counter, Heroic, Immaterial, Immortal (Demon), Measure the Wind, Murderous Blow, Principle of Motion, Significant, Trail of Carnage, Well of Rage

Weapon: Equitable Resolution, Hellforged Staff (+2 Accuracy, +3 Damage, Defense +1, Overwhelming 3. **Tags:** Smashing, Two-Handed)

Agata Mount: Octavian rides an enormous agata (p. 172) named Damskenos, who materializes and dematerializes with him.

Sense-Destroying Anointment: Characters who grapple with Octavian or who fail an attack against him at close range are exposed to his sense-dulling toxin (1 damage per round, 5 rounds, difficulty 5 Physique or Integrity to resist). Until healed, they suffer a dice penalty to Awareness rolls equal to the amount of damage they've taken from the toxin (maximum 5).

Slayer of Armies: Octavian doubles 8s on combat actions against battle groups. Battle groups can't benefit from Outnumber qualities against him unless they have successfully damaged him in this scene.

The Tower Still Stands: Octavian gains 1 Power for every level of damage dealt to him. This may take him over 10 Power until the end of his next turn, after which any Power over 10 is lost. Octavian may use this excess Power to fuel his qualities in place of motes.

Stanewald, Who Surmounted the Omphalos

Among the greatest dancers in all of Malfeas, handsome Stanewald's feet never touch the ground, for she loathes earth and stone, which loathe her in return. Stanewald dissipates under strong light, preferring instead to dance in shadow and night. She delights in the shattering of stone, and her 13 efficacious dances scourge the earth. Her summoners invoke her for these dances, bidding her to make the earth quake or dissolve their enemies' fortresses into molten rock. Others seek instruction in her legendary dances. When she sheds her horsehide cloak, it transforms into her loyal steed and companion, the wraith-horse Wulfthryth. Wulfthryth uses the stats of a First Circle Demon (**Exalted: Essence** p. 336) with the Horse quality (**Exalted: Essence** p. 326).

Primary Pool (13): Dancing, Demolition, Dignified Bearing, Move in Silence

Secondary Pool (9): Riding Wulfthryth, Architectural Knowledge

Tertiary Pool (7)

Resolve: 4

Health Levels: 12

Essence: 6 (Motes: 17)

Defense: 5
Hardness: 7
Soak: 4

ATTACKS AND QUALITIES

Divine Excellence, Elemental Vortex (Earthquakes), Immaterial, Immortal (Demon), Heroic, Measure the Wind, Principle of Motion, Significant

Weapon: Furious Kick (+2 Accuracy, +1 Damage, Defense +0, Overwhelming 2. **Tags:** Natural, Paired)

Answer to the Earth: Stanewald doubles 8s on rolls against spirits of earth and stone and feats of strength or venture rolls to destroy earthen structures. She gains +2 Soak and Hardness against such spirits, and is immune to hazards based on earth, dust, and sand.

Boulders-Like-Sand Dance (Eclipse OK): Spend 1 mote to reflexively destroy a piece of earthen cover within medium range, dissolving it into sand, or 3 motes to destroy all earthen cover within medium range as a miscellaneous action. If this exposes at least one non-trivial enemy, gain 2 Power.

Smoking Earth Dance (Eclipse OK): Spend 1 mote to create a fumarole swirling with volcanic fumes as an environmental hazard from a point within short range (3 damage per round, 5 rounds, difficulty 5 to resist with Physique or Awareness).

Kingdom-Toppling Dance (Eclipse OK, Essence 5): Commit 3 motes to create a destructive earthquake that extends out for miles for as long as she continues dancing. Within long range, this is an environmental hazard (2 damage per round, indefinite, difficulty 5 to resist with Physique); at extreme and beyond, structures topple within a minute.

Ligier, the Green Sun

Ligier is the heart of the demon-king Malfeas, the first and foremost of his Third Circle souls. He burns in the skies of hell as a pitiless sun of emerald fire, and promenades through its city streets in the form of a handsome man with auburn hair. While mighty in battle, as befits his station, Ligier is storied as one of the finest smiths in all history. Sorcerers summon him to create wonders of terrible power and beauty, but his smithcraft requires obscure sacrifices: five drops of a child's blood, tears cried in silence, a broken promise. If his summoner can't — or won't — provide these, Ligier cannot help but leave some hidden flaw in his creation.

Primary Pool (15): Swordsmanship, Focus Will, Smithing, Wielding His Creations

Secondary Pool (13): Blinding Glory, Demonic Courtesy

Tertiary Pool (11)

Resolve: 5
Health Levels: 18
Essence: 10 (Motes: 27)
Defense: 8
Hardness: 8
Soak: 5

ATTACKS AND QUALITIES

Awe-Inspiring Mien, Divine Excellence, Durable (3), Furious Dragon's Ire, Heroic, Immaterial, Immortal (Demon), Measure the Wind, Significant, Trans-sacral Body

Weapon: Sword of the Yozis (Accuracy +2, Damage +4, Defense +2; Overwhelming 3. **Tags:** Artifact, Chopping, Reaching)

Cruel Sun Unleashed: Commit 3 motes to flood the battlefield in cruel green light. This is an environmental hazard out to long range (3 damage per round, difficulty 7 to resist with Physique or Integrity); characters can close their eyes to lower the difficulty to 5 but suffer the hindered penalty (p. 49) to vision-dependent rolls.

Demon-Prince's Pride: When fighting single-handedly against multiple foes, Ligier doubles 9s on withering attack rolls. If he spends 10 Power on a decisive attack, it gains five additional damage dice and he ignores all wound penalties on the attack roll. Each round while he fights alone, Ligier gains one Power, one Will, or one mote at the start of his turn.

Emerald Forge: Ligier may automatically create a hellish artifact in one dramatic scene, so long as he has sufficient materials and a sacrifice from whoever the artifact is meant for — often acts of malice or treachery. These sacrifices always color the artifact's nature. Without this sacrifice, the artifact created will have some dangerous or insidious flaw.

Total Annihilation: Ligier can roll Focus Will to cast Total Annihilation (**Exalted: Essence**, p. 307). He automatically gains one Will every time he suffers damage.

Orabilis, the End of All Wisdom

Orabilis strides the streets of hell in the mien of a well-heeled scholar, with silver sand dripping from his sleeves and a tongue like an adder's. His words fall on the Demon City, creating the great glass libraries where demonic scholars seek out all manner of secret lore. Yet it is also Orabilis who punishes those who discover

things not meant for them. It is his will that the demons should become wiser — but never too wise. Thousands of glass eyes fly throughout Malfeas, relaying to him all they see. Petitioners and summoners seek Orabilis out for his knowledge and the use of his glass eyes. Those who force him to reveal truly forbidden things are subject to his direful judgment, no matter the strength of their sorcerous bindings.

Primary Pool (15): All-Seeing, Seeking Out Transgressors, Lore

Secondary Pool (13): Demonic Politics, Intimidation, Regal Bearing

Tertiary Pool (11)

Resolve: 5

Health Levels: 10

Essence: 10 (Motes: 27)

Defense: 5

Hardness: 7

Soak: 5

ATTACKS AND QUALITIES

Divine Excellence, Domain's Beneficence (Research), Domain's Curse (Research), Elemental Strike (Glass), Heroic, Immaterial, Immortal (Demon), Measure the Wind,

Principle of Motion, Significant

Eyes of Orabilis: Once per scene, Orabilis can create a living glass eye as a First Circle demon (**Exalted: Essence**, p. 336; Primary pool: Keen sight; Secondary pool: Stealth). With a touch, he can know everything an eye has seen in perfect detail.

Infinite Wisdom: Orabilis can answer almost any question about the nature and history of Creation and the affairs of demons. Attempts to coerce him to reveal knowledge against his will require a hard bargain, offering him a concession, prize, or promise. This is true even against a sorcerer who's bound him.

Library of Glass: With a few days of downtime, Orabilis releases a rainstorm of molten glass that coalesces into a great library on a topic of his choosing. Research ventures related to that topic reduce their base obstacles by 2 (minimum 1) and success always reveals an additional, interesting piece of lore.

Punish the Greedy-Minded: Orabilis doubles 8s on rolls to investigate and track characters who have learned any of hell's forbidden secrets through theft, deceit, or sorcerous bindings. His attacks treat these characters' Hardness, Defense, and Resolve as two lower.

FAIR FOLK AND WYLD BEASTS

The Fair Folk, also called fae, are born of the Wyld's chaos. They are beautiful and monstrous, ravenous nightmares that feed on mortal passions, dreams, and souls. The Fair Folk both love and hate the permanent shape of Creation — it is a blight of immutable order

upon the Wyld, but it enthralls and intoxicates the fae even as they seek to seek to rend it asunder or manipulate it for their own inscrutable ends.

The Fair Folk do not live alone in the Wyld, much as they claim to rule it. In the bordermarches at Creation's edge, one encounters lesser fae, like hobgoblins and buck-ogres, alongside Wyld-touched beasts and Fae-Blooded clans. Further into chaos, even the Fair Folk must contend with roving behemoths, the dread-masked hannya, and worse horrors still. Some denizens of the Wyld might treat traveling Exalted as a curiosity, while others hunger to carve out the souls of those who cross their territory.

Wicked Graces

The Fair Folk are defined by their Graces, aspects of their selfhood reified into physical form. The Graces anchor the fae's existence as something distinct from the Wyld's inchoate chaos, the only constants of the Fair Folk's ever-changing nature. Fair Folk nobles bear

THE HEART GRACE

The Heart Grace is the core of a fae's existence and identity. Possessed by all Fair Folk, it most often appears as a crystalline egg.

As per the *heroic* quality, a raksha with the Heart Grace benefits from being incapacitated the same way as the player characters, can take dramatic injuries the same way the player characters can, and can interrupt the initiative order. A Heart Grace cannot be hidden from its owner without magic of some kind. All Fair Folk the players' characters interact with have a Heart Grace — destroying it may be the simplest way to get rid of a troublesome Fair Folk.

all listed Graces but often specialize in two, which determines how they perceive and are likely to be perceived by inhabitants of Creation. Lesser fae typically specialize in one Grace and may not have all four. Each Grace provides a quality to fae who specialize in it.

A Grace always takes on a physical form. While it can be stolen or exchanged like any other object, it remains a part of the Fair Folk it was taken from. It's possible to destroy a Grace, but they're as durable as an artifact. Doing so causes severe spiritual injury to the Fair Folk it belonged to.

Cup

The Cup Grace embodies desirability, making the Fair Folk a thing for which one might feel compassion, devotion, or friendship. It may take the form of a goblet, basket, bowl, coin purse, or similar receptacle.

Once per scene, a Fair Folk who specializes in the Cup may choose a target who gains a Minor Intimacy toward the Fair Folk for the duration of the scene. She may choose to strengthen the Intimacy to Major within the same scene, but that does not extend the duration of the effect.

Ring

The Ring Grace embodies a fae's consciousness, awakening her to self-awareness and self-understanding. Ring Graces can often be worn on a finger or hung from a necklace, but they may also take the form of crowns, armlets, torcs, or similar adornments.

Once per scene, a Fair Folk who specializes in the Ring may gain her bonus successes as dice from social influence actions she initiates as though the target ignored her influence (**Exalted: Essence** p. 134). She may either add these dice to one other roll in the scene or split them between multiple rolls within the same scene.

Staff

The Staff Grace allows the fae to exist alongside others, binding both them and her with oaths, customs, and laws. It can take the form of a wooden stave, but could also be a wand, scepter, gavel, crozier, or other implement of striking.

When succeeding on a social influence roll, a Fair Folk who specializes in the Staff may impose a Minor Virtue of her choice onto the target for one scene, entangling him in customs and conventions. The target may choose to keep this Minor Virtue in place of her own after the end of the scene.

Sword

The Sword Grace is the symbol of the fae's terrible greatness, letting her impose her will on others through fear and violence, and resist others' attempts to do the same to her. It can take the form of any weapon — a blade, a bow, an axe — or another icon of martial glory, like a banner.

Once per combat, a Fair Folk who specializes in the Sword may make one attack out to long range. This attack reduces the target's Hardness by 2 and halves their Soak.

Seven Inexplicable Feathers

Centuries ago, Seven Inexplicable Feathers was a scout for the Fair Folk invasion. Before the legions of raksha poured into Creation, she flew ahead, searching for weaknesses among the mortal and Exalted defenses. What she saw enchanted her — for the Great Contagion was unlike anything she had seen in the Wyld. While she's not cruel, Seven Inexplicable Feathers embodies the Virtue of Wonder and is fascinated by grief. She is overwhelmingly curious about what drives the denizens of Creation to react to suffering in different ways. Sometimes, if she's bored, she'll use her Virtue Poisoning quality to force a mortal's hand.

Primary Pool (10): Flight, Shaping the Wyld, Embodying the Wonder Virtue

Secondary Pool (8): Manipulating Mortals, Dramatically Appropriate Actions, Observing Suffering

Tertiary Pool (6)

Resolve: 2

Health Levels: 7

Essence: 2

Defense: 4

Hardness: 3

Soak: 3

ATTACKS AND QUALITIES

Fae Nature, Frenzied Attack, Flying; Glamour, Heart Grace (p. 176), **Virtue Poison, Staff Grace, Sword Grace, Wyld-Shaping**

Talons (+1 Accuracy, +1 Defense, +2 Damage, 1 Overwhelming. **Tags:** Natural, Melee, Off-Hand)

Amandala, Unfortunate Price of Complacency

On a rocky atoll in the Inland Sea sits a windswept cottage and a scrubby little garden clinging to life.

Within the cottage lives a woman who is sometimes very old, and sometimes in the flower of her youth. She will read your future for a price of one week of your dreams. She does not promise to be right, merely to be tidy about it. The Fair Folk Amandala, Unfortunate Price of Complacency, anchored her graces, becoming the atoll, the house, the garden, and the woman. When the Empress unleashed the Realm Defense Grid, it left Amandala stranded in the bordermarch that has become her prison, with no way back to the Wyld. She now floats alone, hoping to be released from stasis in Creation.

Primary Pool (12): Manipulating People, Embodying the Ambition Virtue, Shaping the Wyld

Secondary Pool (10): Hosting and Entertaining, Dramatically Appropriate Knowledge, Social Influence

Tertiary Pool (9)

Resolve: 4

Health Levels: 12

Essence: 4

Defense: 4

Hardness: 5

Soak: 3

ATTACKS AND QUALITIES

Beguile, Cup Grace, Fae Nature, Glamour, Heart Grace (p. 176), Ring Grace, Significant, Wyld Alterations

Oneiromancy: Spend 1 mote. Amandala reads the dreams of a willing subject, revealing their Virtues to her. She provides the target with a cryptic prophecy after doing so. If the target acts in accordance with the prophecy they may set two dice as automatic successes to an appropriate roll once per scene until the prediction comes to pass. Treat the resolution of the prophecy as a personal milestone goal.

Lachdana, Daughter of the Prince

Lachdana, Daughter of the Prince, claims descent from Balor of the Terrible Gaze, one of the greatest warlords of the Fair Folk invasion. She is a fanatical member of the militant fae cult that bears her purported forebearer's name, the Church of Balor. She leads a monastery in an ancient manse in the forests of the East, regularly demanding sacrifices from humans in the area. She spins beautiful tales about her time alongside Balor, both before and during the invasion,

deliberately omitting anything that could be construed as a flaw.

Primary Pool (11): Melodramatic Combat, Shaping the Wyld, Embodying the Loyalty Virtue

Secondary Pool (9): Hosting and Entertaining, Theology and Religion, Dramatically Appropriate Actions

Tertiary Pool (6)

Resolve: 4

Health Levels: 12

Essence: 4

Defense: 5

Hardness: 6

Soak: 6

ATTACKS AND QUALITIES

Born to Lead, Defense Against Anathema, Fae Nature, Heart Grace (p. 176), Significant, Staff Grace, Sword Grace, Ring Grace, Well of Rage, Wyld Alterations

Silk Armor (Exalted: Essence, p. 347)

War Fan (+2 Accuracy, +1 Damage, +1 Defense, 1 Overwhelming. **Tags:** Light, Melee, Disarming, Paired)

Ivy-Hilt Gemstone (Exalted: Essence, p. 352)

Not One Cry

Of everything to encounter in the Wyld, a baby's cry is one of the strangest. Sharp-eared explorers may, however, realize that the cry repeats itself like the chorus of a song. The baby in a basket, usually tucked into bracken or floating along a river, is merely the lure. Beneath the rivers of the Wyld, Not One Cry is a cuttlefish-like being covered in sensory pseudopods. This behemoth, spawned eons ago, realized that the sound of a frightened innocent brings in even the most suspicious or seasoned travelers; their surprise makes them more delicious.

Primary Pool (10): Luring, Swallowing Whole, The Element of Surprise

Secondary Pool (9): Stealth, Overwhelming Force

Tertiary Pool (6)

Resolve: 2

Health Levels: 12

Essence: 3

Defense: 5

Hardness: 5

Soak: 6

ATTACKS AND QUALITIES

Durable, Elemental Strike, Enormous Size, Glamour, Measure the Wind, Murderous Blow, Mindless, Well of Rage

Lure: This antagonist projects a visual or auditory illusion that pulls in unwary travelers in the same scene. Trivial characters automatically move towards the lure, while significant or player characters must succeed on an Integrity roll to resist its pull. Lure may be used to augment the *glamour* quality.

Hungry: This antagonist attacks to feed. Twice per combat, they may make a withering attack against a single target; if they succeed, they regain three Health levels.

Jagged Teeth (+2 Accuracy, +1 Defense, +2 Damage, 1 Overwhelming. **Tags:** Melee, Natural, Piercing, Pulling)

Yvayn, Patriarch of the Northern Suns

A long time ago, or so the story goes, a vain and glorious Solar wished to leave his mark upon the world. He created a race of clockwork people in his image, so that his beauty would never vanish from the face of Creation. All things must come to an end, broken on the wheel of ages, and the Solar and most of his “children” were destroyed. Not all, though: some of the clockwork beings escaped to the Wyld, drawn by the safety of chaos. Generations upon generations brought forth Yvayn, a golden-eyed man with marble-veined skin and hair of long-fingered moss. Yvayn has a vague notion of chivalry and a pull toward Creation, perhaps left in him by his long-dead progenitor. He is willing to parlay with most of the Exalted but directs the Northern Suns — a codependent family of Wyld mutant mercenaries of all genders — to kill any Dynast on sight, claiming vengeance for his clockwork kin. As for those without the power to resist when they encounter the Northern Suns in the bordermarches, they’re given a simple choice: join or die.

Primary Pool (8): Melodramatic Combat, Leadership, Bordermarches Politics

Secondary Pool (7): Rousing Speeches, Commanding Attention, Wyld Navigation

Tertiary Pool (5)

Resolve: 2

BATTLE GROUP: YVAYN AND THE NORTHERN SUNS

Size: 3 (15 Health levels, 4 Overwhelming)

Drill: Veteran (+2 success modifier, Rout Checks whenever they five or more damage)

Commander: Yvayn

Qualities: Brace Line, Formation Attack, Hammer and Anvil, More of Us, Opportunistic Threat, Spear Carriers, Vanguard

Use the Soldier statblock (**Exalted: Essence** p. 331).

Health Levels: 7

Essence: 2

Defense: 3

Hardness: 3

Soak: 2

ATTACKS AND QUALITIES

Born to Lead, Battle Group (see sidebar), **Did I Authorize This?**, **Durable, Experienced Commander, Frontline Leader, High Profile, Furious Dragon’s Ire, Heroic, Martial Proficiency: White Reaper Style, Unstoppable**

Northern Sun: A descendant of the original clockwork people created by a long-dead Solar Exalt, this antagonist may spend one mote once per story to use one of the following Charms: **Harmonious Presence Meditation (Blazing Glorious Icon)** (**Exalted: Essence**, p. 206), **Sun King Radiance** (**Exalted: Essence**, p. 274), or **Solar Tactician’s Acumen** (**Exalted: Essence**, p. 278). As he does so, a brilliant shimmer of interlocking gears made of sunlight appears to cover his entire body. This effect lasts for a scene.

Yvayn owns a very old set of **Silk Armor** (**Exalted: Essence**, p. 347) that has been patched throughout the centuries with materials from the Wyld. Consequently, its Soak is +0, but it has Hardness 2. Due to its Wyld components, it is also vulnerable to iron as per the *fae nature* quality.

Pole Sword (+0 Accuracy, +2 Damage, +1 Defense, 2 Overwhelming. **Tags:** Heavy, Melee, Balanced, Disarming, Reaching, Two-Handed)

THE DEAD

Death doesn't always mean the end of someone's story. The undead still move, both in the Underworld and in Creation, affecting the lives, deaths, and unives of those around them. The following represent a few of their myriad forms.

Undead Behemoths

Over millennia, even the greatest of behemoths have fallen, but their demise doesn't end their utility to the most powerful of necromancers.

The Void Circle of necromancy holds many dark secrets, including the art of reanimating the corpse of a fallen behemoth. One such of these undead horrors is Juggernaut, which carried The Mask of Winters' fortress to the siege of Thorns. Others exist, lumbering around the deepest parts of the Underworld, and other behemoths' corpses lie under soil and darkness, awaiting a necromancer powerful and ambitious enough to wake them.

To make an undead behemoth, apply the following changes:

- Some undead behemoths are especially durable due to the gifts of undeath: increase Soak by up to 2 if appropriate.
- Add the *mindless* and *significant* qualities.
- Replace Shattering Ire and Murderous Caress with **Doom-Touched Demolition** (+1 Accuracy, +0 Defense, +4 Damage, 4 Overwhelming. Extreme range.) and **Grasp of Death** (+0 Accuracy, +1 Defense, +5 Damage, 5 Overwhelming).

Additionally, the undead behemoth gains the following quality:

Deathly Stench: The first time each scene when a living character comes within long range or closer of the undead behemoth, they roll Fortitude + Physique against difficulty 4. On failure, lose 1 Power and take a two-dice penalty on all rolls for the rest of the scene from nausea.

Deathlords

Patrons of the Abyssal Exalted and supposed servants of the Neverborn, the Deathlords walk a fine line,

serving or appeasing their master's apocalyptic desires while pursuing their own ambitions. The following are a few of the Underworld's Deathlords.

The Lover Clad in the Raiment of Tears

The Lover seeks to bring the world to despair. Some among her peers seek to serve the Neverborn through bloodshed and destruction, but she scorns such methods. Better to break a person's heart and rip all hope from them than merely slay them. She holds court in the Fortress of Crimson Ice, a crystalline manse in the tundra shadowland called Vale of Dust and Shadows. She is also one of the most powerful necromancers among the Deathlords and a master of grim artifice.

Primary Pool (15): Crafting, Necromancy, Spread Despair

Secondary Pool (13): Command the Undead, Lure Victims, Political Intrigues

Tertiary Pool (9)

Resolve: 5

Health Levels: 8

Essence: 9 (Motes: 22)

Defense: 6

Hardness: 10

Soak: 6

ATTACKS AND QUALITIES

Command of the Dead, Eyes of Oblivion, Feed on the Dead, Immaterial, Immortal (Other), Initiate (Necromancy), Measure the Wind, Nine Terrors Visage, Significant

Void Circle Necromancy: The Lover knows the following spells: **Rattled Bones of War, Life Ending Wave, Bone Puppet Dance, Seat of Deadly Splendors, The Gruesome Truth, Arisen Dead Legion, Shield of Shattering Bones**

She may have any other spells the Storyteller deems appropriate.

Weapons: Siren in Avern (+2 Accuracy, +1 Defense, +3 Damage, 3 Overwhelming. **Tags:** Artifact, Balanced, Piercing)

The Mask of Winters

Haughty and flamboyant, as the newest of the Deathlords, the Mask of Winters exceeds all others in his daring and ambition. He masterminded the siege and occupation of Thorns, claiming it as a strategic beachhead in Creation. Now, he looks over the city from his palace atop the back of the horrific undead behemoth Juggernaut, which still casts a terrible shadow on much of the city-state. The Mask is brilliant and devious, a master of schemes and statecraft who enjoys playing potential enemies against each other. He means to rule Thorns and extends his power and influence further across the Scavenger Lands along with his network of spies and agents.

Primary Pool (15): Diplomacy, Spycraft, Manipulation

Secondary Pool (13): Combat Prowess, Strategy, Necromancy

Tertiary Pool (9)

Resolve: 5

Health Levels: 7

Essence: 8 (Motes: 20)

Defense: 6

Hardness: 10

Soak: 6

ATTACKS AND QUALITIES

Command of the Dead, Eyes of Oblivion, Feed on the Dead, Furious Dragon's Ire, Immaterial, Immortal (Other), Initiate (Necromancy), Measure the Wind, Nine Terrors Visage, Significant

Void Circle Necromancy: The Mask knows the following spells: **Inauspicious Citadel, Slumber of the Wandering Shade, Rune of Sweet Passing, Lord of the Dead, Baneful Sun and Shadow, Corpse Razer** and any other spells the Storyteller deems appropriate.

Weapons: Frigid Razor (+2 Accuracy, +1 Defense, +1 Damage, 2 Overwhelming. **Tags:** Artifact, Chopping, Reaching, Two-handed)

Ghosts

The following are further examples of the incorporeal undead haunting the Underworld and various shadowlands.

Hungry Ghosts

Hungry ghosts are born from the lower souls of the improperly buried dead, or those whose corpses are corrupted by fell magics. By day, a hungry ghost

hides in the corpse it crawled from to escape the sun's light. Come nightfall, the predatory horror crawls out of its flesh to hunt the living for their blood. They only flee from overwhelming force and the light of day, but, like many undead, they can be held at bay by unbroken lines of salt or geminated grain. Unlike other ghosts, they're naturally corporeal, ever ready to quench their bloodthirst.

Primary Pool (10): Scent Prey, Maul Victims, Stealth

Secondary Pool (7): Feats of Strength, Climb over Obstacles, Instill Terror

Tertiary Pool (5)

Resolve: 1

Essence: 1

Health Levels: 7

Defense: 3

Hardness: 3

Soak: 3

ATTACKS AND QUALITIES

Tainted Sanguine Restoration: When the hungry ghost deals any damage to a living creature, it heals 1 Health level. It adds a 2-success bonus to track or detect characters it has dealt damage to.

Weapon: Damnable Claws (+1 Accuracy, +1 Defense, +2 Damage, 2 Overwhelming. **Tags:** Natural, Paired)

Variant: Ravenous Ghost

The process of Exaltation changes a person utterly, transforming them into something more powerful than any mere mortal. Their lower souls are no different and, when an Exalt dies without being properly laid to rest, the hungry ghost that emerges is more potent and dangerous than any other.

To make a Ravenous Ghost, apply the following adjustments:

- Increase primary pool by 4
- Increase secondary pool by 3
- Increase Defense by 1 and Hardness by 2
- Increase Essence by 2
- Add 3 Health levels
- Replace Damnable Claws with Essence-Dripping Claws (+1 Accuracy, +1 Defense, +3 Damage, 3 Overwhelming. **Tags:** Natural, Paired)

Additionally, Ravenous Ghosts have the following Charm:

A Taste for Anima: The hungry ghost can spend 1 mote on Step 6 on attacks against Exalted with active or iconic anima to gain double 8s on damage rolls against that Exalt.

Mortwight

The ghosts of those who spent their lives consumed by fear, despair, or hatred, mortwights are twisted skeletal spirits. As their appearance grows less human, they quickly lose any connection they had to their former lives. Instead, they roam the sunless lands, preying on weaker ghosts, Underworld beasts, or each other. Others offer their gruesome services to one of the lords of the Underworld: Deathlords, nephwracks, and other great powers among the dead.

Primary Pool (12): Terrorize, Rend Flesh, Stalk Prey

Second Pool (10): Kidnap Victims, Obliterate Hope, Evade Capture

Tertiary Pool (7)

Resolve: 1

Health Levels: 8

Essence: 2

Defense: 3

Hardness: 3

Soak: 2

ATTACKS AND QUALITIES

Immaterial, Immortal (Ghost)

Weapon: Skeletal Claws (+2 Accuracy, +1 Defense, +2 Damage, 2 Overwhelming. **Tags:** Natural, Paired)

Black Breath of the Abyss: Spend 1 mote. The mortwight exhales a cloud of black smoke that lasts for one scene and obscures the sight of living creatures within medium range around the mortwight.



The dead can see through it, but the living take a two-success penalty to sight-based rolls unless magic improves their sight. A Solar's Iconic anima will also end this effect.

Nightmare-Swift Technique: The mortwright moves horrifyingly fast. It has a two-success bonus to attacks against opponents who haven't acted yet in each round and has adds +1 to Defense against attacks from opponents that act after it in the round.

Nephwrack

Some ghosts dare the depths of the Underworld's Labyrinth, where the Neverborn's nightmares become reality, seeking knowledge or power forbidden even to the dead. What returns, should the revelation not unravel them, is a nephwrack. Consumed by the whispers of the Neverborn, they are second only to the likes of the Deathlords in ghostly power and necromantic mastery. Some nephwracks rule dark fiefdoms in the Underworld as overlords, while others marshal undead armies against the living in shadowlands.

Primary pool (13): Command Servitors, Underworld Lore, Necromancy

Secondary pool (10): Combat, Campaigning, Social Influence

Tertiary Pool (8)

Resolve: 4

Essence: 4

Health Levels: 10

Defense: 5

Hardness: 7

Soak: 6

ATTACKS AND QUALITIES

Hurry Home, Immaterial, Immortal (Ghost), Shadow Circle Necromancer: Nephwracks are frequently initiates of the second circle of necromancy.

Weapons: Soulsteel daiklave (+2 accuracy, +2 defense, +2 damage, 3 Overwhelming. **Tags:** Artifact, Balanced)

Void-Eaten Soul: After peering into the end of all things and experiencing the dreams of dead gods, nothing anyone living can say compares to that horror. The nephwrack has a +2 bonus to Resolve against influence attempts by anyone who they do not believe serve the Neverborn.

Black Heart's Call: The nephwrack gains double 8s on rolls to discern and strengthen negative Ties or malicious or nihilistic Principles of significant characters they interact with. Against trivial characters, such influence is automatic.

Walking Dead

Abominations

Stitched together with soulsteel thread and powerful necromancy, these undead hulks are mismatched forms from at least four recently ritually sacrificed people. They bulk out the ranks of the armies of the dead, crafted by necrosurgeons, serving as monstrous shock troops.

Primary pool (12): Breaking Fortifications, Crush Victims, Feats of Strength

Secondary pool (8): Following Orders

Tertiary pool (5)

Resolve: 2

Essence: 1

Health Levels: 10

Defense: 4

Hardness: 3

Soak: 3

ATTACKS AND QUALITIES

Mindless (Exalted: Essence, p. 317)

Weapons: Crushing Bone Fist (+1 Accuracy, +0 Defense, +3 Power, 3 Overwhelming. **Tags:** Natural, Smashing)

Deathly Stench: See p. 180.

Variant: Legion

Created from a horde of the walking dead, these abominations are united, each of the walking dead unified in purpose under their master's command long before their transformation into this single baleful giant.

To make a Legion, apply the following adjustments:

- Increase primary pool by 3
- Increase secondary pool by 2 and add Campaigning
- Increase Defense by 3, Soak by 2, and Hardness by 2
- Increase Essence by 2
- Add 3 Health levels
- Legions may take Outnumber qualities as if they were a battle group.
- Replace **Crushing Bone Fist** with **Coordinated Doom Slam**. (+1 Accuracy, +1 Defense, +3 Damage, 2 Overwhelming. **Tags:** Natural, Smashing)

Stalking Blight

The reanimated corpses of those who die due to poisoning, illness, or plague. Whatever transmittable contagion that took their lives is kept virulent by the power of necromancy. Stalking blights rise to spread the afflictions that brought them low, making sure there will be more like them.

Primary Pool (6): Infect Victims, Grapple, Scent Prey

Secondary Pool (5): Climb Obstacles, Stealth

Tertiary Pool (4)

Resolve: 1

Essence: 1

Health Levels: 6

Defense: 2

Hardness: 3

Soak: 3

ATTACKS AND QUALITIES

Mindless, Deathly Stench

Weapons: Blighted claws and teeth (+0 Accuracy, +1 Defense, +2 Damage, 2 Overwhelming. **Tags:** Natural)

Contagion Expression Technique: Commit 1 mote on Step 4. The target of the attack must succeed on a contest using their Physique versus the blight's primary pool. If they fail, they become infected by the blight's toxins or diseases.

STRANGE BEASTS AND BEINGS

Whether refugees from the Wyld, remnants of early time, or creations of the Exalted, unique beings such as these can be found throughout Creation as either friend or foe.

Arad the Hunter

The enemies of the gods created Arad the Hunter to be a perfect predator. In the First Age, his terrible power and exuberant joy in the hunt threatened the Exalted host's still-young kingdoms. He stalked and slew many of the Chosen who stood against him, but in the end, the combined might of their armies forced the immortal behemoth to flee into the Wyld.

Arad bears only a faint resemblance to the human form. Standing a dozen feet tall, his limbs seem strangely proportioned, swollen with misplaced muscle. His pale eyes burn with a patient, utterly unquenchable hunger for worthy prey. His bow, Pula's Heart, is made from the body of a forest goddess who once loved him. His spear, Usilk, bears an ancient blessing that protects him from fire, wood, and steel.

Primary Pool (12): Tracking and Trapping, Ambush Tactics, Sensing Weakness

Secondary Pool (9): Lying in Wait, Moving Through Wilderness, Intimidation

Tertiary Pool (6)

Resolve: 4

Health Levels: 12

Essence: 5

Defense: 5

Hardness: 7

Soak: 6

ATTACKS AND QUALITIES

Furious Dragon's Ire, Heroic, Immortal, Significant, Unshakeable, Unstoppable, Well of Rage

Connoisseur's Repast: By consuming an appropriately symbolic body part of his quarry — dead or living — Arad gains access to a number of the target's Charms and qualities equal to their permanent Essence, usable once each, ignoring any prerequisites.

WEAPONS

Pula's Heart (Artifact Powerbow, +2 Accuracy, +2 Damage, 3 Overwhelming, Extreme Range. **Tags:** Artifact, Piercing)

Special: Arrows fired from Pula's Heart can reach any target Arad can see. If the arrow would strike a target with a Major Intimacy of romantic love toward him, it instead erupts from Arad's own chest, dealing damage that bypasses his Soak and any other defenses. If this deals damage to any of Arad's last six Health levels, his fate is sealed, and he dies permanently regardless of his **Immortal** quality or any other effect. Discovering this weakness requires time



to study the monster as a venture with at least four obstacles, a time in scenes, and a difficulty of 5.

Usilk: (Artifact Spear, +2 Accuracy, +2 Damage, +2 Defense, 2 Overwhelming. **Tags:** Defensive, Thrown)

Special: While wielding Usilk, Arad gains Durable 4. He may recall the spear to his hand as a reflexive action. If Arad deals at least three levels of damage, he automatically applies the *pull* gambit with no roll or cost as the impaled target is wrenched along with the returning spear.

Lodestar

Designed as a servitor being by a trio of Twilight Caste Solars during the First Age, Lodestar has an androgynous, humanlike torso and a lower body like a scorpion's. Its creators disagreed on the qualities of an ideal servitor; thus, Lodestar has a pleasant bearing and is equally skilled in domestic tasks, wilderness travel, and combat. Able to modify its own body to

suit different regions, it is capable of guiding and even carrying its chosen charges through all the dangerous climes of Creation. After the Usurpation, Lodestar fell into slumber deep beneath the ice, waiting for the light of an anima banner to awaken it. Though imposing, it is charming and affable, with a delightful — if archaic — sense of humor.

Primary Pool (10): Wilderness Survival, Defending Its Charge, Domestic Tasks

Secondary Pool (7): Social Graces, Ancient History, Combat

Tertiary Pool (4)

Resolve: 5

Health Levels: 8

Essence: 4

Defense: 5

Hardness: 3

Soak: 4

ATTACKS AND QUALITIES

Heroic, Significant, Professional Collaboration, Unshakeable

Built to Serve: Lodestar has Resolve 0 against social influence from Solar Exalted and will never knowingly lie to them.

Survivor's Adaptation: Lodestar is immune to all environmental hazards, illnesses, and poisons. This adaptation applies to its current environment as appropriate.

Unfailing Senses (Eclipse OK): Lodestar acts as a living compass, orienting itself based on his proximity from the Elemental Poles. Additionally, it can sense the presence of the Exalted within the vicinity of its current location. On a travel venture to move between locations or an investigation venture to track down one of the Exalted, Lodestar bypasses one obstacle.

Unconquered Glory Unending: Lodestar's tail projects a continuous stream of Solar Essence. This costs a Health level and is either treated as **Glorious Exalted Bolt (Exalted: Essence, p. 208)** or heals its target by 1 Health level. At the start of its turn, it may continue the effect as a reflexive action at the cost of an additional Health level or 1 mote and may change its target when doing so.

Servant's Loving Sacrifice: Lodestar generates an orb of its own Essence, which it gently presses into the chest of a chosen target. The recipient gains the benefit of its Survivor's Adaptation, half its current Health levels as Power, and half its current Health levels as Health. Lodestar falls motionless and dormant, a state that lasts until the end of the story, or until the recipient touches it and wills its consciousness to return.

The Collector of Exquisite Experiences

A massive, living machine crafted of orichalcum and white jade moves with careful, ponderous grace through desert, ruin, and Wyld bordermarch alike. It takes care to avoid crushing neither flower nor lizard with its dozens of multifunctional limbs' elegant motions. These slide against each other with the pleasant, muted sound of well-worn game tiles as the entity serenely observes its surroundings from three ornately masked heads on long, snakelike necks. It converses politely and continuously with all those it encounters, be they rodent or Exalt. Each semi-autonomous head is a connoisseur of its chosen subject, ceaselessly adding to their archive of universal knowledge. The Collector's unceasing motion is in service of a mission it has long

forgotten: to evaluate a suitable location where it will establish itself as a permanent fixture, a living library available to all who visit it.

Primary Pool (10): Archive Playback (Illusory), [Error: Function Unavailable], Appraisal and Analysis

Secondary Pool (8): Archive Playback (Hard-Light Projection), Nontruth Detection Algorithm (Read Intentions)

Tertiary Pool (6)

Resolve: 5

Health Levels: 10

Essence: 4

Defense: 0 (see Perfect Pacifist, below)

Hardness: 5

Soak: 9

ATTACKS AND QUALITIES

Awe-Inspiring Mien, Durable 3, Enormous Size, Talismans And Wards, High-Profile

Perfect Pacifist: The Collector will never roll to Join Battle, seeming neither to understand the concept nor have any concern for its own safety. If it is engaged in battle, it acts last and is treated as having Defense 2.

Grinning Mask's Exuberance: This mask delights in witnessing feats of magical and physical puissance and the clash of worthy combatants. Exalted who demonstrate these will find its patience and enthusiasm limitless and may instill a Minor Tie of appreciation that continues to increase as they do so. Interacting with its "archives" may grant the Exalt a personal milestone goal from witnessing ancient wars, learning secret arts, training with a legendary mentor, or similar.

Solemn Mask's Evaluation: This mask longs to record artifacts, magnificent mortal arms and armor, fashionable clothing, and art and poetry performances. While doing so, it gives the Exalt a thorough critique, using hard-light projections from its archives to "enhance" them or the offering, based on its own unfathomable aesthetics. Until the end of the session, the evaluation grants a pool of 20 dice characters may draw from to add to venture rolls with the Collector's assistance. When the pool empties it cannot be used again until the following session.

Wyld-Warped Mask's Mastery: This mask's glowing eyes scan all around, but many are damaged and dark. Research ventures using its archives reduce their base obstacles by 2 (minimum 1), and success always splices in interesting — and possibly even relevant — data from another archive entry. Failure results in information that hints at

world-shaking revelations but is maddeningly vague or incomplete.

The Contagion Protoplasm

When the Great Contagion came to Rathess, a council of Dragon King sorcerer-scientists captured a fragmentary sample of the dread disease in a desperate bid to divine its weaknesses. Using arts long since lost to time, they created a prison of living protoplasm, constantly adapting to contain the infinitely contagious disease. But in a cruel irony, the powers they probed the specimen with reacted unexpectedly, fusing plague and protoplasm together into a semi-sentient amoebic horror. It devoured its hapless creators in an act of mindless hunger, absorbing their souls — but in doing so, it also absorbed their desperate desire to cure the very disease it carries.

The Contagion Protoplasm fled into the depths of Rathess, where the slithering thing has passed the centuries futilely trying to fulfill this goal. Dividing into independent “nuclei,” it seeks out novel subjects to drag down to long-abandoned laboratories for attempts at experimentation. It normally appears as a roiling, transparent mass of green-black protoplasm, but the anguished visages of ancient saurian beings occasionally festoon its surface — suggesting the possibility of restoring it, or perhaps them, to some vestige of lucidity.

The Protoplasm can no longer transmit the true Great Contagion. After undergoing centuries of division, mutation and recombination, it’s succeeded in diminishing the original specimen’s potency, even if it can’t create a cure. The effects of these weakened strains can vary wildly, making contact with every new nucleus a highly uncertain prospect. Perhaps one of them has even isolated a cure?

Primary Pool (10): Engulfing from Ambush, Sickeningly Fluid Movement, Pseudopod Barrage

Secondary Pool (8): Meiosis, Medicine, Terrifying Screaming

Tertiary Pool (5)

Resolve: 4

Health Levels: 9

Essence: 4

Defense: 5

Hardness: 3

Soak: 7

ATTACKS AND QUALITIES

Fierce Counter, Frenzied Action, Mindless, Brace Line, Mob Weight

Divided We Fall: When a nucleus would take 3 or more Health levels of damage from a single source, it instead divides itself into new nuclei as a reflexive action, assigning its current Health levels as evenly as possible among them, with a minimum of 3 each — any new nucleus below this minimum can’t sustain itself and dissolves.

Formless Slitherer: The Protoplasm can squeeze through the tiniest crevices easily and around the cleverest defenses, and doubles 9s on Attack and Pin rolls when grappling. It retains its Defense against attackers not in the grapple.

Essence Feeder: On a successful *attack* or *pin* roll while grappling, the Protoplasm drains 1 Power, Will, or mote from the target, regains 3 Health levels (max 9), and loses its *mindless* quality for the rest of the scene.

Contagion’s Kiss: Each nucleus’s specific strain of Contagion mimics a supernatural disease. (For examples, see the sidebar on p. 64.) Whenever a nucleus deals 3 or more damage with a decisive attack, or pins a grappled target, apply that disease to the target.

Victorious First

Victorious First leads the greatest pack of Rathess’ juvenile Dragon Kings. While still a juvenile, the Raptok has always been precociously intelligent among her packmates. When her pack discovered the Arena of Atlaaki, she was the first to reach it. Her triumph roused the long-dormant god Atlaaki, whose victorious roar joined her own as they became one. Today, no pack’s territory exceeds Victorious First, and she’s become a trendsetter among Rathess’ youthful Dragon Kings. They throng to Atlaaki’s arena to play Akki-Akki, the Game of Games created by Victorious First, seeking to match her skill and bravado. Some go as far as to emulate the coloration and pattern of her feathers. Now, the young olchilik is occupied with holding on to what she’s won, contending with the ever-shifting social landscape of the youthful packs and with the darker powers of Rathess. One thing is certain: once she decides on a goal, she’ll get there faster than anyone expects.

Primary Pool (9): Competition, Pack Hunter, Speed

Secondary Pool (7): Complex Reasoning, Social Posturing, Stealth

Tertiary Pool (6)

Resolve: 5
Health Levels: 8
Essence: 2
Defense: 5
Hardness: 5
Soak: 4

ATTACKS AND QUALITIES

Heroic, Significant, Olchiliké (Roused Divinity, Blazing Cynosure), Close Combat Excellency, Fierce Counter. Victorious First may have any other movement or speed-related Charms the Storyteller deems appropriate.

Embodied Charms: Graceful Crane Stance (Branch-Seizing Claws), Poetic Expression

Style (Plumage-And-Crest Display)

Akki-Akki Superstar: Victorious First doubles 8s on all rolls involving nonviolent physical or mental competitions. At the conclusion of any public bout she participates in, the winner instills a Major Tie of respect in the losers.

God-Humiliating Comeback: When making use of her Fierce Counter ability, First may make an influence roll of her choice instead of a decisive attack, stealing 1 Power on success.

First Among the Packs: When in Rathess or among the pack she leads, First gains the **High-Profile, Born to Lead**, and **Call For Backup** qualities.

LINTHA

Sailors cower when the black and silver banners of the Lintha family crest the horizon. Merchants hasten to empty their holds and hand over their wares rather than risk death or enslavement. The ruthless pirate family's ships raid coastal villages and trouble shipping from An-Teng and the Cinder Isles to as far west as the Coral Archipelago.

Descended from the demon prince Kimberly, some Lintha possess power akin to God-Blooded. Their ships fly no sails as they cross the seas, drawn by the demons and sea-beasts bound by the Cult of Dukantha that worship the Lintha family's Great Mother. These include the like of Camutilix and Odimos, below.

LINTHA QUALITY: CHILD OF KIMBERY

All Lintha receive the benefits of the *durable* quality when sailing the Sea That Marched Against the Flame and a +2 success modifier to all Navigate rolls made when piloting (or assisting in piloting) any sort of watercraft. They receive this same modifier on the seas of Creation but lose the benefits of the *durable* quality. In addition, any Exalt of Lintha descent represented by taking one of the God-Blooded Advantages (p. 31) may purchase Lintha Extraordinary Heritage modes, as demonstrated in Devil-Prince Sword Style (p. 130).

Lintha Ng Hut Dukantha

Dukantha has ushered in a new era for the Lintha family, unifying them through his cult to Kimberly. He displayed an interest in demonic lore and the Lintha's history from an early age, and he thrilled the Ng Hut sept when he Exalted as a Dragon-Blood. On his 16th birthday, he vanished into Lintha Ng Oroo's depths. When he returned a year later, he proclaimed himself Kimberly's prophet, the Chosen of the Great Mother.

The Cult of Dukantha plays a central role among the Lintha. Its priests offer spiritual guidance and intercede with troublesome spirits of the sea, while its sorcerers bind demons to draw the Lintha's ships. Dukantha himself takes no active part in the cult or the Lintha family as a whole, visiting Bluehaven only during Calibration to bestow his blessings. But he's promised that if Bluehaven should ever face destruction, he'll come when called, crushing those who threaten his family.

Primary Pool (14): Demonic Lore, Sorcery, Fighting Dirty

Secondary Pool (13): Social Influence, Cult Administration, Sailing

Tertiary Pool (10)

Resolve: 4

Health Levels: 10

Essence: 5

BATTLE GROUP: KIMBERY'S DAWN, DUKANTHA'S FLAGSHIP

Dukantha's flagship was created from one of Kimberly's Second Circle demons, its body remade into a living warship crewed by ferocious blood apes and other demons.

Size: 3 (15 Health levels, 4 Overwhelming)

Drill: Elite (+3 success modifier, rout checks whenever they're reduced to half their maximum Health levels)

Commander: Lintha Ng Hut Dukantha

Qualities: Deadly Ground, Formation Fighting, Opportunistic Assault, Ranked Assault

Use the Champion statblock (**Exalted: Essence** p. 330).

Defense: 5

Hardness: 7

Soak: 6

ATTACKS AND QUALITIES

Child of Kimberly, Did I Authorize This?, Excellency; Furious Dragon's Ire, Heroic, High-Profile; Martial Proficiency: Ebon Shadow Style, Murderous Blow, Significant, Unstoppable

Weapon: Glittering Havoc (Black Jade Grand Daiklave, +1 Accuracy, +1 Defense, +3 Damage, 3 Overwhelming. **Tags:** Artifact, Melee, Two-Handed, Smashing, Chopping)

Weapon: Foreshortened Transfixion (Malfean Lead Long Powerbow, +3 Accuracy, +1 Defense, +1 Damage, 3 Overwhelming. **Tags:** Artifact, Ranged, Mounted, Powerful)

Lintha Ng Hut Dukantha knows the following Charms and their appropriate modes: **Mongoose and Cobra Escape** (**Exalted: Essence**, p. 185); **Spirit Cutting Glance** (**Exalted: Essence**, p. 190); and **Immortal Mariner's Advantage** (**Exalted: Essence**, p. 201). He knows **Devil-Prince Sword Style** (p. 130) and any other sailing or combat Charms the Storyteller deems appropriate. He has any special Lintha modes the Storyteller desires.

Favored of Kimberly: Dukantha treats the acid of Kimberly or the presence of her demons as a valid

source of water for entering Water Aura.

Sorcery: Kimberly's blessing grants Dukantha sorcerous power beyond what most Dragon-Blooded could attain. He knows the following spells: **Cantata of Dreams and Nightmares, Death of Obsidian Butterflies, Hideous Confusion of Tongues, Stormwind Rider**, and any other spells the Storyteller deems appropriate.

Lintha Sennong Cousin Julianti

Cousin Julianti is a pirate in her late teens on the Lintha ship *Green Star Falling*. The bastard daughter of one of the ship's Lintha reavers, she's out to prove herself worthy of being welcomed into the family proper as a sister, not just a cousin. Julianti is willing to do anything to prove herself to her superiors aboard the *Green Star Falling*, accepting even the most dangerous orders without question and fighting with atrocious ferocity. If she must, she'll cut down any Lintha who stands in the way of her ambitions.

Primary Pool (9): Fighting Dirty, Showing Off, Thieving

Secondary Pool (8): Bribery, Blackmail, Fast Talking

Tertiary Pool (7)

Resolve: 2

Health Levels: 7

BATTLE GROUP: JULIANTI AND THE GREEN STAR FALLING

Size: 1 (10 Health levels, 2 Overwhelming)

Drill: Regular (+1 success modifier, rout checks whenever they suffer damage greater to or equal than their size)

Commander: Cousin Julianti

Qualities: Desperate Assault, Formation Attack, Harrier, Opportunistic Attack

Essence: 1
Defense: 4
Hardness: 3
Soak: 2

ATTACKS AND QUALITIES

Battle Group (see sidebar), **Child of Kimberly**, **Frenzied Action**, **Heroic**, **Jade Leaves A Trail**, **Murderous Blow**

Weapons: Whip (+2 Accuracy, +1 Damage, +1 Defense, 1 Overwhelming. **Tags:** Light, Melee, Flexible, Pulling), Flamepiece (+1 Accuracy, +1 Damage, +1 Defense, 1 Overwhelming. **Tags:** Medium, Ranged, Flame, One-Handed)

Lintha Angsara Father Duretti

Father Duretti makes no secret of his disdain for the Lintha practice of slavery, considering it unworthy of the family's glorious lineage. A skilled reaver and seafarer, he could easily have captained a ship were it not for his outspoken views. Instead, he's been shuffled off to oversee the family's interests in various minor ports of the Southwest. A savvy wheeler and dealer, Duretti's made the most of this ignominy, insinuating himself among local elites and making wealth hand over fist — for the family, of course, but also for himself.

Primary Pool (12): Subterfuge, Run the Family Business, Social Graces

Secondary Pool (11): Fighting Dirty, Poisons and Drugs, Sailing

Tertiary Pool (10)

Resolve: 3

Health Levels: 8

Essence: 4

Defense: 4

Hardness: 3

Soak: 3

ATTACKS AND QUALITIES

Academic Network, **Asset Freeze**, **Call For Backup**, **Child of Kimberly**, **Did I Authorize This?**, **High-Profile**, **Heroic**, **Jade Leaves A Trail**

Weapons: Needles (+2 Accuracy, +1 Damage, +1 Defense, 1 Overwhelming. **Tags:** Light, Ranged, Concealable, Powerful), Eight-Scream Devil Powder (**Exalted: Essence**, p. 346)

Odimos, the Living Armor Shoal

Odimos is, strictly speaking, not a single being. Rather, it is a collection of demons dissolved in the toxic waters of Kimberly and remade within the Demon Sea. The armors swim together like a tightly knit school of sardines, chattering to each other in a thousand voices. Dukantha has summoned forth the demonic behemoth to pull Lintha flagships to war against mighty foes or overwhelm weaker seafaring enemies. Odimos displays many varying opinions on Dukantha's leadership style, but it is fiercely loyal to Kimberly — it does, after all, owe her its anomalous existence — and serves her through the Lintha.

Primary Pool (12): Navigating Kimberly, Surrounding and Drowning Enemies

Secondary Pool (11): Deep Sea Exploration, Ocean Navigation

Tertiary Pool (9)

Resolve: 3

Health Levels: 20 (see sidebar)

Essence: 3

Defense: 4

Hardness: 5

Soak: 6

ATTACKS AND QUALITIES

In naval combat scenes, use the above stat block. Otherwise, treat Odimos as a **Battle Group** (see sidebar).

Many-Minded: This antagonist is a hivemind of

BATTLE GROUP: ODIMOS THE BEHEMOTH

Size: 4 (20 Health levels, 5 Overwhelming)

Drill: Poor (+0 success modifier, rout checks whenever they are successfully attacked or suffer damage)

Commander: None

Qualities: Durable (2), Harrier, Immortal (Demon), Mob Weight, More of Us, Principle of Motion

different small sapiences working together as one creature. They may take up to three General or Supernatural qualities as part of their battle group in addition to Outnumber qualities.

Camutilix

One could be forgiven for mistaking Camutilix for a mindless abomination. A monstrous cross between a leviathan serpent and an anglerfish, the oceanic behemoth is a surprisingly philosophical creature and a priest of the Cult of Dukantha, swayed to the Lintha prophet's cause in a long-ago debate. He seeks to spread the cult's teachings to other great beasts in Creation's ocean and recruit them to the Lintha's cause, speaking of Kimberly's glory and the glories her prophet Dukantha shall bring.

Primary Pool (11): Philosophical Debate, Ocean Navigation, Ramming

Secondary Pool (10): Deep Sea Exploration, Underwater Stealth, Theology

Tertiary Pool (9)

Resolve: 2

Health Levels: 12

Essence: 3

Defense: 4

Hardness: 7

Soak: 6

ATTACKS AND QUALITIES

Durable, Elemental Strike, God-Monster Body, Legendary Size, Measure the Wind, Murderous Blow, Trail of Carnage, Wave of Carnage, Well of Rage

Weapons: Jagged Teeth (+2 Accuracy, +1 Defense, +2 Damage, 1 Overwhelming. **Tags:** Melee, Natural, Piercing, Pulling), Spiked Tail (+0 Accuracy, +2 Damage, +1 Defense, 1 Overwhelming. **Tags:** Heavy, Melee, Natural, Reaching, Smashing)

APOCRYPHAL FOES

Heart eaters and the Spoken are both powerful Exalted foes who don't exist in the game's default setting. The Storyteller will determine whether they're a part of your Creation.

Heart eaters

Once upon a time, a beautiful Incarna named Aurora created his Chosen, bright and beautiful Exalted to inspire and encourage their fellows. Muses, teachers, and spiritual leaders, the Aurorals strengthened the spirits and protected the hearts of their fellow Exalted in the Divine Revolution. But Aurora fell prey to the enemies of the gods, and with his still-beating heart they cursed the Aurorals, transforming them into the monstrous Heart eaters. Eventually driven from Creation by the other Exalted in the First Age, their opalescent bones were locked away in great prisons within the Wyld — for those who touch the bones are themselves Exalted as Heart eaters.

The Heart eater's prisons held for much of the First Age, but with the Usurpation and the Fair Folk invasion, these seals have been greatly weakened. Now, mortals wandering the Wyld might stumble into the barrows of Aurora's Chosen and emerge as a new Heart eater.

Heart eaters crave reverence, acclaim, infamy, and every other kind of attention — anything to stave off the terrifying feeling of being alone and unwanted. This terrible hunger drives the Heart eaters to claim others as their pawns, breaking the minds of her victims until nothing is left but a loyal extension of herself.

In the Northwest, Heart eaters feel a pull toward the Fount of Glories in the city of Uluiru (p. 10). Aurora's blood fills the divine fount, burning with rainbow flame. Perhaps they seek to bathe in the fount themselves, guard it as a memorial to fallen Aurora, or take it from those they deem unworthy. The Sovereigns of Uluiru know little of the Heart eaters' true nature but take strict precautions to guard against them.

Heart eater Exalted Quality: Queen Takes Pawn

For two motes, the Heart eater may attempt to claim a mortal human as a pawn. His Resolve can't exceed 3, and he must have a Major Tie toward the Heart eater or something significant that is closely associated with her, like a Tie toward her kingdom or a Principle of belief in the heterodox Immaculate sect she preaches. The pawn treats influence to act against the Heart eater as unacceptable influence. A Heart eater

may have up to five pawns at any given time, unless she has a quality that allows her to take more.

A Heart eater can assume total control over pawns within extreme range. She experiences the world through the pawn's senses and uses the pawn's dice pools for physical actions.

When a Heart eater dies, their Exaltation transmigrates to one of their pawns within extreme range, who Exalts as a Heart eater. The new Heart eater's mind clashes with his predecessor's for dominance, often resulting in a gestalt that combines their personalities, though sometimes one subsumes the other's consciousness entirely. If the Heart eater has no pawns within range, her Exaltation remains caged within her bones, which transform into imperishable opal. It remains there until her bones are touched by a mortal, who Exalts immediately.

Belovar the Beloved

Legends say Belovar was a farmer in the East, neither wealthy nor poor. He had three strong daughters, three beautiful sons, and a wife who eclipsed the sun in his eyes. Belovar could have lived a pleasant life as a mortal, had he not seen the "opals" buried in his fields. Driven by curiosity, and perhaps a little greed, he dug up what he thought were precious stones — in an instant, the hunger of the Heart eater tore through his soul. His first pawn was his wife. Only one each of his sons and daughters escaped the same fate. It's said that Belovar the Beloved still farms that estate, but his crops shimmer unnaturally, and his remaining family serve his guests with empty eyes and sunken cheeks. He offers his cloying and unusual hospitality to anyone who passes by, living or dead.

Primary Pool (9): Farming, Knowledge of His Estate, Commanding Attention

Secondary Pool (7): Coercive Control, Inspiring Undead

Tertiary Pool (5)

Resolve: 4

Health Levels: 8

Essence: 2

Defense: 3

Hardness: 3

Soak: 2

ATTACKS AND QUALITIES

Beguile, Excellency, Heroic, Queen Takes Pawn, Martial Proficiency: Crane Style, Talismans and Wards, Spiritual Combat, Virtue-Poison

In addition, Belovar the Beloved uses the following Heart eater Charms:

Identity-Devouring Maw: Increase the number of characters he can claim as pawns to 7. Trivial characters do not count toward his maximum number of pawns.

Cracking The Mask: Spend 1 mote to declare an attack against the lower of the target's Defense or Resolve. If the Heart eater knows any of the target's Major Intimacies or Virtues, add +2 dice to the attack roll.

Captive Hearts Mausoleum: When one of the Heart eater's pawns dies, she remains as a ghost rather than passing into Lethe. The Heart eater adds 3 dice to any roll made to inspire undead.

Hateful Silence

Once, there was a muse of tragedy. She moved the enemies of the gods to tears with her sorrowful threnodies, singing the stories of those who fell in battle. It is said that when she first learned that the other Exalted had turned on the Heart eaters, she wept without stopping for seven nights. The Heart eater's tears had not yet dried on her cheeks when the daiklave pierced her chest. Her glistening bones were locked within a glass casket, entombed in the Wyld.

As the seals upon the ancient Heart eater's casket weakened, some began to hear her spectral, sorrowful voice in the nearby bordermarches, calling them to her tomb. Many fell to the Wyld's perils and the tomb's defenses, but not Hateful Silence. A hard-bitten outlaw well acquainted with sorrow, she followed the voice in hope of finding riches, but emerged from the barrow as a Heart eater, with a song of despair on her lips.

Primary Pool (10): Banditry, Wilderness Survival, Sorrowful Songs

Secondary Pool (8): Wyld Lore, Past Life Memories

Tertiary Pool (6)

Resolve: 4

Health Levels: 8

Essence: 3

Defense: 4

Hardness: 5

Soak: 5

ATTACKS AND QUALITIES

Beguile, Heroic, Queen Takes Pawn, Significant, Trans-sacral Body, Unshakeable

In addition, Hateful Silence uses the following Heart eater Charms:

Caging The Wayward Wren: The Heartearer may claim animals as pawns, counting three animals as one pawn against her limit.

Identity-Devouring Maw (previous page)

Cracking The Mask (previous page)

Unshackled Observation (Eclipse OK): The Heartearer sends her senses out from her body to seek out a suitable pawn. She cannot physically interact with the world, but she can whisper to characters present in the same scene as her senses. Other characters that learn this Charm can project their senses and whisper to others but cannot claim a pawn.

Weapon: Calcified Claws (+2 Accuracy, +1 Defense, +0 Damage, 1 Overwhelming. **Tags:** Natural)

Once Creation Bound

As the Great Contagion ravaged Creation, the child named Once Creation Bound sought shelter in the perilous, Wyld-warped caverns beneath her city. In its depths, she found a beautiful skeleton, its grinning jaw and bony hands restrained with fraying bonds of starlight. Curious, she reached up to touch it...and was forever transformed. She thought of the countless dead, of the hurried graves she'd dug for friends and family; to her surprise, she felt no sorrow. What filled her heart instead was resentment — how *dare* they die? How dare they leave her alone? How could they abandon her so cruelly?

As the Great Contagion receded, the city found new life, resettled by refugees fleeing the invading Fair Folk. They have no idea that an even-worse horror lurks just beneath their feet. Beneath the city, Once Creation Bound still rules over her subterranean bordermarch with all the grace and arbitrary whims of a raksha princess. She claims pawns from those who dwell above, who brew her hallucinogenic wines and longevity drugs. Some in the city above know of her and offer her slaves and prisoners of war to take as pawns in exchange for alchemical wonders. They petition her at one of her nightly balls, decadent galas that draw even the haughtiest of Fair Folk to the Heartearer's realm.

Primary Pool (13): Social Influence, Knowledge of Her Domain, Drugs and Poisons

Secondary Pool (12): Fair Folk Politics, Social Influence

Tertiary Pool (10)

Resolve: 3

Health Levels: 8

Essence: 4

Defense: 5

Hardness: 3

Soak: 4

ATTACKS AND QUALITIES

Did I Authorize This?, Glamour, High-Profile, Higher Up The Chain (summons one of the Fair Folk), **Queen Takes Pawn**

In addition, Once Creation Bound uses the following Heartearer Charms:

Identity-Devouring Maw (previous page)

Broken Paragon Binding: The Heartearer may claim pawns that are God-Blooded, sorcerers, or other un-Exalted characters that have supernatural powers but are still human. She cannot claim pawns with an Essence higher than her own.

Zephyrus

A popular courtesan, musician, and host of incredibly lavish banquets, Zephyrus surrounds himself with only the wealthy and powerful. Few would believe that his pleasant demeanor and soft-spoken manner conceal a monster, and that some who attend his feasts are themselves feasted upon. He takes great pains to maintain this façade, sequestering the guests he takes as pawns in a well-hidden manse when he doesn't have use for them.

Primary Pool (14): Social Intrigue, Courtesan Performance, Manipulating Politics

Secondary Pool (13): Kidnapping, Musical Performance, Inspiring Emotions

Tertiary Pool (10)

Resolve: 3

Health Levels: 10

Essence: 6 (Motes: 17)

Defense: 5

Hardness: 6

Soak: 4

ATTACKS AND QUALITIES

Academic Network, Beguile, Call for Backup, Defense Against Anathema, High-Profile, Hungry Anima, Jade Leaves a Trail, One More Thing

In addition, Zephyrus uses the following Heartearer Charms:

Identity-Devouring Maw: (see previous page).

Broken Paragon Binding: (see above).

Audience-Capturing Performance: Commit 1 mote for the scene and roll Courtesan Performance as a unique influence action against all characters

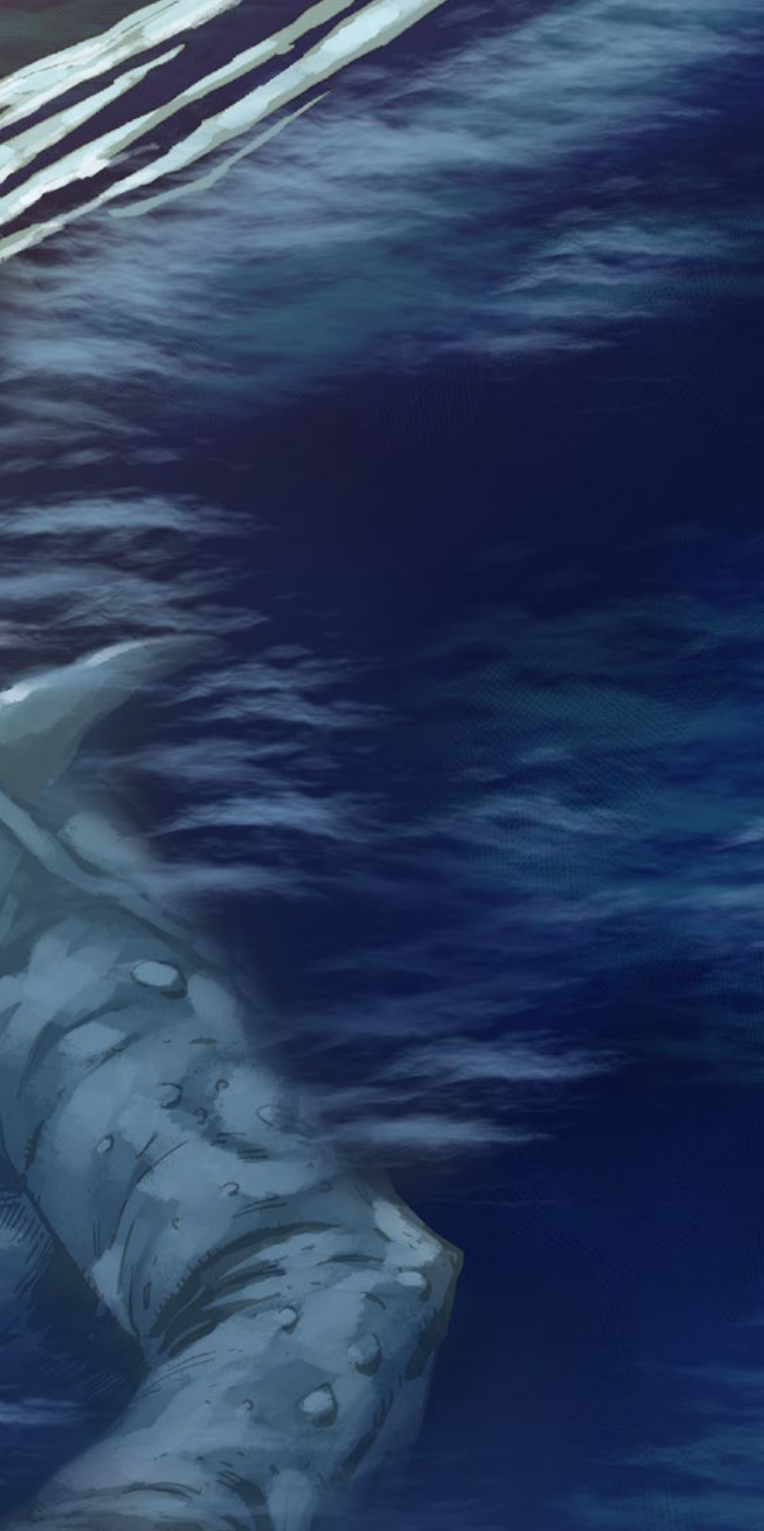


that can perceive him. Affected characters are placed into a receptive, trance-like state as long as the Hearteater's performance or speech continues. They cannot ignore the Hearteater's words or leave her performances unless it would contradict their Major Virtue.

This Charm can't be used in combat, although its duration continues as long as the Hearteater continues to flurry each turn to maintain the effect if combat begins mid-scene.

Single-Minded Chorus: Spend 1 mote to ignore multiple target penalties on an influence roll. If at least one of her pawns is present backing her or within the targeted audience, he doubles 9s as well.

Irresistible Gossip Epidemic: Spend 1 mote after a successful social influence action. That character faces a hard bargain: spread dangerous or dishonorable gossip about themselves or spread the Hearteater's influence through creative expressions such as gossip, jokes, or artistic influence. This compulsion lasts (1 + Hearteater's extra successes) scenes.



The Spoken

Long ago, something fell from heaven into the sea. Unwilling to join its siblings' war against Creation's makers and fearful of their reprisal, it hid away in the ocean's uttermost depths. Over centuries, its power dwindled until nothing was left but a Voice in the Trench. Hungry for worship, it called out in dreams and found the Niobrarans. Amphibious humanoids reminiscent of gilled cetaceans, they stood taller than humans even with their hunched posture, with fluked

tails and clawed, flipper-like limbs. In time, the Voice became patron to Niobran societies across the Great Western Ocean.

The Niobrarans were both allies and enemies to the First Age's Exalted. But after the Old Realm's war against the Lintha, other undersea nations feared who might be next. A band of Niobran heroes sought out power to stand against the Exalted. Guided by strange, elder things, they plumbed forgotten corners and secret seas in search of forbidden wisdom.

They returned triumphant, bearing the secrets of Exaltation. The Voice spoke the names of its Chosen like thunder beneath the sea, Exalting them as the first Spoken. But the Niobrarans had withheld a secret: Exaltation always has a cost. Already diminished by its exile, the Voice died as it named its Exalted, speaking its final words.

The Spoken inherited their divine patron's legendary voice. With an utterance, they swayed minds, commanded terrors of the deep, and raised up undersea volcanos and other perils from the seabed. They became larger as they aged, growing additional limbs and developing unique monstrous features. Decades-old Spoken rivaled orcas in size; the eldest were vast beyond words.

Emboldened by the Spoken, the undersea peoples rallied around them, forming the Niobran League to stave off aggression from other Exalted. Diplomats on both sides struggled to maintain peace, but in time, a bellicose faction within the Old Realm launched a preemptive strike against the League. As countless Exalted joined both sides of the war, Creation itself was scarred. Seas boiled, islands shattered, and in the end, the league fell.

No Niobrarans survive today. The Spoken's Exaltations still exist, but there are none to be Chosen. A Storyteller could add them back to the setting in various ways: hidden enclaves that escaped extinction, elder Spoken who've slumbered for eons, or sorcerous experiments to recreate Niobrarans.

Spoken Exalted Qualities

These qualities are intended for the Spoken, although Storytellers can adapt them for other characters. Spoken qualities involving speech can be heard underwater.

Deep Dweller: Double 9s on aquatic creature rolls. Spend 1 mote to double 8s.

Devourer of Armadas: Requires *enormous* or *legendary size*. In naval combat, the Spoken can roll

TRUE NAMES

Characters determine their own true names, with few exceptions. An Abyssal's true name is the one she had in life, unless she's chosen a new one, separate from her title, since her Exaltation. Some characters may not have true names, like victims of Name-Pilfering Practice.

aquatic creature to take ship actions without needing to be aboard a vessel, except for fire ordnance actions. Spend 1 mote to add her Essence in automatic successes on a ship action.

Devil Whale Ascendancy: Commit 1 mote for the scene to gain *enormous size*, or *legendary size* if already *enormous*. If the Spoken already has *legendary size*, she gains 1 Power at the start of each turn and each time she lands an attack against a battle group or extra. (Area of effect attacks against multiple such targets only award 1 Power).

Drink of Sleep's Depths: Commit 1 mote for the scene. All who can hear the Spoken speak must flurry each turn to avoid falling asleep — unless they don't need to sleep, like Abyssals with Death Needs Nothing. Extras fall asleep automatically.

Horizon-Calling Entreaty: Spend 1 mote to speak a few sentences to someone whose true name the Spoken knows, no matter how far away. Double 9s on influence actions made this way.

Kraken-Beckoning Summons: Spend 1 mote to summon a Size 1 battle group with regular Drill that's made up of nearby water-dwelling animals. This includes land animals that spend significant time in water, like hippos. They appear at the end of the current round if that's feasible but may take longer at the Storyteller's discretion.

Mind-Unraveling Utterance: Spend 1 mote on Step 1 of an influence action. *Instill* actions can embed false memories as Principles of belief that aren't associated with Virtues. *Weaken* actions can alter memories associated with Intimacies rather than weakening them.

Name-Binding Invocation: Spend 1 mote and speak someone's true name to make a special influence action against him, unmodified by Intimacies or Virtues. (They still modify the cost of purchasing influence effects with extra successes). If successful, the target can't take actions opposing the Spoken on his

next turn and suffers a -3 dice penalty on all rolls for the scene.

Song of Many Minds: Commit 1 mote for the scene. Double 9s on senses rolls to notice sapient beings. *read intentions* actions can read surface thoughts in addition to the other options.

Truth of the Name: Against a disguised character, spend 1 mote and speak his true name to roll social influence. Each of the Spoken's successes subtracts one success from his disguise.

Words of Calamity: Spend 1 mote and 1 Power to create a difficulty 4, 3 damage per round, environmental hazard. It appears within medium range, extending out to short range from its center. It lasts for the Spoken's Essence in rounds.

The Spoken and Other Magic

The Spoken were resonant with black jade and certain rare undersea materials. They could learn Second Circle sorcery and First Circle necromancy and used martial arts' Celestial Modes.

Niobaran Sea-Wraith

A rare few Niobarans may still linger in the Underworld, as wraiths haunting sunken necropoli, cyclopean monasteries, and undersea enclaves. Some cross into Creation's seas, often through the blood-dimmed waters of the Hadal Rift, an undersea shadowland opened in the Niobaran War. Ancient enmity against the Exalted drives some; others preserve and spread Niobaran cultures, study the Underworld's mysteries, or follow personal pursuits.

Sea-wraiths of the Spoken increase all dice pools by 2, increase Essence to 2-3, and gain *heroic* and one to three General, Spirit, or Spoken qualities (but not other Exalted qualities). Elder Spoken's wraiths increase increase all die pools by 4, Defense and Resolve by 2, Essence to 4-5, health by 5, and add *heroic*, *legendary size*, and one to three General, Ghost, or Spoken qualities.

Primary Pool (9): Aquatic Creature, Cryptic Monologues, Underworld Lore

Secondary Pool (7): Combat, Haunting, Senses

Tertiary Pool (5)

Resolve: 3

Health Levels: 7

Essence: 1

Defense: 4

Hardness: 3

Soak: 3

ATTACKS AND QUALITIES

Deep Dweller, Immaterial, Immortal (Ghost)

Weapon: Spectral Greatsword: (+0 Accuracy, +3 Damage, +1 Defense, 2 Overwhelming. **Tags:** Balanced, Reaching, Two-Handed)

Dark Waters Requiem (Eclipse OK): Commit 1 mote for the scene as the sea-wraith chants the names of Niobraran dead. Enemies within medium range who hear her gain a shadow Minor Intimacy of despair and take a -1 die penalty on actions opposed to that emotion. Exalted may take Intimacies of guilt instead if their player decides one of their character's past lives fought against the Spoken.

Spoken Mindbender

These traits represent a young Spoken, skilled in intrigue and warping others' wills.

Primary Pool (9): Aquatic Creature, Social Influence, Subtlety

Secondary Pool (7): Combat, Planning, Senses

Tertiary Pool (5)

Resolve: 3

Health Levels: 5

Essence: 1-2

Defense: 4

Hardness: 3

Soak: 3

ATTACKS AND QUALITIES

Excellency, Heroic, Mind-Unraveling Utterance, Name-Binding Invocation, Song of Many Minds

Weapon: Black Jade Wrackstaff (+2 Accuracy, +2 Damage, +2 Defense, 3 Overwhelming. **Tags:** Artifact, Smashing, Two-Handed)

Tempest's Fury Staff: Water swirls around the Spoken's wrackstaff, magnifying its blows. Spend 1 mote and 1 Power on Step 1 of a *knockback* or *knockdown* gambit to roll four damage dice on a success. Waive the Power cost while underwater.

Whirling Maelstrom Aegis: The Spoken's wrackstaff raises a barrier of water around her,

providing light cover. Spend 1 mote to increase a *full defense's* bonus by 1. This Evocation is free while underwater.

Spoken Leviathan

These traits represent an elder Spoken, a terror of the seas capable of threatening Circles of Exalted or armadas of warships.

Primary Pool (15): Aquatic Creature, Monstrous Rampage, Threaten

Secondary Pool (13): Endurance, Senses, Social Influence

Tertiary Pool (11)

Resolve: 5

Health Levels: 20

Essence: 5

Defense: 6

Hardness: 7

Soak: 7

ATTACKS AND QUALITIES

Deep Dweller, Devil Whale Ascendancy, Devourer of Armadas, Excellency, Furious Dragon's Ire, Heroic, Legendary Size, Words of Calamity, Unstoppable

Weapon: Monstrous Slam (+0 Accuracy, +2 Damage, +1 Defense, 1 Overwhelming. **Tags:** Natural, Smashing, Two-Handed)

God-Monster of the Depths: Elder Spoken can use one of the following options for free, and the others for 1 mote.

- On Step 1, make an area of effect attack with a Monstrous Slam.
- On Step 2, gain +2 Soak against a smaller enemy or become immune to a *knockback*, *knockdown*, or *pull* gambit.
- Sprint as a reflexive move action. Move three range bands if underwater.
- Double 8s on a feat of strength, completing feats that require ventures with a single roll. In combat, gain Power equal to the roll's extra successes.



CHAPTER SEVEN

Array of Wonders

This chapter contains an expanded selection of hearthstones and artifacts for the Exalted to wield.

HEARTHSTONES

Hearthstones are gems of solidified Essence, created as part of the process of building a manse atop a place of power called a demesne. Occasionally a demesne without a manse will create a hearthstone on its own. Taking the Hearthstone Merit as a secondary Merit grants a character a standard hearthstone and manse or demesne; taking it as a primary Merit grants a greater hearthstone and manse or demesne.

Eye of Ma'uri

(Abyssal, Standard Hearthstone)

A cabochon of onyx carved to resemble an unblinking eye.

Demesne Attributes: A memorial to a forgotten death beside a long-abandoned road. Amidst crumbling stone, the effigies and ornaments are still bright and fresh.

While in possession: When the wielder focuses on his target, he can sense the ghosts from her past. Gain a three-dice bonus to *read intentions* to uncover intimacies the target holds toward the dead.

Gem of Ally's Embrace

(Wood, Standard Hearthstone)

A marquise-cut citrine with random inclusions of the five colors of jade.

Demesne Attributes: A moss-covered statue of figures embracing beneath three ancient willow trees. Conversation is easier here and oaths of loyalty are more freely exchanged.

While in possession: Charms that require the wielder to be within a specific distance of an ally increase that distance by one range band.

Gem of Night Vision

(Fire, Standard Hearthstone)

Glass the color of rubies, round and brilliantly cut with unusual sparkle.

Manse Attributes: Built in the never-lit shadow of a craggy peak, this temple of red jade nevertheless glows with ambient light.

While in possession: The wielder ignores penalties to their vision incurred by natural and magical darkness.

Style-Sculpting Gem

(Water, Standard Hearthstone)

A milk-white disc flecked with black.

Manse Attributes: A training hall with an altar of bleached coral at its heart. Water features and deer scares aid in martial meditation.

While in possession: Reduce Complementary Ability rating prerequisites for Martial Arts Charms by one, to a minimum of two.

Myriad Gem of Refracting

(Sidereal, Greater Hearthstone)

A trillion-cut colorless beryl; its miniscule starmetal inclusions shimmer like multicolored starlight.

Manse Attributes: An imposing temple court of prismatic domes and minarets. Its somber atmosphere, decorum enchantments, and nearby heavenly gate provide a three-dice bonus to rolls in Information Gathering and Embassy ventures (**Exalted: Essence p. 161**) undertaken in the name of Yu-Shan.

While set in a weapon: The gem's unusual inclusions frame a window at its center. Raising the weapon to peer through this window grants the bearer oracular sight: disguised gods, demons, or fae seen through the gem appear as their true selves, and humans committing acts of treason against heaven blaze with chromatic fire. Against beings using a magical disguise, the gem grants three automatic successes on rolls to pierce their disguise. Targets so exposed suffer a three-dice penalty to deceit for the rest of the scene.

The wielder also gains access to the following Evocation:

CHROMATIC ABERRATION

Prerequisite: Finesse 3

Spend 1 mote on Step 4 of an elemental or Essence-based decisive attack (such as Glorious Exalted Bolt). If the attack misses, the Essence refracts into a

one-round hazard within the wielder's range band with damage equal to the attacker's rolled successes and difficulty 5. Targets exposed by the gem this scene suffer a three-dice penalty to the Awareness roll to avoid the trap; the wielder is immune to its damage.

Alternatively, the wielder may use a simple action and spend a mote to unleash this hazard on another point within short range.

Pearl of Discipline

(Solar, Standard Hearthstone)

One of the seven Pearls of Virtue, this fist-sized gem is blue as an unobscured sky.

Manse Attributes: A modest anchorhold of rough-hewn marble, trimmed with copper and turquoise. It has outlived whatever temple it once adjoined.

While in possession: Whenever the wielder would add a bonus to her roll from upholding her Discipline Virtue, double the bonus. Whenever she undertakes a rolled action in opposition to her Discipline, she suffers a two-success penalty.

Purifying Mercy Stone

(Air, Standard Hearthstone)

A hexagonal-cut quartz, its sides concave.

Manse Attributes: A small shrine of lapis tiles and curious cobalt wood, standing amid five poisonous geysers. The air within is always sweet and clean.

While in possession: The bearer gains a three-success bonus to rolls to mitigate non-combat damage from an airborne source, such as aerosolized poison, airborne disease, or hazardous gas.

Stone of Sandwaves

(Earth, Greater Hearthstone)

A glossy sphere of red sandstone, worn flat on one side.

Manse Attributes: A sumptuous palace of golden glass and sunstones, hidden in the warm sand and smooth billows of a narrow slot canyon. Recovery scenes taking place here grant participants a one-die bonus to a non-combat Ability of their choice for the rest of the session.

While in possession: The wielder manipulates sand with a thought, shaping it however she desires. She treats sand as water or solid ground at her choice, suffering no penalties to move or attack while atop

it or submerged. She adds a one-success bonus to gambits when using sand manipulation as part of her Stunt.

The wielder also gains access to the following Evocation:

SANDWAVE MASTERY

Prerequisite: Force 2

Spend 1 mote as a miscellaneous action to agitate sand out to close range, choosing one of the following modes. The wielder may use this Evocation twice in one scene.

- **Quicksand Snare:** The sand liquifies into quicksand, creating difficult terrain. Any enemy ending their second turn here sinks to their waist and cannot take move actions until they lie prone for one round.
- **Sirocco Assault:** The sand becomes a severe sandstorm environmental hazard (**Exalted: Essence**, p. 145) for the scene, dealing no damage to the wielder and granting her cover.
- **Grains Like Blades:** The sand under the wielder's feet anneals into a thin layer of glass. Reflexively spend the mote on Step 8, the wielder makes a counterattack with an Ability appropriate to her Stunt, shattering the glass beneath her and guiding the shards into her attacker. The shards are a light weapon with *piercing* and *thrown*; after the counterattack, they gain the *improvised* tag.

The Unassailable Husk

(Lunar, Standard Hearthstone)

An unremarkable chunk of smokey quartz; upon closer inspection, it reveals a mesmerizing tetrahedral lattice.

Manse Attributes: What remains of a First Age preserve, its adamant retaining walls grimy and its automata caregivers exhausted and mangled. Returning it to splendor and restocking its fascinating menagerie are two separate ventures.

While in possession: The wielder may touch a source of natural armor — such as the surface of a rock, the bark of a tree, or the impenetrable hide of Octavian — to transform his own body to mimic it and gain its benefits. If unarmored, gain mundane armor for the scene. If armored, enhance that armor with one of the following qualities:

- **Bark-Husk:** On Step 7, negate one level of damage. Reduce the wielder's Soak by 1 for the scene. This cannot be invoked if it would reduce Soak to 0.
- **Scale-Husk:** Add a two-dice bonus to resist environmental hazards.

- **Spine-Husk:** On Step 5 of an attack with a *natural* weapon, gain a one-success bonus. If attacking while grappling, gain a two-success bonus.
- **Striped-Husk:** Add a two-dice bonus to gain concealment in natural environments.

ARTIFACTS

As the Exalted stand above mortal heroes, so too do their weapons and armor outclass workings of mortal craft.

New Equipment Tags

RANGED WEAPON TAGS

Returning: After making a Ranged Combat attack, the weapon returns to the wielder. *Returning* may be applied to ranged weapons or melee weapons with the *thrown* tag.

ARMOR TAGS

Concealable: This armor is compact or otherwise easy to cover with other appropriate clothing. Grants two bonus dice to attempts to keep it hidden.

Towering: A wide profile or additional layers protect the wearer from ranged attacks, granting concealment. *Towering* may be applied to weapons with the *shield* tag. Using a *towering* shield does not count as entering concealment.

Brilliant Sentinel

Orichalcum Articulated Plate

A shining suit of orichalcum forged by the scholar-queen of a fallen city. A light to illuminate the darkness.

Type: Heavy Armor

Tags: Artifact

Hearthstone slots: 2

When she gains anima, Brilliant Sentinel's wearer can choose to seal it within the suit, to a maximum of 10 anima. Anima banked this way increases her anima banner normally but does not allow her to access Active and Iconic anima powers. When she would take damage, she can spend banked anima on Step 7 to negate it at a rate of 3 anima per level.

Brilliant Sentinel contains the following Evocation:

DAWN OF A HUNDRED REBUKES

Prerequisite: Fortitude or Finesse 3

The wearer can spend or commit anima banked in Brilliant Sentinel instead of motes on any Charm that creates or enhances a *defend other* action and their modes. Whenever she uses magic that lets her make a reflexive *defend other* action, she emits a flare of blinding light, inflicting a -1 success penalty on any attacks.

Resonant: When committing anima to a Charm for the first time in the scene, the armor's radiance inflicts the hindered (p. 49) penalty to all attacks originating from close range until the start of the wearer's next turn, regardless of their target.

Eyebright

Moonsilver Lamellar

A suit of miraculous armor set with seventy-seven sapphire eyes, forged for a worthy champion.

Type: Light Armor

Tags: Artifact

Hearthstone slots: 2

Eyebright's wearer can see through the sapphire eyes set in the suit, even if she would otherwise be unable. She can see 360 degrees around at all times and gains one bonus success on all vision-based Awareness rolls.

Eyebright contains the following Evocation:

HEART-EVADING SIDESTEP

Prerequisite: Finesse 3

If Eyebright's wearer knows one of her attacker's Intimacies or Virtues, she increases Defense by one against their attacks.

Resonant: If the Intimacy or Virtue is Major, increase it by two instead.

Five Edicts Dominion

Soulsteel Articulated Plate

A truly ancient artifact, long sealed away for fear of the malevolent intelligence it possesses.

Type: Heavy Armor

Tags: Artifact

Hearthstone slots: 2

When unattuned, Five Edicts Dominion speaks in the minds of those who draw near, using a 7-die social influence pool to try to convince them to do it if they're able to attune to artifacts.

When worn, the armor's advice is helpful in understanding the undead, the Underworld, and archaic languages; it offers three bonus dice on rolls requiring knowledge of these matters.

Five Edicts Dominion contains the following Evocations:

ON YOUR KNEES

Prerequisite: Force 3

The wearer may spend 1 mote on Step 8 to respond to an attack with a Force-based social influence roll to *dissuade* her attacker from opposing her or to *weaken* any Intimacies that support him doing so. If she beats his Resolve, he is knocked prone, even if he resists.

Resonant: If her attacker is already prone or if she has an Intimacy of contempt against him, her base Soak is increased by one against the attack.

COVENANT OF THE OLD LAWS

Prerequisites: On Your Knees, Essence 3

Five Edicts Dominion proposes a bargain, acting as an intermediary with the inscrutable beings of the void beneath Creation. Once per story, these formless dead can supply a secondary Merit from the underworld: undead familiars, allies and contacts, artifacts or manses of Underworld manufacture and more. The gifts of the Old Laws come at a price, determined by the Storyteller and offered to the player as a hard bargain. A ghostly army may require innocent sacrifices, an artifact could require the loss of treasured memories, and a powerful specter might be enticed to alliance by an act of betrayal.

Resonant: The wearer can instead bargain for power directly, unlocking a unique deathly Charm, Evocation, or necromancy spell devised with the Storyteller.

The Hawk Star's Jess

Starmetal Sling of Distant Surprise

A weapon made to kill the enemies of the gods, crafted from the mighty Hawk Star. It appears humble but has seen much death.

Type: Light Ranged Weapon

Tags: Artifact, Ranged (Medium), Concealable

Hearthstone slots: None

The wielder can spend a dramatic scene under the night sky meditating on the death of a specific target. Until the end of the session, she can ignore up to two dice or one success penalties on attacks against this target and make *piercing* attacks against him.

The Hawk Star's Jess contains the following Evocation:

DOOM-GATHERING ARC

Prerequisite: Finesse 3

Once per scene, spend two motes on Step 1 when the Exalt makes an *aim* action with a decisive attack. Reduce the target's Defense to a maximum of 3 against this attack. If the wielder has meditated on the target's death, the target's Soak is likewise reduced to a maximum of 3 against this attack.

Resonant: The wielder of the Jess can release the full radiance of the Hawk Star. She can convert points of anima into Power before she makes her attack, to the normal maximum of 10.

Gnomon

Starmetal Wrackstaff

The weapon of a peerless trickster, made of starmetal and ageless celestial peach wood and infused with the power to manipulate time.

Type: Medium Melee Weapon

Tags: Artifact, Two-Handed, Balanced

Hearthstone slots: 1

Gnomon projects a false aura of trustworthiness and authority to those in heaven's employ. Gods and other employees of the Celestial Bureaucracy — including Sidereals — count as having a Minor Tie of trust toward its wielder.

Gnomon contains the following Evocations:

STEP BETWEEN SECONDS

Prerequisite: Finesse 3

The wielder can spend 1 mote once on her first turn to perform any action reflexively. If she makes an attack, it is a surprise attack.

Resonant: The wielder can also activate a martial arts form Charm on her first turn without it counting as her Charm activation for Step 1.

MOMENT-STEALING RAPACITY

Prerequisite: Step Between Seconds

The wielder can spend 1 mote on Step 8 to counter any action made at close range by briefly pausing time and performing some trickery, such as using Craft to dig a pit beneath a pursuer or Stealth to steal an attacking magistrate's shirt. Outside combat, or against miscellaneous actions, the action is made into an opposed roll, and it's stopped if the wielder succeeds on her distraction. In combat, this functions as a counterattack using any gambit aside from *knockdown* or *knockback*.

Resonant: Spend 2 motes to counter an action made at short range.

Claws of Falling Shadows

Soulsteel Dire Talons

Wickedly hooked knives made to pierce shadow as well as flesh, venerated by a forgotten cult of assassins.

Type: Light Melee Weapon

Tags: Artifact, Concealable, Thrown (Medium), Paired

Hearthstone slots: 2

These weapons have the unusual property of being able to cut an enemy's shadow and transfer damage to his body. Stunts exploiting this power can make the wielder count as being one range band closer to their target, or to circumvent cover.

The Claws of Falling Shadows contain the following Evocation:

SHADOW-PARALYZING STRIKE

Prerequisite: Finesse 2

Spend one mote and make an *ensnare* gambit that renders the target unable to flurry and inflicts a two success penalty to his attacks. The target rolls Integrity to break free, rather than Close Combat.

Resonant: The wielder can end the effect as a miscellaneous action to force her victim to make one action and reflexive move on her turn. His dice pool is capped at twice the *ensnare* gambit's current rounds of control. She cannot force him to use Charms, qualities, or other effects beyond basic actions.

Stormcaller (Primary)

Orichalcum Reaper Daiklave

A weapon made to imprison the mighty storm demon Akavadra. When the blade is drawn from its sheath, the demon's rage fills the skies with dark clouds and lightning.

Type: Medium Melee Weapon

Tags: Artifact, Balanced

Hearthstone slots: 3

When Stormcaller is drawn, rain falls and wind howls unnaturally. The storm inflicts the hindered penalty to all attack and movement rolls. The wielder is immune to this penalty. At Power 10, flooding and gales make the entire battlefield difficult terrain. The storm continues to rage even after the wielder has spent Power but dissipates at the end of the scene.

Stormcaller possesses a solid white jade sheath to ground its power and serves as an effective bludgeoning weapon without drawing it. Such attacks lack the Balanced keyword and can't use Stormcaller's Evocations.

Stormcaller contains the following Evocations:

SLEEPING DEVIL, WAKE!

Prerequisite: Force 3

Spend 1 mote on Step 5 of a withering attack to increase the total gained Power by one.

Resonant: Spend one mote on Step 6 of a decisive attack to double 9s on the damage roll.

STORM BINDING: FALLING SKY STRIKE

Prerequisite: Sleeping Devil, Wake!

Upon making a decisive attack with the drawn blade, the storm discharges in a battlefield-shaking crash of lightning, an area-of-effect attack with a range of (half Power, round down) range bands with dealing the initial power plus the wielder's Essence in dice of bonus damage against each target. To safely use this Evocation, the wielder must purify Stormcaller every month by cleansing the blade in rice wine under the full moon. If she does so, the attack strikes only her enemies; if not, it



indiscriminately attacks her allies as well.

Resonant: The wielder can focus the lightning on a single target within range, making an additional single decisive attack with Essence dice of bonus damage.

STORM BINDING: TEMPEST OF 10,000 HELLS

Prerequisites: Sleeping Devil, Wake!, Essence 5

Once per story, when Stormcaller is drawn, the wielder may expend 10 Power to release the full might of Akavadra, a lethal magical storm with an effect identical to the spell Rain of Doom (see **Exalted: Essence**, p. 305).

Resonant: The character can reset this Evocation by upholding a Major Virtue or Intimacy while performing Stormcaller's cleansing ritual.

The Impact Hammer (Primary)

Multi-Material Grand Goremaul

Successive hands modified this hammer that began life as a simple mining tool in the distant past into a mighty weapon.

Type: Heavy Melee Weapon

Tags: Artifact, Smashing, Two-Handed

Hearthstone slots: 3

The Impact Hammer is formed from many components from different sources. Each of its Evocations offers Resonant effects for a different material. A character automatically learns one Evocation they are resonant with when they first obtain and attune to the Impact Hammer.

The Impact Hammer contains the following Evocations:

DIAMOND DRILL BREAKER

Prerequisite: Force 3

Commit 1 mote. A gleaming adamant drill emerges from the hammer's head, granting the *piercing* tag and adding the Exalt's Force in successes to any destructive feat of strength made using it.

Resonant (Adamant): The wielder can burrow through the ground using her reflexive movement

action, leaving behind a tunnel large enough for an adult human to crawl through.

SILVER HAMMER DROP

Prerequisite: Diamond Drill Breaker

Commit 1 mote for the scene. The Impact Hammer extends a telescopic moonsilver haft. It gains the *reaching* tag and two bonus dice on attacks. If Diamond Drill Breaker is active, its piercing attacks ignore an additional point of Soak.

Resonant (Moonsilver): The hammer's head grows to several times its normal size, increasing Power gained from successful withering attacks by one.

GOLDEN ROCKET CRASH

Prerequisite: Silver Hammer Drop

Spend 1 mote on Step 1. The Impact Hammer engages its orichalcum thrusters to launch an attack into the ground in a titanic detonation. Make an area-of-effect decisive attack affecting all enemies within close range. If Silver Hammer Drop is active it instead targets enemies at up to short range.

Resonant (Orichalcum): Spend an additional mote to use the rocket to leap up to three range bands before making an attack.

The Monk's Lantern

Starmetal Lantern

Gazing too deeply into the depths of the luminous pearl that takes the place of the flame in this delicate starmetal lantern draws one's mind to distant memories.

The light of the lantern draws forth memories embedded in places, giving those nearby shadowy glimpses of events gone by both trivial and significant. While the lantern is nearby, all characters gain a bonus success on any rolls made in an investigation venture. A dramatic scene spent studying a place important to an ongoing mystery allows investigators to bypass a relevant obstacle of an investigation venture.

The lantern contains the following Evocation:

GLOAMING REMEMBRANCE BEACON

Prerequisite: Finesse 3

By the light of the lantern, the wielder and her circle are able to physically enter the memories of a willing or comatose individual, perusing his memories as though they were living them in the present. This typically takes the form of an information gathering venture. Entering powerful and unwelcoming minds may risk combat with psychic guardian entities or other hazards. This method can also be used to exorcise spirits lurking in the victim's mind by defeating them directly.

Resonant: The wielder of the lantern can attempt to *strengthen* or *weaken* the target's Intimacies, altering how the host feels about them in the present, using an influence roll as usual. The wielder may also alter Intimacies with the host's consent.

Blare of the Lupine

Moonsilver Hunting Horn

A fearsome hunter used this hollowed moonsilver-etched ram's horn of uncommon size to hunt the Exalted host's greatest prey.

Mere possession of the horn sharpens one's senses for the hunt. Its owner doubles 9s on Navigate rolls to track prey.

The horn contains the following Evocation:

PACK MASTER'S CALL

Prerequisite: Fortitude 3

Blowing the horn summons forth three spectral wolves, ready to serve. Commit 1 mote for the scene. The wolves use the dangerous animal template with tracking as part of their primary pool. They are perfectly obedient, endowed with human-level intelligence, and are capable of complex reasoning. They can act as a group of Followers specialized in tracking, wilderness survival and scouting. In battle, they act as a Size 0 battle group with regular Drill.

Resonant: The wolves have elite Drill.

WARSTRIDERS

Towering mobile weapons constructed from magical materials and Exalted ingenuity, warstriders are among some of the most storied, most powerful relics in Creation's history. All warstriders are gigantic, piloted suits of armor made from magical materials, but this is the only thing they all have in common — while most warstrider designs are upright, humanoid shapes, a few take the form of powerful beasts or stranger shapes.

Systems

A warstrider is an artifact vehicle with the *legendary size* quality. Use one of the ship stat blocks (**Exalted: Essence**, p. 149) and a weapon from the panoply with the *artifact* tag to create a basic warstrider chassis. Additionally, warstriders have attunement effects and Evocations, just like any other artifact. A pilot can only invoke a warstrider Evocation while piloting the warstrider unless otherwise noted. Look to the examples detailed here and in **Exalted: Essence** Chapter Eight for inspiration.

Piloting a warstrider requires tremendous focus; while piloting a warstrider, the character's Defense is set to 3 and can't be increased with Charms, but a pilot cannot normally be targeted with physical effects. Characters may use any Charms or sorcery they like while piloting a warstrider, unless these effects do not allow use of armor.

While most warstriders are meant for a single pilot, some are designed for entire Circles of Exalted heroes — and in a pinch, even the most cramped cockpit can usually hold more than one Exalt. If multiple characters are piloting a single warstrider, they follow the rules for naval combat:

- The warstrider does not act on its own or in the turn order; the characters act for it.
- The warstrider may move reflexively once per round.
- The warstrider may take two combat actions a round. Pilots with artifact weapons or ranged magic can take a combat action in place of the warstrider.
- Pilots may board or disembark their warstrider during combat. This is a simple action that can be part of a flurry.

To build a new warstrider, a character or crew must complete an artifact craft venture. Repair follows the standard rules; however, an intact warstrider can be piloted before it is completely repaired. This is treated as cutting corners on the repair venture and the Storyteller may optionally restrict use of the warstrider's devastating action or Evocations.

New Merit: Warstrider (Primary Only)

Your character owns a warstrider as well as the means to keep it operational, such as tools and personnel. A warstrider has the *legendary size* quality and an appropriate artifact weapon. **Warstriders are equipment and have their own bonuses. The blanket Merit dice bonus does not apply here.**

New Combat Action: Devastating Action

A character piloting the warstrider may make a reflexive decisive attack against an enemy battle group or opponent with *Legendary Size*. A warstrider's devastating action can only be taken once a round but ignores action limits.

Universal Charms (Modifications)

Arsenal Summoning Gesture (**Exalted: Essence**, p. 191). The warstrider version of this Charm may be purchased at Navigate or War 4 if the Exalt has the Warstrider Merit. The Exalt spends 1 mote to summon her warstrider to her range band and immediately appear in its cockpit. If it is within long range, this is a reflexive action; if not, it is simple. At Essence 2, she may spend 1 mote to banish the warstrider to Elsewhere. This Charm's modes remain unchanged.

Immortal Mariner's Advantage (**Exalted: Essence**, p. 201). An Exalt may apply this Charm and its modes to piloting a warstrider.

Swift Artillery Technique (**Exalted: Essence**, p. 201). When invoked while a warstrider is piloted by multiple characters, this Charm allows the Exalt to make an attack that ignores action limits.

Storytelling

The rules provided here assume a story where warstriders are no rarer or less magical than any other

First Age artifice. However, a warstrider tends to dominate the game whenever it appears, inadvertently making it a game *about* warstriders.

To help ensure warstriders don't steal the spotlight or are primarily in the hands of antagonists, consider any of the following options:

- Players' characters may not start with the Warstrider Merit but can earn one through the course of play.
- Characters without *legendary size* gain a one-success bonus to *ensnare* and *reveal weakness* gambits used on warstriders; a non-area attack from a warstrider targeting a single character without *legendary size* faces a three-success penalty.
- All warstriders start out incompatible with new pilots — including the player characters. If they seize an enemy warstrider, it does not grant them its inherent property or Evocations until they complete a relevant venture to properly train in its use or recalibrate it.

To help make warstriders feel like highly engineered weapons of war, consider using any of the following adjustments:

- Piloting a warstrider requires at least 2 dots in Navigate or Sagacity. Characters with 5 in either Ability may use them to make melee or ranged attacks, respectively, when piloting.
- Sorcery and martial arts Charms cannot be used while piloting a warstrider unless the character knows Armored Scout's Invigoration (**Exalted: Essence**, p. 203).
- Significant enemy warstrider pilots begin combat with Power equal to their Essence rating, allowing them to demonstrate the threatening capabilities of their warstrider early in the fight.

Cathedral of Sublime Annihilation

Orichalcum Warstrider

Forged to march against the Wyld-spawned enemies of Creation, the Cathedral is a walking weapons platform bristling with ballistae and siege engines.

Heavy Chassis: 1 Defense, 4 Soak, 7 Hardness, 12 Health Levels

Implosion Bow: +0 Accuracy, +3 Damage, 3 Overwhelming, Artifact, Powerful, Ranged, Smashing

Lightning Ballista: +0 Accuracy, +2 Damage, 1 Overwhelming, Flame, Piercing, Ranged

Feathersteel Crossbows: +2 Accuracy, +0 Damage, 2 Overwhelming, Balanced, Paired, Ranged

Hearthstone slots: 4

Pilots of the Cathedral of Annihilation increase the dice bonus from aiming to five dice and add their Essence rating as a success bonus to Awareness rolls. Whenever a pilot spends motes to activate an Awareness charm and receives information pertinent to the conflict, she gains 1 Power.

The warstrider grants access to the following Evocations:

IRON SHRIKES TAKE FLIGHT

Prerequisite: Fortitude 4

Countless flechettes erupt from the limbs of the Cathedral like a flock of birds startled into the air.

Spend 1 mote on step 1 of a decisive attack to create an area-of-effect attack out to short range. Against battle groups, double 8s on step 6.

Alternatively, pilots can spend 1 mote on step 8 to launch a decisive area counterattack against a battle group.

Resonant: Using either of these effects does not count as the pilot's Charm for that Step.

REALITY-STABILIZING CANNONADE

Prerequisites: Fortitude 4, Essence 2, Iron Shrikes Take Flight

The world dims as the Cathedral draws light into its geomantic core, overcharging its implosion bow for an apocalyptic strike.

Spend 2 motes as a simple action to make a special Charge action using Awareness, Ranged Combat, or War + Fortitude. This can be part of a flurry not containing an attack. The Cathedral's next action must be a ranged area decisive attack; it adds the previous aim successes as a success bonus to the attack and damage. Battle groups and characters with *legendary size* face a -3 penalty to Defense on step 4. The aim and attack actions may be undertaken by different pilots.

Enemies damaged by this attack lose Power equal to the health levels of damage dealt to them. If killed, they are disintegrated, leaving behind artifacts and other indestructible items. The blast

destroys scenery and mundane structures, leaving the range band as difficult terrain.

This Evocation can only be used once per story, unless reset by sustaining six levels of damage to the Cathedral in a single conflict.

Solar and Alchemical: Reality-Stabilizing Cannonade deals aggravated damage to the fae. It also banishes any trace of Wyld landscapes from the area of effect, solidifying Creation's presence.

Infernal: Infernal pilots gain half the Power lost by enemies targeted by Reality-Stabilizing Cannonade. If this would put them over 10, they may enter Corona of Fury instantly regardless of their anima or health.

The Green-Glass Ghost

Starmetal Warstrider

A warstrider of legendary agility and stealth, the Green-Glass Ghost was commissioned to scout the Invasion of the Efflorescing Host on behalf of Heaven's vanguard.

Light Chassis: 3 Defense, 2 Soak, 5 Hardness, 8 Health Levels

Skycutter: +3 Accuracy, +0 Damage, +1 Defense, 4 Overwhelming. Artifact, Balanced, Disarming, Thrown

Hearthstone slots: 1

The warstrider's starmetal-brocade barding is flexible enough to allow use of Charms that disallow armor.

Additionally, when the pilot's Awareness, Navigate, Sagacity, or Stealth rolls face mundane environmental penalties, she may spend 1 mote to substitute one of the other three abilities. At Essence 2, she may use this effect to sidestep any magically inflicted penalties.

The Green-Glass Ghost contains the following Evocations:

CLOAK-AND-DAGGER ANALYSIS ARRAY

Prerequisite: Finesse 3

The Ghost's component orreries map all possible iterations of the present, providing the pilot intel on her enemies' most probable tactics.

When the pilot rolls Join Battle, the Ghost divines the effects of the most dangerous Charm or quality every enemy within long range can use. If a divined ability carries an Essence requirement of at least 2 higher than the pilot's Essence rating, she learns only that the target enemy knows something

extremely dangerous. Concealed enemies are not immune to this sense, though this is all the pilot learns of them.

Sidereal: Sidereal pilots gain a bonus to Defense or Resolve against abilities identified by this Evocation: +2 if the ability was fully divined, +1 if not.

Getimian: Whenever an enemy activates an ability divined with this evocation, a Getimian pilot gains 1 Power. She gains a two-success bonus to locate concealed enemies affected by this Evocation.

IGNORANCE AUGMENTATION FIELD

Prerequisite: Finesse 3

Starmetal wiring in the Ghost's cockpit channels the pilot's Essence into its cloaking systems.

Commit 1 mote. Negate all size-related penalties to Navigate or Stealth, and double 8s on Stealth rolls. The pilot's anima is contained within the Ghost's cockpit and does not penalize attempts to gain concealment or remain hidden. Reaching Iconic anima ends this Evocation.

Sidereal: While this Evocation is active, the effects of Arcane Fate extend to the Green-Glass Ghost, which the Sidereal may maintain even when not piloting the warstrider.

Getimian: While this Evocation is active, the Getimian pilot may use Infected Fate for free against significant characters who overcome her Stealth; however, it fades when the Evocation ends.

ALGORITHMIC ENTANGLEMENT ORDNANCE

Prerequisites: Finesse 4, Cloak-and-Dagger Analysis Array, Ignorance Augmentation Field

With searing speed, the Green-Glass Ghost carves the sigil of the Liberated Maiden at her heels, baffling the enemies that surround her.

The pilot commits 1 mote and uses the Ghost's devastating action to create an algorithmic entanglement field in her range band. This is a difficulty 5 trap that deals no damage. Enemies caught in or entering the field immediately face a hard bargain: either they are ensnared for two rounds, or the Ghost may reflexively and automatically gain concealment. An enemy only faces this bargain once a scene.

Sidereal: When a Sidereal pilot has already gained concealment, the entanglement field replaces that option of the hard bargain with: the Sidereal makes a free dramatic edit to the scene.

Getimian: When a Getimian pilot has already gained concealment, the entanglement field replaces that option of the hard bargain with the following: the Getimian may take a reflexive move action without losing concealment.

Adzihir'iman, the Arrest of Suffering

Soulsteel Warstrider

The Arrest of Suffering is a horror upon the battlefield: matte-black plates of soulsteel haunted by a forgotten monster, its limbs festooned with dingy and yellowed spirit wards.

Medium Chassis: 2 Defense, 3 Soak, 6 Hardness, 10 Health Levels

Crystallized Ichor Ballistae: +3 Accuracy, +0 Damage, 3 Overwhelming. Artifact, Paired, One-Hand, Ranged

Hearthstone slots: 2

The Arrest of Suffering is both a warstrider and a tomb. Adzihir'iman, the millennia-old ghost of an ancient's child, haunts its systems with his desperation and his cunning. He uses the following stats, gaining one of his pilot's Major and Minor Intimacies the first time she pilots the Arrest:

Virtues: Justice (major), Compassion (minor)

Major Intimacies: Exalted who fought in the Divine Revolution (hatred), Enemies of Creation (camaraderie), Pilots of the Arrest (obsession), "When everything succumbs to the void, I will finally be free."

Minor Intimacies: The Undead (pity), "To exist is to suffer."

Primary Pool (9): Social Influence, Warstriders

Secondary Pool (7): Lore, Perception

Tertiary Pool (5)

Essence: 4

Resolve: 2

Adzihir'iman assists his pilot's actions with the teamwork rules as long as they both share a Tie toward each other, and the pilot is taking action to uphold one of Adzihir'iman's Intimacies. Pilots in the Arrest's cockpit may attempt to use social influence on Adzihir'iman; he responds with contagious emotion, piercing whispers, and spectral displays.

The warstrider grants access to the following Evocations:

PERPETUAL REMAINS HAUNTING

Prerequisites: Force 4, Essence 2

At Adzihir'iman's call, a sliver of the world-carcass of his dead progenitor rises in a hellscape of warped bone and corrosive ichor.

The pilot uses the Arrest of Suffering's devastating action and spends 2 motes on step 1 to make a special ranged area knockdown gambit, with Adzihir'iman reflexively adding teamwork with his Primary pool. On step 5, a titanic gravesite of razor-sharp bone and leaden spikes of various sizes bursts from the ground. Apply the gambit roll to the Defense of everyone, friend or foe, within the range band, and use the lowest success margin to pay the gambit's cost.

This evocation creates both difficult terrain and an environmental hazard of 1 damage per round, difficulty 5 that persists indefinitely. The Arrest may ignore the effects of these hazards, and Adzihir'iman gains a Minor negative Tie toward anyone who attempts to remove them.

Resonant: Enemies who attempt to leave a titanic gravesite must flurry their move action with a difficulty 5 Integrity roll. When an enemy fails this roll, the Arrest's pilot gains 2 Power.

SUNDER THE WHEEL

Prerequisites: Force 4, Essence 4, Perpetual Remains Haunting

The murdered son of murdered ancients whispers from his cage, drawing on all living things' perverse desire for nonexistence.

Spend 2 motes on step 1 any turn after invoking Perpetual Remains Haunting. Everyone within long range of a titanic gravesite, including the pilot and allies, hears Adzihir'iman whisper to them of cold finality. They face a hard bargain: surrender to death or reject its call.

Those who surrender replace their Intimacies and Virtues with those held by Adzihir'iman and must use their reflexive movement actions to move into and remain within the nearest titanic graveyard. If this includes the pilot, she gains 4 anima on Step 1 as Adzihir'iman's grim certainty overtakes her. At the end of the scene, survivors regain their original Intimacies and Virtues. Trivial characters killed in a

titanic graveyard while under this effect are utterly destroyed and do not leave ghosts.

Those who reject the call become the targets of a ranged area decisive attack, ignoring Hardness; on Step 4, they cannot raise their Defense above 2. Adzihir'iman gains a Major negative Tie toward significant characters who reject oblivion. If this includes the pilot, she gains 5 Power on Step 1, but Adzihir'iman loses his previous Tie to her, gaining a major Tie of indifference in its place. When the pilot next disembarks, Adzihir'iman breaks attunement and will not allow her into the cockpit until he loses the new Tie and regains his major Tie of obsession with her.

Resonant: If the pilot chooses to surrender, she may retain up to her Essence rating in her own Intimacies. If she chooses to reject, Adzihir'iman gains a Minor Tie of indifference instead of a Major one.

The Upright Soldier

White Jade Warstrider

An awe-inspiring frame evocative of a hero-commander from myth, the Upright Soldier gleams with orichalcum filigree, a royal-purple cloak billowing from its pauldrons.

Medium Chassis: 2 Defense, 3 Soak, 6 Hardness, 10 Health Levels

Goremaul: +2 Accuracy, +1 Damage, +1 Defense, 3 Overwhelming. Artifact, Melee, Smashing, Thrown

Thunderbolt Shield: +2 Accuracy, +0 Damage, +1 Defense, 3 Overwhelming. Artifact, Defensive, Off-Hand, Shield

Hearthstone slots: 3

During warfare dramatic scenes, the pilot of the Upright Soldier gains a two-success bonus to rolls enacting a *demoralize troops* tactic, or any tactic that relies on intimidating or aweing the enemy with the warstrider's presence. Whenever the pilot gains anima, he may also grant an allied battle group the same amount of Power.

The warstrider grants access to the following Evocations:

THE STEADFAST COMPANY

Prerequisite: Force 3

The pilot's essence and fighting spirit are so magnified by the grandeur of the Upright Soldier that even

the most jaded veterans are willing to give their all in his service.

Commit 1 mote. An allied battle group of living mortals is assigned to the Upright Soldier, with the pilot as their commander. Assigned battle groups gain the following qualities (**Exalted: Essence**, p. 320):

- **Opportunistic Threat.** If they already had this, they instead generate 1 Power any time they use or are targeted by power exchange.
- **Sworn Guard**, usable only when the Upright Soldier is targeted by a gambit. If they already had this, they instead gain +1 Defense when invoking Sworn Guard.
- **Resilient and Loyal (Outnumber):** The battle group's commander may roll rout checks twice and choose which result to apply.

Effects cannot force the Upright Soldier's pilot to target assigned battle groups with harmful effects or attacks. Increase the assigned battle group's Drill by one stage the first time the pilot reaches active anima in a scene. If they are already elite, they instead gain 4 Power.

The Upright Soldier's pilot may have a number of additional battle groups assigned to him up to his Essence, committing 1 mote per additional assignment. At Essence 3, he may have battle groups of any type of entity assigned to him, provided they do not have the *mindless* quality.

Dragon-Blooded: Assigned battle groups also gain the *defense against anathema* Exalted quality (**Exalted: Essence**, p. 317), spending 2 Power to activate it.

THE WHIRLWIND ENGINEERS

Prerequisite: Force 4, The Steadfast Company

The Upright Soldier is as familiar to its support crew as a brother; they hold a heart-felt understanding of its structure and systems.

Spend 1 mote to allow an assigned battle group to attempt field repairs on the Upright Soldier. This uses the action under duress venture, with a maximum of five obstacles. The battle group undertakes this as though it were a secondary Followers Merit, adding the three-dice bonus for suitable tasks. While this venture is underway, the battle group must flurry actions that do not serve to repair the Soldier, and the Soldier may not take move actions without an appropriate Stunt.

At its conclusion, every obstacle successfully surmounted is one health level recovered from the Soldier's health track. This can only be used once a story, unless reset by completing a repair venture to properly repair and adjust the Upright Soldier.

Alchemical: This Evocation fulfills the requirements for the Rite of Reconfiguration. During this repair time, the Alchemical pilot may also invoke his Living Artifact advantage (**Exalted: Essence**, p. 68) to install both The Steadfast Company and The Kindled Legionnaires if he meets the requirements.

THE KINDLED LEGIONNAIRES

Prerequisites: Force 4, Essence 2

The pilot's anima banner unfurls into blinding, perfect soldiers bearing arms and armor identical to the Soldier's.

When the pilot's anima is active, he may supplement the size of his assigned battle group with soldiers made of his essence. As a simple action, he spends 1 anima per assigned battle group to grant it a temporary +1 bonus to Size, adding health levels and Overwhelming as necessary. These phantom health levels are the first to take damage and cannot be healed.

Alternatively, the pilot may gain a battle group of Essence constructs under his command, assigned to him at no additional cost. This is a Size 1 battle group of Soldiers (**Exalted: Essence**, p. 331) with elite Drill and the *elemental vortex* quality.

When the pilot's anima drops to 2 or lower, this effect ends, and the essence soldiers dissipate.

Solar: A Solar pilot may spend 1 additional anima to grant a single battle group the use of his Active anima effect, for as long as he remains at the Active level.



PILLARS OF CREATION

Pillars of Creation expands the content presented in **Exalted: Essence**, providing dozens of new Charms, antagonists, and story hooks for players and Storytellers alike. Within this companion book for **Exalted: Essence** you will find:

- An atlas of interesting locations in Creation, as well as summaries of the stranger realms Zen Mu and Autochthonia, alongside storytelling advice for games using higher Essence ratings.
- New content for players, including new Exigent Exalted — the Sovereigns of Uluiru and the Architects — Dragon Kings, and God-Blooded, as well as a sample of the apocryphal Dream-Souled and the Umbrals.
- Even more universal Charms, Exalt Charms, martial arts, and sorcery, as well as content for the new playable Exalted featured in this book.
- New antagonists for Storytellers to showcase in their chronicles, including examples of the long-extinct Spoken and the parasitic Heart eaters.

