

INFERNALS

CROWNED BY HELLFIRE

Compiled Draft Manuscript



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Intro

The great gates of Nerim, capital of the Shumad Empire, remained stubbornly closed. They'd been that way for a week now, and Six Wicked Strings had spent many hours contemplating the reliefs carved into their massive façades. How many artisans had it taken to create them? How many painstaking days spent bent over hammer and chisel to perfect the curve of this princeling's cheek or capture the detail in the royal sword's hilt? He plucked a little tune on his sitar and hummed a melody.

"I'd like to get from 'carven' to 'craven,' in the verse," Six said to his guest, "but I can't quite work out the wordplay."

To her credit, the Shumadi envoy kept her expression neutral. "I'm no poet, sadly."

They sat beneath a silken canopy as the afternoon waned, sipping wine and nibbling delicate pastries provided by chefs both mortal and demonic. Six noted how nimbly she avoided the more... *creative* dishes without actually recoiling from them. It might have been any genteel diplomatic visit, were they not positioned at the head of a hellish army poised to storm those magnificent gates.

Not long now, thought Six, though he maintained his unhurried manner. "Anyone can be a poet. Close your eyes. Tell me what you sense around you."

Her lips twitched as she complied. Was it a smile or a grimace? Six didn't know. "Your bangles jangle when you lift your glass. I hear soldiers moving, demons and men alike. The setting sun is warm on my face, and when the breeze comes, the smell of the sea offers reprieve from that of sweat and horseflesh and... ichor."

"See? You could make something from that." Six glanced toward the gates and strummed as he recited:

*"Sunlight glints on gold and glass as we dine before those carved walls.
The gentle breeze carries reprieve from the scent of battle impending.
Demons chitter and horses call while soldiers don their armor.
Cravens hide behind guarded gates as the sun slips ever lower.
Daylight wanes;
shadows deepen.
Now, the mighty city falls."*

The envoy frowned as a thrill ran through the troops. She opened her eyes. Six, standing now, helped her to her feet and turned her gently toward Nerim. He felt the gasp leave her, though the cheering army drowned out the sound.

Dark patches appeared at the tops of the walls, oozing down and eating away at the stone. Other rifts appeared like blooms of rot as the metodies dissolved the walls from the inside.

"Run," said Six to the envoy. "I don't care which way."

The army surged toward the gates, Six leading the charge. Shumadi troops attempted to defend the breaches, but for every gap they filled with archers, another metody's acid ate through somewhere else. Six set his sights on the gatehouse. Cracks spidered out from his every step as he charged.

Some large fool planted himself in Six's path. The soldier's teeth flew as Six's blow landed, but he'd have no time to miss them. Six barely broke stride as the man fell, stooping only to heft him by the ankles and swing him into the gatehouse's foundation. Wood and stone groaned as the wall buckled. Above, Shumadi defenders screamed. Six cast the soldier's corpse aside and set about tearing down the gatehouse.

stone by stone.

A month ago, Nehramus Cast-Down-the-Heavens slipped into the palace district's prison, where the emperor and his allies sent those who spoke against them. Here, too, were petty thieves whose spoils were nowhere near as lucrative as the ill-gotten gains of the royal family. Nehramus spent the morning in the kitchens, helping to prepare the prisoners' meager bread and broth. She carried food to their cells, and whispered intently to their inhabitants. When she left, they stood a little straighter. The guards did not notice how their charges now clenched their fists in determination.

Three weeks ago, Nehramus wandered the wharf district, where laborers gathered after long days at work. She drank among them, listened to the complaints they issued in hushed, furious tones when they thought no one else could hear. Sometimes she joined their tables. Sometimes, she spoke from the shadows while individuals trudged home. To all, she spoke of revolution.

Two weeks ago, Nehramus stood among the cultists of Isay Fallenbough. They were squeezed shoulder to shoulder in a cramped basement, eager to hear the goddess's priests speak of relief from strife and the coming end of days. When the time came and the crowd settled, it was Nehramus who addressed them. She'd never met Isay, but the cultists heard the goddess's voice ringing from Nehramus' lips, and when she left, they were alight with holy purpose.

One week ago, Nehramus spent her days and nights among the slaves. She pushed millstones alongside them, scrubbed floors with them in royal palaces, mucked out stalls with them in the stables, and always, always spoke of what was to come.

Last night, the demons did her bidding. Metodies dripped acid into prison locks. Firmin slipped extruded needles to laborers and slaves. Frog-tongued jucati sent the downtrodden dreams of a bloody sunset.

Today, anticipation filled the air, though the royals paid it no notice — they were too focused on the danger outside the walls. But now, oh, now, as Six Wicked Strings led his army past the gates, the danger from within made itself known. Nehramus smiled from her vantage atop a tower, listening to the cries of horror spread throughout Nerim as prisoners broke free and slaves strangled their masters.

The council room — not a room at all, but a grand hall whose soaring ceiling was painted like the summer sky — echoed with the overlapping chatter from Shumad's royal advisors. The king sat at the head of the room, projecting an air of calm amid the storm of his panicking councilors.

Each advisor's proposal was met with a wave of argument: logistical hurdles, lack of personnel, an attack plan based on streets the enemy had already claimed. The advisors were all some cousin or another, and King Sulaq needed to weigh how their plans might position them after this rebellion was over, should he choose their particular path. Every few minutes, the gilded doors opened and a runner entered bearing news of the fighting outside. It caused a small break in the din, for which the placid king was thankful.

This time, though, the woman who strode into the council room was no beleaguered page. Her arrival was accompanied by the moans of guards dying outside, and a sharp scream that dwindled to a final, wet gurgle. Demons flowed in on her heels, sealing the doors. A pair of blood apes stood at attention in a mockery of the guards they'd just murdered.

"I know you," said the king. That troubled him more than the demons at the doors. The last he'd seen her, she'd been wearing the robes of a royal clerk with her eyes downcast. Now, Ajad wore robes of the finest

hellsilk. Her dark gaze pinned him to his seat.

“Traitor,” he whispered. “Saboteur.”

As though those words could cut her anymore. “You’re the true saboteur. You and your council.” Her gesture encompassed the herd of advisors, their assistants, the pages at the ready. “How many dozens gathered, when at most you’ll heed the words of, what, three? You waste time coddling your cousins and courting their favor. You’ve surrounded yourself with sycophants.” She stepped toward the tables laden with sumptuous dishes and wines better suited to a royal gala than a war council. “Every misery that befalls this city stems from your wastefulness and inefficiency. Perhaps you’d have had a chance, were you a better ruler. There’s no safety here — climb to the roof and look out on your city’s shattered walls. You’ve built an empire on excess, and forgot that it only stands because the people you rule allow it.”

The room shook as something massive collapsed nearby. Ajad smiled as a thrill of panic passed through the councilors.

“I’ll allow it no more. We’ll build something better in its place. Perhaps I’ll let you live to see it.” This was a lie. The king would be lucky if he survived the night.

He seemed to think he would. “This city isn’t the entirety of my empire. I’ve called in the armada, and soon the ships will arrive, with thousands of reinforcements. They don’t fear you, or your demons, or anything your army can throw at them.”

Ajad plucked an abandoned glass of wine from a table and drank. “I suppose we’ll see about that.”

Behind the *Sunrise Pandemonium*, the wreckage of Shumad’s fleet littered the harbor. Sails burned against the darkening sky; the reflection of flames on the water lit the way for the occasional sailor swimming toward the shattered docks. Marvelous Cinnabar had given no orders to pursue them — they’d die soon enough to Six’s army or Nehramus’s revolutionaries.

But victory wasn’t yet theirs. A dark line had appeared on the horizon, growing and spreading until it blotted out the last of the setting sun: reinforcements. Cinnabar himself had led the attack on the flagship and been at the head of the boarding party. For a moment, the ships that had come to Shumad’s rescue were limned in gold. Cinnabar and the captain were shadows locked in battle at the helm.

Cinnabar was losing.

“Ah,” said Lintha Haquen Atash, lowering the spyglass. “That’s bad.” Atash had only been with the crew a few weeks, long enough to prove himself in raids, though today had marked his first large battle. Cinnabar had ordered him to remain on the *Pandemonium* to get patched up. Atash had taken a nasty slash to his side — he looked forward to the eventual scar — but he wasn’t done fighting. “We should ready a crew to help.”

Kiera the Scourge laughed and slapped his back, eliciting a grunt from the youth. “Don’t piss your fancy new britches,” she said. She tugged the tail of the bright blue sash he’d tied on as a belt. “Not unless the rest of us look scared.”

“Soon it’ll be too late!” Atash started toward the boats, but Kiera caught his arm.

“Wait,” she said. “Watch.”

Aboard the enemy flagship, Marvellous Cinnabar was, indeed, losing the fight. Badly.

The ship’s captain — a Dragon-Blooded veteran of dozens of naval campaigns, slayer of sea-monsters

and Lintha pirates — hefted his daiklave for another swing. He'd been on the offensive from the moment Cinnabar had vaulted over the rails, separating the Nadir from his pirates and driving him toward the helm. Cinnabar's long-tailed coat hung in tatters, its fabric heavy with blood. The unlit cigarette dangling stubbornly from his lips was crimson-stained. His right eye was swollen shut.

Still, he smiled as he backed into the railing, grinned as the black jade blade opened a gash in his chest. He laughed as the force of the blow broke the rail behind him and sent him tumbling overboard. He was still laughing as the sea swallowed him up.

For a moment, all was quiet. Then the water's surface roiled and foamed, setting the flagship rocking as though they were in the midst of a storm.

A hulking figure rose from beneath the waves, towering higher than the ship's main mast. Muscles bulged on its half-dozen arms. Jewels studded its leathery skin. The creature — Cinnabar — turned back to face the *Pandemonium's* distant crew and let forth a roar from its jagged-toothed maw. The crew's roar echoed back carrying over the waves.

Knowing this signaled his end, the Dragon-Blooded captain set his jaw and readied his blade. The sea-devil turned its attention back to the now-doomed fleet and roared once more.

The demons cavorted down the halls of the palace's east wing, stepping gracefully on spindly, many-jointed legs. Swift Hart Qu followed behind at a dignified pace. He was giving them a chance to enter the royals' suites and disgorge their sleeping gas before he followed them inside. He wasn't susceptible to the gas anymore, but he didn't care for its cloying scent, like the choking plague-pollen that filled the air when Hegra's storms whipped through the brass forest of Hrotsvitha. That, and he wanted to be sure it had time to work thoroughly.

One room to the next: follow the demons, wait at the door, step inside, cut the sleeping royals' throats, repeat. Tomorrow, his hand would ache from so many slashes of his knife.

As they waited at the threshold of the next chamber, Qu sighed. "I suppose it's for the best, but Six owes me dearly for this."

His companion — a wasp-headed demon — buzzed its question.

"He'd enjoy this immensely. He'd make too much of a game of it, or he'd make so much noise composing lyrics that half of them would know something was amiss and we'd spend the night chasing down those who fled... I have no love for any of them, but his way would be so inefficient. We have too much work to do for him to waste time like that. Do you know how sprawling the Shumadi royal line is?"

The demon shook its head.

"It's not a family tree, it's a forest." Ajad had tried explaining the line of succession to Qu once. He was no dullard in such matters, but even he left that session with no clearer understanding and a massive headache.

The other demons clambered back into the hallway, their work in this room done. Qu waited a moment longer, then swept inside. It was a child's room, strewn about with books and toys.

The princeling it belonged to stood at the foot of the bed, rubbing his eyes, most certainly not asleep.

This happened, sometimes, a person proving resistant to the gas. Or, in this ten-year-old's case, entirely immune.

“I’m sorry,” said Qu. “You were supposed to be sleeping.” He signaled to the wasp demon, who issued a soft, droning buzz. Qu took that sound and wrapped it around the boy like a blanket, multiplying it, making a lullaby of it, dampening the child’s fear. For a moment, he considered letting this one go. Send him out of the palace to live among the urchins, or throw him in a cart leaving the city. But he knew better. In ten years, the boy might come back with an army. The princeling’s eyes drooped shut. Qu raised his blade.

The Circle gathered atop the palace roof as sunrise tinged the sky. Six had liberated a crate of wine from the palace’s cellars, and was offering everyone a glass for the price of a kiss. Such was the usually somber Nehramus’s delight at their success that she agreed to pay it and delivered a chaste peck on the corner of Six’s mouth. Ajad had pen to paper already, sifting through status reports and lists of those unaccounted for, though even she paused her work to watch the light spread across their new domain. Cinnabar cut a striking figure against the dawn, peering out over the city through a gaudy spyglass. Qu watched them all, his co-conspirators, fellow victors, and soon very likely his sometime opponents as they strove to build their new empire. He couldn’t help but notice how their gazes all fell in different directions.

Chapter One

Ajad dabbed sweat from her brow with a square of embroidered linen as she strode toward Nerim’s gates. Humidity thickened the air, making everyone sluggish and irritable. That, in turn, irritated Ajad — there was work to be done. Today, she was out inspecting the walls, noting the progress the laborers had made in repairing them. The metodies’ acid had done wonders for letting the Circle’s forces *in*, but now that the city was theirs, it meant they were vulnerable should an invading army approach. As she neared the scaffolding where the main guard tower was being raised, she cursed softly.

A small crowd had gathered in the plaza where overseers assigned the corvee laborers to their duties. Nehramus stood in their midst, questioning the chief overseer. The man towered over the priestess, but his shoulders hunched further with her every word, making him seem small. He slumped with relief when Nehramus’ gaze snapped toward her Circlemate. She marched toward Ajad, rigid with fury. “Come with me.”

Ajad allowed Nehramus to take her elbow and lead them away from the crowd. They paused beneath a canopy, the only scrap of shade to be found.

“How dare you?” Nehramus said, pitching her voice low so eavesdroppers couldn’t hear. “We *freed* them.” She meant the laborers, whom Qu and Ajad had ordered conscripted from among the city’s former slaves.

“Have we freed them from their need for security?” Ajad asked dispassionately as she smoothed the sleeve of her hellsilk dress. Had anyone else touched her like that, they’d have lost the hand. “If someone else takes this city, they’ll be enslaved all over again. Would you prefer they help fortify us now, or do you want all your efforts to go to waste? This is temporary. And necessary. Come find me in the palace later. We can discuss it there.” The suggestion was partly so they didn’t have to have this argument out in the open, and partly because Ajad didn’t want to have it in this dreadful heat.

But Nehramus had chosen her venue. She wanted to be seen standing up for the people. Ajad might even have admired the tactic, had Nehramus not said, “I put the knives in the people’s hands once. Do you think they’ll hesitate to wield them again?”

A few shouts went up as a shoving matched ensued between two workers. Their peers separated them

quickly, casting nervous glances at the Green Sun Princes nearby. Ajad noticed how several laborers had paused on their way to the walls, tools in hand, to crane their necks at herself and Nehramus. They outnumbered the overseers, but several soldiers had come out from the gatehouse to see what was going on.

Perhaps it was being questioned in front of the workers. Perhaps Ajad was merely impatient to get the job done. Perhaps it was the humidity finally getting to her. Whatever caused the sudden spike of fury, if Nehramus wanted a fight, Ajad was content to give her one. “*Demons* did your work there. They’re the ones who handed out the weapons.”

“You’re right,” said Nehramus, her voice deadly soft. On her forehead, her caste mark glowed sickly green. The already thick air grew heavy with the scent of blood and grave dirt as dozens of demons materialized on the rooftops and walls, ready to follow Nehramus’ orders.

After a long, bitter silence, Ajad tilted her head to Nehramus, betraying nothing in her expression except a calculated assent. She would wrangle out the details — find some other, comfortable word or circumstance of forced labor to smother Nehramus’ righteous guilt.

Chapter Two

Marvelous Cinnabar lounged on a terrace overlooking a district of the Conventicle Malfeasant. Below, a parade wound along the streets, demons clapping brass cymbals and stomping out a rhythm as onlookers danced. Cinnabar hummed along and plucked another glass of claret from a passing neomah’s tray.

Swift Hart Qu stood beside him, facing into their host’s lavishly appointed townhouse. Denira Sings-the-Tide had adorned her space with Hell-grown flowers that mimicked Creation’s. Bright violet blooms that weren’t quite orchids bore eye-like patterns on their petals, which occasionally blinked at passers-by. “It’s the third time that parade has circled,” he said to Cinnabar. “Surely you’ve seen it all.”

“If you’re bored, by all means, go inside,” said Cinnabar. “I’ll come collect you later.”

They’d been at the Althing Infernal for two full days, sent to represent the circle. Today, they’d announced the Circle’s victory over Shumad and plans for the empire going forward. While the other Green Sun Princes had offered congratulations and praise, one had notably withheld her commendations: Denira Sings-the-Tide.

The Althing was the place to formally solve disputes between Infernals — at least, that was the theory. Denira would have been well within her rights to air her grievances with them there, but a vote would likely have gone against her. She’d had her eye on Shumad, but it was just one of a dozen of her interests in Creation; it was childish to think she could lay claim to so many fruits and pluck them at her leisure. Her issue with them now was a personal slight — still appropriate to address at the Althing, but more interesting to hash out informally.

Their presence at Denira’s ongoing party was tactical. It wouldn’t do to slink away when *they* were the victors. Nor did Qu want to afford her the opportunity to politick and spread rumors in their absence. She’d been seething since this morning’s discussion. Better they handle it now than let it fester until next Calibration.

Denira ambled out to the terrace as well, glad-handing with a cluster of demons and warlocks. Now she glided toward them. “Shumad was mine to conquer,” she said without preamble.

Cinnabar scoffed. “Oh? I don’t remember seeing you at the head of the army.”

Neither had bothered to control their volume. In fact, they spoke loud enough for the audience gathering

at the terrace's open doors to catch every word.

Denira cut an imposing figure: tall, strong, and black-veined, one hand resting casually on her daiklave's hilt. Cinnabar seemed unbothered by the implied threat. If anything, he *lounged harder*, and took a slow sip of wine.

"The plans were in place," Denira said. "Ajad knew."

"Ajad found your strategy wanting. We used none of your little schemes in our offensive. And if you're looking for recompense, you'll have to wait. Rebuilding is expensive."

"Get up," said Denira. "I don't want your coin. I'll take my payment in your blood."

Cinnabar set down his glass and unfolded himself from the divan. He was of a height with Denira, and for a moment, he was close enough to kiss her. From the murmur that went through the guests, some were hoping he'd do just that. His sudden smirk infuriated her, and she shoved him away.

Denira moved to draw her daiklave, but she'd forgotten about Qu.

He appeared behind her out of nowhere and closed his hand over hers. "You'll need to fight us both," he said.

"Gladly."

Qu caught Cinnabar's eye, and a nod passed between them. Qu let Denira go, readying his poisoned throwing needles. A gust of hellish wind swirled up at Cinnabar's command, lifting him just out of Denira's reach.

Behind them, Green Sun Princes and demons alike applauded and made room for the fight.

Chapter Three

It's never quiet in the City of the Steel Lotus. Music fills the air morning and night. Travelers call to each other along the streets no matter the hour, beckoning a friend to catch up, calling for a carriage, or shouting drunkenly at passing courtesans. You learn to sleep despite it all.

There are other sounds, too. Fists on flesh, for example. The sound that started it for me, and ended it, too, I suppose. What can I tell you? I was an entertainer, paid to sing, not be struck — not that the spoiled Dynasts cared. I knew Hell long before I walked beneath the Green Sun. It's hard to sing when your body aches from beatings, but doing so was an act of rebellion. For years I poured my hatred into my voice, but my clients didn't hear it — I was nothing to them. One day I hit back, and *then* they took notice. I ended up in chains. The sounds changed, but not the constant noise. Not the pain.

Then the demon found me. It didn't speak in words I could repeat, but its voice was a chime that rang with vengeance. It wrapped me in filaments of crystal and chitin, and as the layers curved around me, sound receded.

There was my breath, and my heartbeat, and then there was nothing at all.

Such a thing can only be peaceful for so long.

Alone, in the silence and the dark, my memory rang with those chimes of vengeance. Splashes of crimson seeped into my vision, and I was borne away on a rushing river, though I never moved an inch. I was a great, stomping beast, crushing entire cities beneath my feet. Flowers bloomed where blood pooled in my tracks, and at their centers were the faces of everyone I'd ever lost.

At some point, I knew I was no longer alone in the chrysalis, though no one had been wrapped up inside with me. But, ah, the demon with the voice like chimes had *become* my chrysalis, and I no longer knew where I ended and it began. I spread my arms to touch its walls, but no sensation told me if I'd done it. I was no longer sure I had arms to stretch out.

The demon broke me down piece by piece, intertwined its very self with mine, and put us back together once more. My bones knit together. Muscles wrapped around them and tendons stretched between. I felt my heart's first sluggish beats. Green light filled my vision, and slowly sound returned.

Muffled voices outside my chrysalis. Questioning. Fearful, but not enough.

Now, when I stretched out my arms, I felt the slick shell at either side. I pushed against it and the sound of it shattering seemed to go on forever.

My tormenters stood around me. Four of them, wide-eyed, hands clapped to mouths in horror as they bent to investigate the strange object in the field where I'd met the demon.

Did they recognize me? I didn't know. Besides, I was one slave among many; even if they knew my face, they'd never bothered to learn my name. Now, the sound of fists striking flesh came from *me*, and it didn't stop once those four were dead.

These bangles I wear? Ah, how I got them is another story for another time, but I'll tell you this: when I move, I hear the echoes of those demon-chimes in them, reminding me that vengeance is my duty and my right.

Chapter Four

Dark circles sagged under the prisoner's eyes. He hadn't slept more than a few minutes since his failed rebellion three days ago, and sleep wasn't likely to come anytime soon. Ajad and Qu had joined him in his prison cell.

It was quiet down here. Before Nehramus had set the imprisoned free, the cells had been nearly full. Petty thieves and murderers rotted beside those who dared speak out against the king and his family. No longer did the Shumad Empire jail the hungry for stealing food — someday, perhaps, no one would be hungry in the first place. For now, such thefts were left to the community to deal with. More violent offenders were conscripted as laborers, and exiled if they proved more trouble than they were worth.

Only a few of the most dangerous criminals had returned to their cells, hauled in while they awaited judgment from one of the Green Sun Princes. Ajad, Nehramus, or Qu would offer a choice: obey the laws or die. Cinnabar might recruit a couple for his crew. Six would probably just kill them. The criminals had rolled the dice when they squandered their chance at a new life.

Today's prisoner, however, had never seen the inside of a cell before. He'd been a leader before the city fell, a businessman of some renown. The Circle had decided to root out only the royal family itself, letting Nerim's other citizens choose a new life for themselves. A small group of royalists, however, had set their sights on ousting the new leaders.

"It was well put-together, I'll hand you that," Ajad said as she paced back and forth before him. Mortal questioners had already had their turns, but the prisoner's loyalties ran deep. He was holding back.

At least he had the good sense to flinch when Ajad crouched down before him.

"You could just tell me."

His throat clicked when he swallowed. "There's nothing more to say."

“I tried.” She might have been talking about a vase she’d failed to glue back together. Ajad took hold of his head and held him tight. Pale green light enveloped them both as she forced him to meet her gaze. For a moment, her features mirrored his own: the pointed chin, shadowed eyes, his creased brow. Both of their mouths opened: his in despair, Ajad’s a mockery of his misery.

Then the prisoner began to scream. His limbs twitched and flailed. He tried flinching away from Ajad, as though she held a blade to his skin and was slicing him apart bit by bit. But she held no weapon, and he had nowhere to go.

After long, bloody, viscous screaming, names finally spilled from his lips. His voice cracked with each one, and sometimes his breath hitched in a sob.

From the corner where he sat taking notes, Qu watched phantom scenes play out in the air above the man’s head. Ajad reached up and reshaped them: removing someone from the memory, swapping in another. She whispered as she did so, dictating new details, planting seeds of doubt and guilt.

Qu found the procedure inelegant. His Circlemate had no finesse, and no desire to develop even a modicum of that virtue. The woman was brilliant, but vulgar. She ran roughshod over every problem laid out before her — in her own way, she was as reckless as Six or Cinnabar, but all the more dangerous for that magnificent mind of hers. Scowling, Qu took her dictation as Ajad recounted everything they needed to know about the royalists and their hiding places.

Chapter Five

With the new moon high in the sky, Nehramus called upon Astogal, the Hemlock Sigh, demon of the Second Circle, and waited for his noxious form to coalesce. A mandala of sickly green flame licked at the smooth stone floor; its shape was that of Astogal’s sigil. Astogal himself appeared within heartbeats, heralded by a wind that was like a hundred people gasping for air as their throats closed. Raindrops swirled around his lumpen shape. Where he touched the floor, the stone hissed and smoked. Flowers budded and bloomed and rotted on his skin: oleander, foxglove, brugmansia.

Nehramus wasted no time, binding him to her will with a word. The sound of the spell reverberated in the air. As it faded Astogal went rigid, as though she’d bound him in chains and pulled them taut. The demon howled with displeasure at such an insult. He was her ally, after all, and had visited her in the Shifting Gardens many a time of his own volition. “Are we not *friends*?” he asked, in a voice dripping with malice.

“That’s one of the reasons I’ve called upon you,” she said. “Word has reached me of trouble in my duchy, and I see your mark upon it. I need the truth from you.”

Astogal remained silent a moment, testing his will against his binding. Soon, though, the pain of resistance grew too great to bear. “Yes,” he let slip through broken resolve. “Yes, but it’s your own doings that caused it. Your *meddling* with a hierarchy far older than you. Your vainglorious love of the *least*.”

Demons of the First Circle were welcome in her estates in Hell. Those who sought her out received her protection, no matter who demanded she hand them over. Their treatment had horrified her from the moment of her Exaltation — who was she if she railed against injustice in the mortal world and did nothing for those who were abused in the Demon City? Yet, helping them had proven far harder than she’d dreamed: too many came seeking her help, all requesting the wrong things, or with needs she couldn’t meet with the time or resources she had.

“They rise above their station and you offer them aid,” Astogal said, his voice now that of a jaded mentor. “Cecelyne’s priests have taken it out of *my* flesh, since you’ve been so busy here. They have a message for you.”

“Tell me.”

This, she didn’t need to force out of him. Astogal drew himself up and said, “It is not your place to make a paradise for the worms of Hell.”

Nehramus didn’t know whether it was the insult to the demons she’d sworn to aid, or the audacity of the rebuke: a *demon*, daring to speak to her of her *place*. Scouring winds whipped around Astogal at nothing more than a gesture, scattering his rains. Shredded petals fell all around him as the gales flayed him to the bone.

“Go,” she said when he lay gasping. “Show them my answer.”

When he was gone, her companion stepped out of the shadows. Six had come in case anything went awry. Though she hadn’t needed him, she was grateful for his presence. “You’re doing too much,” he said, and took her tired hand to kiss with a brotherly tenderness she had never expected of him. “What’s even left of yourself to give?”

The question startled her. Six was usually quick with a joke or a song. For him to let down his guard and voice concern meant her exhaustion must be showing. “It’s my duty. What happens to them is unspeakable.”

“Is it about them, or what happened to you?”

“Don’t,” she said, and pulled her hand away. They’d all said awful things to each other since taking the city, insults that cut to the bone. Those, she could handle. Kindness? That she had no idea how to receive.

“Is it worth it?” he asked gently. “All your work for no reward? I don’t even know that Hell *can* be fixed.”

“I have to try,” she whispered as she began sweeping up discarded petals. “I have to try.”

Chapter Six

Cinnabar frequently sent treasures to the Tya as part of his tithe, even though he was no longer one of them. He stored his spoils in his treasure house in Hell, and enjoyed showing off the most storied pieces for his guests. He had a pair of soulsteel hook swords forged by Alveua herself, a cloak made from the fabric of the sky at Calibration, a daiklave whose name (he hoped) might someday draw the famed Sublime Danger to his doorstep. A moonsilver crown that remembered its owners’ shapes. He had rings and scepters and orichalcum-nibbed pens. Most of them stayed in their displays, but this needle he contemplated now would remain on his person. It was both practical and awe-inspiring.

Marvelous Cinnabar walked the Sky Stitch Needle over his knuckles, contemplating the artifact as it flashed in the lamplight. A black thread trailed from it, though when he tried to determine its endpoint, the thread fell through his fingers like smoke. He’d taken it from a Rasping Fen, a Demon-Blooded guard-captain in Decanthus, after a night-long duel.

It was Ajad who’d dangled the knowledge of it in front of Cinnabar, and fed him information on Fen’s vices and other weaknesses. Ajad was never so generous — somehow Cinnabar knew his arrival in Decanthus furthered some scheme she had in motion. She’d asked that he not *kill* Fen, but seemed quite satisfied to know the guard-captain hadn’t come out of the fight unscathed.

The others might have been concerned with whatever she was up to, but in this matter, Cinnabar was content with being a pawn. The spoils were excellent.

He sat at the desk in his quarters aboard the *Sunrise Pandemonium* and pricked the needle into the air. Despite nothing to push it through, it met resistance. The thread pulled through the spot as he drew the needle close and tucked it away in his coat pocket. As he stepped away from the desk, the thread followed. Though somewhere between the desk and the door to the main deck, it faded away. Cinnabar walked to the ship's stern and looked behind him. His fingers touched the needle in his pocket and felt the coil threaded through its eye.

Atash sat nearby, mending a sail. He'd gained a few new scars in the months since they'd captured Nerim, and with it a measure of confidence. Sensing his captain awaiting his attention, the youth looked up and met Cinnabar's gaze.

"Watch this," said Cinnabar. He tugged on the thread in his pocket.

Atash gasped. The world blurred.

Cinnabar stood in his quarters, exactly where he'd stuck the Sky Stitch Needle through the air.

It seemed such a small thing, though Ren had boasted it was a bristle from Isidoros himself: unmovable as the Yozi when properly deployed. Cinnabar chuckled at the thought of its uses. Returning safely to his ship during a raid, of course. Gaining access to a rival's stronghold — ah, if only he'd acquired this before the Althing!

He paused, considering: if he pinned it through clothing — say he sewed a stitch in Kiera the Blade's cuff — and the wearer moved, would he appear where they'd stood when he made the stitch, or where they ended up?

Chuckling, he went in search of his first mate to test it out.

Chapter Seven

Swift Hart Qu's spies brought word of infiltrators on the march. The soldiers had set out from Tenai two days ago, and were camped on an uninhabited islet on the way to Shumad.

The Tenai generals' instincts were sound: capture Shumad while the walls still had weak spots and the remnants of the empire's army were finding their place among the Circle's forces. While Ajad rooted out royalist cells within the city, Six's guards were on alert for saboteurs entering Nerim in supply caravans. They'd sent an assortment of heads, hands, and tongues back to the surrounding city-states as warnings.

But this was the first overt attempt at invasion from the surrounding polities, and Qu had no intention of letting others follow suit. Severed heads were a pale warning to people who thought human lives expendable. What they needed was a story, something to obsess over. The stuff of nightmares.

A little after midnight, he slipped into one shadow and exited another, over and over again until he found a suitably quiet portion of the Tenai camp. Tonight, the moon was dark and the Quiver shone bright in the sky. Qu took it as a good sign. He approached the first cluster of sleeping soldiers. One by one, he crouched over them and studied their dreams.

This one dreamed of glory on the battlefield, of standing at the gates of Nerim and roaring a challenge to its greatest warrior. Qu took the image of the city's walls and raised them higher and higher, until the man was nothing more than a flea in comparison. When the gates opened, Six Wicked Strings stepped out — fifty feet tall, his hands and tail already slick with blood. The soldier groaned and tossed in his sleep.

The next slept fitfully, his dreams little more than flashes of the long day's march and echoes of his aching feet. For him, Qu took the memory of trees surrounding them and added twisted, tortured faces in the leaves. Shadows slipped through the darkness just out of sight, and he soon realized his company had moved on without him. A keening filled the dreamscape; the faces in the trees shrieked his name.

Qu moved among the encampment swiftly, leaving nightmares in his wake. Some soldiers, he filled with dread of the impending invasion. Others he gifted with portents of disaster back home. Still others would wake distrustful of their comrades in arms, due to slights and betrayals that happened in their dreams.

At last he slipped out of the shadows inside the leader's tent. The guards outside were swapping stories of old campaigns, no wiser to the uninvited guest looming over the general. She was an older woman, with iron gray hair in a tight braid. Even in her sleep, her jaw was set as though she were watching her troops going through their drills.

Qu took all the fears and frustrations that had weighed on him these last few months: that his Circle would betray him, that Ajad and Nehramus hated one another, the danger Six and Cinnabar put them all in with their recklessness. He faced down each one and distilled it into a poison. The vile liquid dripped from his lips as he whispered in the general's ear. It wormed its way into her mind, her heart.

She whimpered as Qu's fears found root among her own doubts, shaping themselves to fit her psyche. Swift Hart Qu left the encampment feeling much lighter. When the army awoke tomorrow, it would be to sorrow, guilt, and deadly-sharp suspicion.

Outro

Four years passed swiftly. What once was Shumad became the Tassam Empire. Nerim remained the capital. Its walls were rebuilt within the year, and new sections depicted the night the Circle liberated the city: Six Wicked Strings smashing the gate, Nehramus Cast-Down-the-Heavens unlocking prison cells, Ajad radiant before a cowering king. Marvelous Cinnabar appeared twice: a striking figure at the helm of his ship and the towering monster rising out of the ocean ahead of it. Swift Hart Qu was depicted receiving the surrender of the Shumad generals, though in truth he'd spent most of that night working from the shadows. The artists had insisted on representing them all in some form, though, so accepting surrender it was.

Tassam had prospered. With Nerim stabilized, they'd looked outward. Cinnabar's fleet controlled shipping lanes throughout the Sayfar Domain, bringing several ports into the empire. Under Six's command, the empire's influence spread inland as well. Ajad had discovered a warstrider deep within a First Age ruin, and brought in sorcerer-engineers to repair it. The Circle had even tamed a clutch of flying behemoths, as much as any such beasts *could* be tamed. The shadow of their leathery wings blotted out the sun when they passed overhead, stoking enemies' fears.

But every year the Bronze Tide grew closer, swallowing up more and more of the Cinder Isles. At last, they'd arrived at Nerim. Their ships blockaded the harbor. Their army sat outside the gates, eager to begin the attack.

The Circle met in the council room. The siege had lasted weeks now, and unrest was taking its toll on the city. The Tide had been preceded by a wave of refugees, driven from their homes by the advancing forces. Nehramus had ordered them to be welcomed, clothed, and fed, given shelter and work. As it was, the Ascendant spent half her waking hours conjuring locusts to feed the city and fend off starvation.

Ajad and Six hovered over battle plans, arguing over their options.

“They’ll burn everything if they take the city,” said Six. “I’ve seen what they leave behind and it isn’t much. Kill the defenders, enslave anyone they deem useful, destroy the rest.” The Tide’s advance was only part of what had kept him busy in the outlying territories these last few years. Behind them would come Spear-Empress Bhadri and her Fair Folk.

“They won’t take it.” Ajad shuffled through dispatches, frowning at what she read therein. “Has there been any other word from our envoys?”

“The message is the same every time: Surrender.” Cinnabar paced back and forth. He wanted to be on the *Pandemonium*, cutting through the waves toward the Bronze Tide’s fleet, not here *talking* about it.

Qu consulted a sheaf of letters, some from his spies within Nerim, others from his contacts in neighboring city-states. “My informants say that Jural Three-Trees, one of Lukha’s advisors, meets with would-be rebels on the outskirts of Burr. And that there’s a rift between the two on the matter of what to do with Bhadri should they capture her. There’s an opportunity.”

“He’s right.” Six tapped the map where Burr was located, a small port less than a day’s ride from Nerim. “And even if this Jural wishes to remain loyal, we’ll have the chance to sow dissent.”

“We?” asked Nehramus.

Cinnabar finally stopped pacing, standing beside Qu. “If there are rebels plotting, we can root them out while we’re there.”

He said this to Ajad, who leveled a glare at him. “None of you need to go in person to shut down a handful of malcontents.”

“Burr has taken in hundreds of refugees,” said Nehramus. “They’re the ones who’ll suffer if you end up fighting one of Luna’s Chosen in the streets.”

Ajad nodded. She and Nehramus butted heads often, but in this they were united. “It puts our resources at unnecessary risk. When the siege lifts, we have shipments of food and supplies waiting in its harbor.”

Qu peered between the two of them. “What if the rebels set fire to the supply ships? Or the Bronze Tide seizes them for itself and razes the town? If we go, at least we’ll have *tried* something.”

Before they could argue further, a resonant clattering filled the air. Blood-ape guards threw the council room’s doors open to admit a rolling, rumbling oldrasek. The messenger-demon rolled toward Nehramus, and said in a chiming voice, “The generals report movement among the troops. Lukha Palash stands outside the gates, demanding an audience.”

Lukha Palash, the cobalt-haired leader of the Bronze Tide, hadn’t come alone. His entourage consisted of the keen-eyed Jural Three-Trees; a white-haired Yensei strategist named Parav; and several demon servitors including Astogal, his shape covered in flowers perpetually blooming and rotting.

Lukha had brought refreshments, delicacies from across the Cinder Isles: Mygdon wine, pomegranates from fallen Argidos, Issyk honey spread on flatbread. Such foods were both enticement and warning — *see what riches we’ve taken from the people we’ve conquered*. Six and Cinnabar partook with pleasure despite the tension. Qu and Ajad were more subdued, eating and drinking as much as etiquette required and nothing more. Nehramus declined all that was offered, insisting she couldn’t eat while her people went hungry within the city.

“That could all end now,” said Lukha. “Open the gates. Let us into the harbor. Nerim’s people can flee —

those that we don't need — and we'll allow you to leave alive. You've conquered one empire. Surely you can find another somewhere suitable. You can even have your pick of treasures to take with you."

Parav cleared her throat. "Within reason," she said. She craned her neck to peer at the city's warstrider, whose form towered above the gates. "We'll be keeping that."

"Or you could go back to your fleet and sail on," said Ajad. "You can afford some losses, but how many ships smashed to flinders is too many? The waves will be red with your people's blood before this is over, and when Bhadri and her Twelve Companions catch up to you, you'll wish you hadn't broken yourselves on the empire of Tassam."

"You could join us," said Lukha. "Add your fleet to ours and we'll stand against the Fair Folk together."

"Under your rule?" asked Qu.

Lukha spread his hands as if to say *just so*. "You'd be my advisors. The Tide has founded cities of its own. You could do the same, as part of us."

"This is the city we chose," said Six. "We're not about to cede it to your rabble."

Lukha smiled, but it had a dangerous, feral edge.

The talks broke down before sunset. The Bronze Tide insisted they'd be taking Nerim, and the Circle refused to yield.

"I should at least have bargained for more of that wine," said Cinnabar to Qu. They were aboard the *Sunrise Pandemonium*, moving swiftly over the waves. The Bronze Tide's fleet vastly outnumbered Tassam's navy, but that hadn't lessened Cinnabar's eagerness to fight. It was just before dawn; the last stars were fading as the sky lightened. In the distance, the Tide's lookouts would be getting their first glimpses of the navy approaching.

Dark shapes kept pace with the *Pandemonium* underwater. Every so often, something massive broke the surface in a spray of salt and seafoam, then submerged once more. Qu had lost track of which shapes were demons and which were behemoths beckoned by the Lintha among Cinnabar's crew.

"I suppose you can try to salvage some from the ships we board today," said Qu.

"My list of desired spoils is as long as your arm." Cinnabar grinned. "I'll present Lukha's head to Ajad, but I'm keeping a lock of his hair."

Six Wicked Strings hefted a chunk of stone from a pile of debris. Ajad would be furious at the prospect of having to repair the walls again, should they survive this. The enemy battalion had a Prince of the Earth among them, and moments ago the gates shook with the force of the Earth Aspect's strikes before they gave way and the Bronze Tide's warriors streamed through.

As he turned the stone over in his hands, he noticed it was part of the mural where the former rulers surrendered to the Circle. There was poetry in this, he was sure, but it would have to wait. The Dragon-Blooded monk slammed her fists into the ground. The ripples threw a dozen fighters off balance, but Six stood tall and unwavering.

The monk spotted him and leapt, her arc carrying her over the fallen and landing her before Six. He held the stone high and brought it smashing down, but she rolled away. She regained her feet quickly and charged, grabbing his arm.

Six let her get a hold of him. He waited until they were pressed close together, clasping her wrists and locking his leg around hers. Mouths opened all over his skin, teeth snapping eagerly. He laughed as she recoiled, but it was too late: his tail traced a line across the back of her neck, its barb dribbling with venom.

Nehramus chased Astagol into the palace garden. The demon had cavorted through Nerim, terrorizing all in his path with the searing rain that swirled around his body. He was bound to another, and Nehramus was unable to wrest control away from whoever that might be.

He fled from her at every turn — what she'd done to him last time wasn't easily forgotten. But at last she had him cornered. He didn't beg for mercy, didn't attempt to bargain or wheedle. When her fists pummeled his abstract flesh, he gibbered with pain as pieces of his material form sloughed away.

But Nehramus suffered, too, her skin sizzling as each strike passed through the poison rain surrounding him. At last, Astagol dissipated, and she clutched her hands to her chest and wept.

She didn't see the invader approaching her, dagger raised high.

Not, that was, until a blade glowing with Ligier's green fire sang through the air and severed his hand. Flames licked at the stump, then engulfed the man entirely. Ajad stepped in close and drove her sword into his heart. She let the body fall. "I might have let him scream awhile," she said, "but I didn't think you'd like that."

Nehramus smiled wearily. "After the day we've all had, I might not be opposed."

"Well, we're not dead yet." Ajad sheathed the sword and crouched beside Nehramus, reaching for her hands. "First, let me see to those."

Debris and bodies bobbed on the waves, the seafoam and water beneath churning with crimson. Siaka circled, eager to feast on the dead and nearly-dead. Qu was bloody and exhausted, but rest was a distant dream. The Bronze Tide was relentless, its numbers beyond even what they'd imagined. Cinnabar and his crew seemed energized by it all, roaring as they clambered aboard another vessel.

Qu was among the last to go across, hanging back to provide cover. Like now, when a raider dropped down from the rigging, dagger ready to strike the boy — Atash — from behind.

Only, Qu flung a poison needle into the woman's neck. Before blood could flow, she disappeared, banished to some other space for a time. Qu had a moment to glance back toward Nerim. Smoke curled from several districts, and even from so far away, people were fighting everywhere he looked. *Should we have surrendered? Should we have made a deal, no matter how bitter a pill for all of us?*

Then came the bone-chilling roar of the warstrider. On the other side of the city, it rose to its full height and stepped over Nerim's gates. Terrified shouts — thin at this distance, but distinct — reached Qu's ears. Six must have been at the helm, or maybe Ajad. From the other side of the gangplank, Cinnabar whooped with glee.

"Come on," he called to Qu. "We have work to do."

Introduction

*Hell hath no limits, nor is circumscribed
In one self place; for where we are is hell,
And where hell is there must we ever be.*
— Christopher Marlowe, *Doctor Faustus*

Behold: Our vengeance is loosed upon a wretched world.

So proclaimed the Yozis five years ago when Creation and Hell trembled at the birth of the first of the Infernal Exalted. Once, each was a Solar, their spirits as indomitable as the Unconquered Sun — now, transformed by the seething, catalytic Essence of Hell itself, they are something else entirely.

The Infernal Exalted command alien powers, drawn from the nature of the Yozis, their demonic soul-pantheons, and the Demon Realm. They are Chosen for the depth and intensity of their grievance, their certainty that the world has wronged them. Whether they were once vindictive princelings passed over for the crown, failed revolutionaries who sought to reorder the world, or slaves who refused to let chains break their spirit, they are now the Infernal Exalted: Chosen of Hell, the Green Sun Princes, and the living vengeance of the Yozis.

They are here. They are furious. And the world will break beneath their heel.

This Book at a Glance

Chapter One: The Infernal Exalted introduces the Infernals and describes the process of their Exaltation, from selection to grotesque rebirth to their coronation in Hell.

Chapter Two: The Demon Realm explores the Hell that is the Demon Realm — the city of Malfeas and the vast desert of Cecelyne which surrounds it. It describes the realm and its demonic inhabitants, but also touches on the role of infernalism and demon-worship in Creation, providing players with a glimpse at Hell's insidious reach into the world of mortals.

Chapter Three: Character Creation provides rules for creating Infernal player characters; **Traits** details the Infernal Castes and provides rules for the Great Curse and the alien majesty of Devil-Body Apotheosis.

Chapter Four: Charms reveals the strange and miraculous powers of the Infernal Exalted, by which they may reshape Hell and Creation alike in their own image.

Chapter Five: Martial Arts and Sorcery presents a new martial art for Infernal stylists, initiations from Hell's sorcerous teachers, and a selection of spells across all three circles — but *especially* the Solar Circle, offering the Infernal Host access to world-shaking sorcery that remakes cities, raises wandering islands, conjures demonic armies, and more.

Chapter Six: Artifacts offers a selection of devilish artifacts fit for the treasure-houses of the Infernal Exalted.

Chapter Seven: The Roll of Infernal Personages offers an array of characters who might serve as allies and antagonists, focusing on demons of all three circles.

Lexicon

bella caelestia: Wars between powerful *demons* for dominance over the skies of Hell.

Carceral War: A war fought by *the Yozis* and their *soul-pantheons* during the early days of their imprisonment in Hell, leading to the founding of Hell's current order.

Cecelyne: A *Yozi* known as the Endless Desert. The majority of her body stretches out from the walls of *the Demon City* in all directions for infinity. No matter how fast one travels, it always takes five days to move from anywhere in her body to the Demon City.

Chysalis Grotesque: A vast cocoon of demon-meat. The *demon* that delivers an *Infernal Exaltation* is unwound into this, and the new Exalt metamorphoses inside of it until breaking free, fully Exalted.

citizen: A *demon* granted certain rights and privileges by the laws of *Cecelyne*, including owning property, governing territory, and the right to redress their grievances. Most are *Second Circle demons*, but a few rare *First Circle demons* of unique power and influence rise to this level.

demons: Spiritual beings created from the Essence of *the Yozis*. *Third Circle demons* and *Second Circle demons* are component-souls of their progenitors; *First Circle demons* are servants crafted by greater demons for a particular purpose (or sometimes arise out of the nature processes of *the Demon Realm*).

Demon City, the: The region of *the Demon Realm* comprised of the body of *Malfeas*. It has an almost infinite number of geometry-defying *layers*. Beyond its gates lie the desert *Cecelyne*.

Demon Realm, the: The total realm of existence that encompasses both *Malfeas* and *Cecelyne*. May also be known as Hell.

Demon Princes: Another name for *the Yozis*.

Devil-Body: A sublime monster-form that reflects an *Infernal's* innermost self-concept. They may embody it briefly in situations of great peril.

fetisch: A *Yozi's* most important *Third Circle demon*, the one which represents the core of their being. Slaying a fetisch always results in dramatic and unpredictable changes in the *Yozi*.

First Circle demons: The lowest class of *demon*, and the most numerous. They are created by others or arise from the natural processes of Hell, and are not component souls of greater beings. They are divided into types called *kindred*.

Green Sun Princes: A poetic term for *the Infernal Exalted*, reflecting *Ligier's* blessing over them.

Green Sun, the: The celestial body of the *Third Circle demon* *Ligier*, *Malfeas's* fetisch-soul. His sickly green light can be seen from anywhere in Hell.

Infernal Exalted, the: The corrupted Solar Exalted who now channel the Essence of Hell.

kindred: A type or species of *First Circle demon*, often created for a particular purpose.

layer: A hollow sphere of *Malfeas's* flesh, with cityscape growing on both sides. Hell is made of many such layers, constantly being created, destroyed, or crashed into one another.

Malfeas: The King of the *Yozis*. His body forms the many brass and basalt *layers* of *the Demon City*. His name is often used for the city itself or for Hell more broadly.

Primordial: The makers of Creation as they were known before their defeat, which transformed them into *the Yozis*. Other terms might include "the architects of Creation" and similar names, or "the Old Ones."

Second Circle demons: Emanations of *Third Circle demons*, each representing a facet of their

progenitor's nature. Savants have identified that Third Circles often have seven souls. Second Circle demons are almost always *citizens* of Hell.

serf: The lowest social order of Hell, reserved for *First Circle demons*. Serfs have no rights, no recourse, and no standing; others of higher rank may abuse them at their pleasure.

soul-pantheon: The collection of independent souls that radiate out from a powerful progenitor — a *Yozi*'s pantheon includes its *Third Circle demons*, and a Third Circle's includes its *Second Circle demons*.

Third Circle demons: *Demons* of great power and purpose who are descended from their *Yozi* directly to represent facets of their personality and power. *Yozis* may have a dozen or more Third Circle demons, each of which has a collection of *Second Circle demons* of their own.

Unquestionable, the: A term for the social order of *Third Circle demons* in Hell, who are answerable only to one another and to *the Yozis* themselves.

Yozis: The fallen *Primordials* who lost the Divine Revolution. They are so spiritually vast that they radiate an entire *soul-pantheon* of *Third Circle demons*. Their bodies form the physical substance of Hell, and their mingled Essence shapes its nature.

warlock: Living beings who make a mystical pact with a *demon* or *Yozi* to become an adjunct to their soul or *soul-pantheon*, receiving strange and unique powers in exchange.

Suggested Resources

Classics

***Medea*, by Seneca:** One of many tellings of Medea's story, this one sees the sorceress driven to revenge after she's betrayed by her husband, the hero Jason. Her terrible magic, unrepentant hatred, and the horrific depths to which she descends are prime inspiration for Infernals.

***Paradise Lost*, by John Milton:** Milton's Satan is the ur-Infernal, an epic antihero driven to take his revenge on an all-powerful God. While the Christian Hell has little in common with Malfeas, Satan's hubris, hatred, and charismatic villainy loom large among the Infernals' inspirations.

Fiction

***The Count of Monte Cristo*, by Alexandre Dumas:** After escaping years of imprisonment, Edmond Dantès sets a master plan of revenge into motion. He's a major inspiration for Nadir Castes, employing false identities and subtle intrigues to bring about the downfall of those who've wronged him.

***Night's Master*, by Tanith Lee:** Little-known but highly influential, *Night's Master* is the foundational source of **Exalted**'s demonology. The demonic prince Azhrarn is a forerunner of Ligier, while the sorceress Zorayas is excellent Horizon Caste inspiration.

***The Traitor Baru Cormorant*, by Seth Dickinson:** How do you take revenge on a world-spanning empire with five dots of Bureaucracy? Baru Cormorant is a supreme inspiration for the Penumbra Caste, a mastermind of economic manipulation. The Masquerade is a brutal, unflinching depiction of the horrors of empire, but the lengths to which Baru goes in her quest to destroy the empire from within make this far from a simple morality tale.

Manga and Comics

***Batman R.I.P.*, by Grant Morrison:** Morrison's surreal Batman saga features one of the best depictions of the Joker, an interpretation that inspired a number of classic Infernal Charms.

***Kill Six Billion Demons*, by Tom Parkinson-Morgan:** From the city-world of Throne and its monstrous inhabitants to the invincible demigod Jagganoth and his five-hundred-armed war form, this beautifully illustrated webcomic abounds in Infernal inspiration.

***V for Vendetta*, by Alan Moore:** Inspired by *The Count of Monte Cristo*, the masked terrorist V makes for excellent Infernal inspiration as he wages a shadow war against the fascist government that tortured and imprisoned him.

Movies

***John Wick*, directed by Chad Stahelski:** A retired hitman returns to his violent ways to avenge his dog's death. What more do you need?

***Kill Bill: Volumes I and II*, directed by Quentin Tarantino:** The Bride's bloody rampage of revenge is replete with swordfights, martial arts, and a great soundtrack.

Television

***Breaking Bad*, created by Vince Gilligan:** Walter White's downward spiral from promising chemist to unappreciated chemistry teacher to ruthless criminal makes him a perfect example of a Horizon Caste — and of a morally abhorrent Infernal.

***Neon Genesis Evangelion*, by Hideaki Anno:** What starts off as a somewhat standard mecha anime quickly reveals itself to be an alienating psychodrama about trauma and loneliness against an apocalyptic tableau. The enigmatic Angels are a great inspiration for the scope and strangeness of the Yozis and some Third Circle demons — or for evocative Devil-Bodies

Video Games

***Clair Obscur: Expedition 33*, by Sandfall Interactive:** The surreal, color-saturated landscapes of Expedition 33 are an excellent inspiration for Malfeas — sometimes beautiful, other times grotesque, and often with a melted, twisted, organic influence. Its colossal bosses would translate well to demons of the Second and Third Circle.

***Tales of Berseria*, by Bandai Namco:** Protagonist Velvet Crowe is the pitch perfect example of an Infernal, driven by her need for revenge — and her Therion arm is a great aesthetic model for the Charm One-Hand Fury.

***We Know The Devil*, by pillowfight:** This visual novel explores themes of religious trauma and queer identity that directly inspired the Ascendant and Nadir Castes. It also features incredible inspiration for Devil-Bodies that are both monstrous and divine.

Chapter One: The Infernal Exalted

Hell stirs. It seethes. The Demon Realm is alive with something much like hope: *spite*. For millennia, the inhabitants of Malfeas have chafed at their imprisonment. Now, champions ride forth from the exultant streets of the Demon City, blessed with crowns of brass and emerald fire. These are the Chosen of Hell, the Green Sun Princes — the Infernal Exalted, come at long last to punish the world.

As Hell's Chosen, the Infernals command strange, alien powers never meant for mortals. The Charms and magics of all the Exalted are strange and wondrous, of course, but Infernal power is all the stranger: summoning a bounty of candied locusts to feed the hungry, wreathing their blades with infectious flame, or granting the wishes of those who catch their fancy in a wind of silver sand and blue petals. At the height of their powers, they can undertake Devil-Body Apotheosis, their human shells cracking like an egg to reveal a burgeoning god-monster within.

The Infernals haven't come to free the Yozis. That is an impossibility too far. The Yozis cannot have Creation again... and if they cannot have Creation, they will break it. Each Infernal emerges from their Exaltation with a terrible grievance against the world — and suddenly, the power to redress it.

History

Only five years have passed since the first Infernal Exaltation, but they were millennia in the making. From the final days of the War of the Gods to the first coronation of a Green Sun Prince, the Infernals have always been as inevitable as revenge.

The Divine Revolution

In the final days of the Divine Revolution, the world was carnage and flame. Much of Creation had been burned away in the screaming throes of the defeated Primordials. When Malfeas was finally laid low and forced into surrender, the gods and their Chosen enacted their greatest humiliation upon him: To crack open the ribs of his world-body, turn him inside out, and bind his siblings within his own infinite layers. They stretched his sister Cecelyne into the great sand-sea that would contain that prison, and cast them all into what would become the Demon Realm.

In their agony, the now-twisted Yozis and their soul-pantheons battled one another in the Carceral Wars. They were terrified, wrathful, and proud. It would take centuries for Hell to achieve a semblance of the balance it has today.

For all their spite and sorrow, the Yozis took a keen, vengeful interest in their Exalted conquerors. Two among their number had created Exalted of their own: the Getimian Exalted, raised up by the impossibility of Oramus and the inevitability of Sacheverell. Though both were now bound and diminished — a fate the Yozis recoiled from with instinctive disgust — the Yozis extracted what little insight they could from the mad mumblings of the Dragon Beyond the World and the perilous nightmares of the Lidless Eye That Sees.

They tested this knowledge throughout the First Age when mortals and Exalted alike came to them, bargaining for power. Those who impressed the Yozis with their will or desperation, they endowed as *warlocks*, adopting them as vestigial souls to their injured pantheons. In so doing, the Yozis came to understand a fraction of the great secret of Exaltation.

Death's Emissaries

The fall of the First Age saw travel to Hell trickle to almost nothing. There were always fools in search of

easy power, and so there were always more warlocks.

Then came the Deathlords, all clad in shadow and gore and glory. The Yozis recognized in them the tattered leftovers of many of their greatest foes, but they came under a banner of truce. Their delegation offered a plan: It was within their power to find and release those Solar Exaltations lost during the Usurpation, but doing so would benefit them not at all without the power to turn them to some other, darker end.

Not all among the Yozis and their souls wished to deal with the Deathlords. Some rejected them for their deathly nature, considering them grotesque mockeries or reminders of their slain Primordial kindred, now forever suffering. Others embraced the plan whole-heartedly, eager for whatever vengeance they could enact upon the wretched world that had betrayed them. Debate sometimes gave way to intrigue and war, but when the dust settled, the Yozis reached an agreement amongst themselves — or at least, the dissenters offered a grudging assent.

Thus was forged an apocalyptic pact: The Yozis would share what they knew of the secret of Exaltation, and in turn, fifty of the recovered Exaltations would be theirs to do with as they pleased.

So it came to pass that the Deathlords retrieved the Jade Prison. The promised Exaltations were rendered unto the Yozis, and the old ones began the great and terrible work of twisting them in their own image. Through the venom of their ancient grudges, through the ineffable workings of those who authored reality, through the sheer weight of their various infinities, they transformed the Sun's Essence into the stuff of Hell itself.

The Coronations

Five years ago, the first Green Sun Prince emerged from her Chrysalis Grotesque. Since that time, the Yozis have watched with wicked delight at the works of their Chosen — temples desecrated, thrones toppled, gods slain. The Yozis shower their champions in treasure and saddle them with ambition; many of these early Infernals have died by their own hubris. Still, others of Hell's Chosen prove tenacious and resourceful, prosecuting what promises to be a long and bloody reprisal.

When an Infernal dies, the Yozis laugh: *The foolishness of our once-conquerors!* When a new Infernal rises, they laugh: *Another piece in the great game takes to the board!* Though the Yozis still suffer for the ignominy of their defeat, their humiliation is now punctuated by bouts of dark and dangerous glee: *Now, oh now, we shall at last have our revenge.*

Infernal Exaltation

The potentate steals a final glance, swearing vengeance while his lost lands fade away with each grudging step. Banging her fists against the door, the savant rages at hidebound gatekeepers within. Wine seeps down the minister's chin, staining his robes, and he curses every god for deluding his beloved into spurning him. The likes of these, the Yozis crown as Infernal Exalted. To the aggrieved and wronged, those passed over — neglected, imprisoned, and brutalized — the Demon Princes display their favor. In the lowest moment, the Chosen hears their emissary speak. And with its offer, the Infernal Exaltation awaits.

Between Choosings, the Infernal Exaltations flit about the scarred bodies of the Yozis, as if tracing the scars they once inflicted. When they deign to Exalt a new champion, the Yozis coax the hell-stained power into the safe-keeping of a specially-anointed demon of the First Circle. They send their emissary unbound into Creation with orders to scour the world for one worthy of their patronage. When the demon finds one whose Essence resonates with the Demon Princes, it rarely approaches immediately. For days,

or even weeks, it observes and waits until her darkest moment. Only then does the demon make itself known.

Her gaoler's first kick jolted the former commander awake. The second brought her back against the stone cell's wall, straining against her chains to get away. A hundred victories she had given to the tetrarchs of Kundath, yet a single intimate moment with one of them had been enough for his co-rulers to cast her into this oubliette. Testing her teeth on the stale bread her tormentor had left her, she cursed Kundath and its fickle gods who refused to save her. It was not long before she startled from the deathlike sleep of hunger a second time — when a green sun's light illumined the room, and a growling voice, accompanied by the smell of blood and carcasses, told her of older gods, more deserving of her fitful prayers.

Some demons approach the potential Infernal in a pliable moment of desperation, grief or rage. Others observe and converse with the prospective Chosen for months, hiding from the sight of others. It might treat an imprisoned prince, yearning for revenge, as Hell's highest aristocracy, likening her suffering in prison to that of its masters. A humiliated sorcerer might find themselves plied with stories of Hell's great libraries. Either way, it portrays the Infernal Exaltation as a blessing from Creation's true gods. If she accepts, the demon comes unwound, engulfing her in a cocoon called the Chrysalis Grotesque.

"Then the gods must pay, as well!" No sooner had she said it than a terrible premonition came over her, and a crack like thunder resounded. The ethereal harpist smiled, inhumanly many fingers playing faster and faster, shaking the wooden walls of her cage. Though the guards had merely been tasked with carting a presumptuous house slave to Pangu's market, it was a lady of Hell's high aristocracy they would find, wrapped in a thick cocoon of hair-like strings.

If the duration of the Chrysalis Grotesque has a logic, none have found it yet. Some remain within the cocoon for little more than heartbeats, and others the Chrysalis might keep for days or months. The Chrysalis disgorges some in peace, while others must tear themselves out with urgency. Within her Chrysalis Grotesque, an Infernal attunes to the Infernal Essence of her Yozi patrons, and they commune with her in turn, teaching her of her nature, the many ways into Hell, and of the cosmic betrayal that saw them cast down and imprisoned.

Exiting the Chrysalis, most Infernals bear at least subtle cosmetic changes influenced by the demon that bore their Exaltation: hair of spun glass reminiscent of a fulope's body, nails of venuous panels like an agata's wings, or the thick jawbone and gleaming red eyes of an erymanthus. A few emerge entirely unchanged, while others find the resulting body more demonic than mortal. Scars, blemishes and sicknesses may be shed in the Chrysalis, and the vigor of youth returns. At least one Infernal emerged from her Chrysalis with a womanly shape reminiscent of a neomah, rather than the male body she entered with.

In the Chrysalis Grotesque, the demon that carried her Exaltation becomes an unwoven coadjutor; a quiescent sixth sense that taps into the Essence of Hell. Both an echoing remnant of the dissolved messenger and the Chrysalis' ecstatic and agonizing torrent of alien sense-impressions, the coadjutor is a spiritual organ for communion with the Yozis. Most Infernals interact with it as a source of visions, but some learn to speak with the demon within once more.

As if he had never tasted it before, he sucked in breath and emerged from the iridescent surface of the membranous cocoon, his long hair trailing. Covered in a clear and viscous fluid, he stared at his slender left arm — the one his treacherous sister had cut off to invalidate his claim on the throne — and clenched his fingers experimentally, mind full of trepidation. It was not its foreignness that disconcerted him. No, in the haunting phantasmagoria of rapidly-fading, alien

impressions, what scared him was just how natural its insectile joints and exoskeletal fingers felt to him.

Upon leaving the Chrysalis Grotesque, most Infernals find their senses overwhelmed at first, and subsequently struggle to regain their local awareness. A lucky Infernal has already had her Chrysalis moved to a safe location by an infernalist cult ready to fete her as soon as she emerges, like a Hellish honor guard; less fortunate ones find themselves alone or actively in danger. The former may count on the guidance of cultists to reach her patron, while the latter must navigate by means of the omens they send their Chosen.

Arriving in Hell, worshipful throngs and the clangor of a million discordant melodies greet her. Demons of the First Circle dare not look at her, and citizens — through whose domains the festivities of her Second Breath echo for days — greet her as a young peer. Even the Unquestionables of the Third Circle make their approval of her known, their slaves bringing her gifts of their making and favor.

Despite its appearance, the circlet weighed no more than a feather. Intricate, and of orichalcum make, the circlet now on his brow had been gift. So was this palatial manse, and its thousand demon slaves. After the fourth day — without night, days were hard to tell apart — the continuous festivities outside had started to wear. And so, he had resolved to stay within, and enjoy Ligier's gifts, the handsome Green Sun's smile and touch still fresh in his memory. A decade of oratory at the court of Iscomay had not earned him close to such luxury; his wealth, in brass and verdigris, must now put them all to shame. He cast his gaze at the celebrants in the streets below and grinned. Slipping on a silken robe and calling for his demon harpists, he thought to himself: Why not let the serfs see him after all?

Infernal Nature

Solar Essence is a rush of vitality and excellence. To channel it is to touch something beyond impossibility — the perfect, the wondrous, the sublime. Though the Exaltations of the Infernals may be stolen and corrupted, they are no less powerful. Still, they reach beyond — beyond human imagining, human comprehension, human form. It is a twisting, warping, shaping power; it squirms within the flesh and soul like a pulsating cancer of the spirit.

This is the truth of an Infernal's magic: That it is not the power of the Yozis or their demons, but instead the power of Hell itself. It is a maelstrom of conflicting energies and alien influences; seen from above, the Essence of Hell is infinitely more complex, aberrant, and magnificent than any one of its component parts, no matter how grand they may be.

Thus while the Yozis may inflict their choosing upon the Infernals, they are nonetheless the Chosen of Hell. Like the first crack in an egg's shell, each young Infernal is on the edge of some great, unknowable, impossible process of *becoming*.

Devil-Body Apotheosis

The transcendent Essence of the Demon Realm was never meant to be channeled through mortal flesh. At their core, each Infernal has a nascent vision of their true self. It congeals from their soul and their deeds, their nature and their self-image. They have little, if any, control over it, for it is a profound truth about their innermost identity. Few know it until the first time it reveals itself.

This, they call the Devil-Body Apotheosis.

In a moment of solipsism, the Infernal proclaims to existence: *I am*. And thus they must be — and not just be, but be their truest self, born out of the kaleidoscopic Essence of Hell. Flesh warps or melts away,

replaced by ichor, living bronze, flocs of liquid hate. A Devil-Body need not be a body at all. While some assume demonic shapes or become living idols reminiscent of the treacherous gods, others disincorporate into verdigris kudzu or abstract geometric perfection.

After its first manifestation, its shape remains fixed outside her conscious control. It may be influenced by anything from her personality, her unwoven coadjutor, her Charms, or the experiences and lives of her past incarnations. Because of that, certain events of great personal significance can also affect the shape of her Devil-Body; if her ideals of harmonious order are threatened, one Infernal whose physical form used to unravel into perfect geometries of force may find that the formerly unbound shape now retreats into a humaniform shell of reflective crystal.

It is a cruel irony, pleasing to certain Yozis, that the Infernals may live this hideous, perfect truth only in extremis. Their mortal souls cannot easily bear the terrible weight of this transformation, and so most Infernals don their Devil-Body only in moments of utmost desperation. A few of the Green Sun Princes have hinted that they have discovered more esoteric ways to channel their full power, but few willingly share such secrets.

Essence Fever

Powerful and oil-slick, the Essence of Hell's Lawgivers cries for the same acts of forceful self-assertion that Solar Essence does. But channeling Infernal Essence — far from harmonious — is a crazed fervor, a restless mania, reminiscent of power, youth, and sanguine thrill. To an Infernal, channeling her Essence feels like a struggle of life and death, of rushing blood and excitement. It calls her to inflict pain, to dominate her fellows, to lay bare the weakness of all that is thought invincible, to take whatever she may desire as her right, and to pay all slights made against her back a hundredfold.

Because of the youth and small number of the Infernal Exalted, little guidance or teaching is available. For a fledgling Infernal — heaped with riches beyond imagining, pride beyond sense, and power beyond reason — Essence fever may feel more like possession, drawing out urges long repressed. Some Infernals exult in this, drinking their fill of the sweet wine of Yozi exuberance. Others fear that river's undertow, trying to limit how much they channel their Essence for fear of its intoxication.

Most begin to master their Essence as they enact their long-deserved vengeance upon the world. In the moment when a lifetime rival lays bloody and broken at her feet, the mania of a new Infernal dims, replaced (at least for a time) with an intolerable realization: Revenge is a hollow repast, and always leaves you wanting more.

Great Curse

The Infernals enjoy no reprieve from the Great Curse; it falls upon them as it falls upon all the Exalted Host. Rather than the overflowing virtues of their Solar cousins, the Great Curse drives the Infernal Exalted into fits of wickedness and excess, reveling in taking all that should be theirs. In the curse's throes, a Green Sun Prince might shame the gods with her own miracles, seize crowns and thrones with little head for their cost or value, or seek out a treasure otherwise forbidden to her, headless of the consequence.

Past Lives

The Infernal Exalted vividly remember their former lives. Waking from dreams — or tearing themselves from waking hallucinations — they weep at beautiful vanished vistas or rage at glories long lost to time and treachery. As the Yozis and their souls look to Creation's vast domain they raised from chaos in the distant past, so do their Chosen recall, most vividly, the splendor of the Realm they built in the wake of

the Divine Revolution.

With such memories, an Infernal retraces her steps to palatial ruins of manses or once more feels the familiar heft of a daiklave she wielded in another life. Not merely a source of useful knowledge, her memories of past incarnations are also a form of private knowledge neither her patrons, nor anyone else, could give her. Through those memories, she sees herself plunging a spear into the heart of an Unquestionable who now stands as her patron or recalls the contempt with which she once held the Demon Realm's residents.

Even in the throes of the Great Curse, the Infernal cannot escape her memories. In the eyes of a lover, she sees a spouse from ages past, or addresses a rival with a name not uttered outside the history books for centuries. Ancient ideals bleed into her mind, ironic punishments are tailored to punish perceived transgressions spanning the ages' abyss, or she finds the distinction wholly blurred, with the passions and principles of a past life replacing her own while in the Great Curse's grip.

Past incarnations are a source of entanglement as well. Judged against the behavior of past incarnations, a fledgling Infernal can easily herself the subject of the latest gossip of Hell's mightiest. One Infernal may make it her strength, courteously bowing before the Green Sun where a past life had challenged him, while another becomes an object of ridicule for her failure to live up to the legendary discernment she displayed centuries ago.

To Hell's grandees, to whom death is mostly a temporary hindrance, the distinctions between Exalted incarnations appears an academic one at best. Indeed, many citizens and Unquestionable alike consider any changes in incarnation little different from what happens when they themselves reform after death.

Longevity

Not unlike the Lawgivers of eld, the Yozis promise their Chosen long lives that stretch into the millennia, and suitable grandeur with them. It is likely that the Infernal Exalted will count their lifespans in one, two, or even three millennia. Most Infernal Exalted are young, full of surging power, and have long lists of grievances to redress — and so they too have little time or care to invest into the matter of their hypothetical lifespan.

Vengeance is Theirs

From their bitter cell of stone and brass, the Yozis reach out to guide their Chosen with portentous dreams. One, they opulently dress and lead through ruined temples as if at her wedding procession. Another, they raise up high and let pass judgment on Creation's crowned heads, whom they bow to his feet as slaves underneath a sickly-green sky. Such unreal visions are the sendings of the Yozis, their covenant with their Chosen.

No day passes where the Yozis do not dream of vengeance. If they had their way, the Infernal Exalted would raise up temples taller than the mountains from which the enslaved mortal masses could be lead in worship of their Yozi masters. Freedom from their prison, they know they will never have, but to see Creation too in chains — perhaps that might satisfy the vengeful demiurges.

But the Yozis, and their cause, are distant. Promises of wealth and power may appeal to the mortals they Exalt, but few wish to deface every altar, let alone inflict the vast cruelties the Yozis yearn for. Instead, the first priority for most Infernals is usually quite simple: revenge.

Newly Exalted Infernals are usually haled away to Malfeas, coronated and inducted into the highest echelons of its society, but almost all consider this little more than a prelude. The Yozis delight in the eagerness of their champions and teach them that as the architects of existence, they now bequeath

Creation to them, to do with as they will. The world's current rulers are venal and unfit to rule what they stole, and so now it falls to the Green Sun Princes to make Creation what they wish.

Full of righteous purpose — or having proven themselves to need no such pretense for their inevitable rampages — Infernals are loosed upon Creation with servants, armies, and weapons to seek their bloody, blessed revenge. They wreck havoc upon kingdoms and empires, putting their every enemy to the sword (or condemning them to far more myriad and awful fates, depending on their temperament and power). Their frenzies beget further vengeance: a slaughtered king's daughter rises up her still-loyal companies; a humiliated god burns himself alive in the pyre of the Exigence to call forth a champion.

Cynically-minded Infernals sometimes question if even the most excessive Infernal cruelty is different than mortalkind's own. What weapon could Ligier produce in his forge with an edge more savage than the slavery mortals already inflict on one another? Others, still reeling from unfiltered memories of a time when towers of glass seemed to taunt the skies with their height, look on the crude constructions of the Age of Sorrows, and its feuding magnates, and find no difficulty in justifying their actions. Resurrecting even a speck of that splendour is enough justification on its own.

Digging Two Graves

Regardless of their personal reasons, the character of Infernal Essence is fuel to aggrievement like air fuels flames. When an aging master passes over a star pupil in choosing his successor, a newly Exalted Infernal may murder him to feed the urges of her Essence — and yet, the fire is not satisfied. It burns in her, empty and yearning, fueling suspicion and indignation: Who else has wronged her? How many bodies must she stack like timber before her revenge is true and final?

Infernal Essence imparts an impulse to take, dominate and return every injury with tenfold strength. It leaves little room for making peace with grievances. Furthermore, Infernals are Chosen from the resentfully neglected; the Yozis love nothing more than righteous indignation that reminds them of their own resentment. For these reasons, it is difficult for an Infernal to ever truly complete her revenge. As soon as she does, the resulting void demands to be filled with a new obsession.

Some Infernals simply accept this for what it is. They surround themselves with every pleasure they desire, they care for no law but their own (and perhaps those of Cecelyne), and they swaddle themselves in silks that make emperors green with envy, discarding them with a shrug after staining them with wine. Others commit themselves to high ideals, restricting indulgent urges and channeling the covetous drive towards championing their vision of the world and destroying that vision's enemies.

As Infernals move through the world, they accumulate allies and enemies alike. Even those who wish to turn over a new leaf, or perhaps abandon their yearnings altogether, may find the consequences of their own actions returning to push them back on their old path.

Nonetheless, a few Infernals may still manage to satisfy their grievances. Whether they have reached that state by long chains of murder, decades of nested false identities, or plundering every library in Creation, they find the road leads to nowhere. Without that driving force of want, many Infernals are likely to find themselves faced with a profound emptiness, while others may look behind them and rage at doing so much for so little.

Such Infernals are likely to drift through Creation or devote themselves to seemingly uncharacteristic pursuits in an attempt to find something to fill the void. The passions of the Exalted are not those of mortal men, and the passions of the Infernal Exalted are stranger still.

Green Sun Princes

Since the gods of Heaven first created champions to take the glory they yearned for and fight the battles they never could, the Exalted have been named Princes of the Earth. Disdainful of the idea that the Chosen of the gods could ever be equal to those of their makers, the Green Sun of Malfeas thought it fitting that the Infernal Exalted should rather be termed the Green Sun Princes. With his blessing upon them, they were marked out as the royalty of Hell — heirs to its well-deserved vengeance.

Thus, given a mandate to bring an order to the human world like that of the demon world, no leashes bind them. Only by their own choice do they continue to serve their patrons' interests. From the very moment she first makes her entrance into Hell, serfs proclaim their obedience and citizens whisper their counsel into the audient Infernal's ear.

In the ballrooms of Hell, citizens court the Infernal Exalted with honeyed words and flattering gifts, while outside their halls the serfs throw themselves to the ground in worship. As they assemble in the Conventicle Malfeasant, heralds sound their instruments akin to how they played when the Old Realm's Deliberative threw open its doors.

Even the Unquestionable must deal with the Green Sun Princes with a measure of respect. They are not quite peers, but neither are they inferiors. The Infernals occupy a strange half-rung within Hell's ladder; an Unquestionable cannot summarily punish them, but they are free to entangle them in the perilous games of vendetta that are the chosen sport of the Third Circle.

Lords and Citizens

An Infernal's principal peers and patrons are the demons of the Second and Third Circles. They don't just make up her contacts, allies, and rivals — the lords of Hell are her social circle. Beyond the Conventicle Malfeasant, she can expect invitations to observe the Quarter Prince's soldiers parade, to peruse the wares of Makarios, and to receive the advances of Florivet. As far as the gentry of Hell are concerned, she is a peer — whether one to be courted, cowed, or complied with.

To demons of the Second Circle, Infernals are allies and potential rivals — confidants, partners, and peers. The Unquestionable content themselves with their internecine games, leaving the politics of the Demon Realm to its citizens. Thus, it is the citizens who govern empires, wage wars, conduct business, and hoard knowledge. In the shadow of the Third Circle, the high society of Hell turns on the plots of its citizens.

While demons of the Second Circle are usually more powerful than their new Infernal peers, securing their loyalty remains a significant advantage. The sight of an Infernal at Octavian's side — if nothing else — informs his rivals that his strength has grown. For the services they render, Infernals can expect payment in fiefs of land, gifts of slaves, and unique services and wares.

The demons of the Third Circle, by contrast, rarely approach the Green Sun Princes directly. To them, Infernals are clients, assets, and curiosities. They cannot do otherwise, for the Unquestionable often live passion-play lives, acting out their peculiar obsessions. Despite this aloofness, Third Circle demons are not above calling for an Infernal, either by messenger or through their sub-souls. Obedience to such summons reaps status and influence, luxurious palaces and wondrous artifacts. The Infernal who refuses risks snubbing the Unquestionable, making a target of herself.

Still, the canny and far-sighted among the Unquestionable deal with the Infernals with grace and care. They remember what the Exalted of the First Age became... or perhaps, they sense what the Infernals may one day become.

Gifts of the Demon Princes

Hailed as Creation's newly-crowned princes, the grandees of Hell invite the Green Sun Princes to join their ranks with gifts of land, artifice, and slaves. These gifts, more than anything else, bind the Green Sun Princes to Hell. An Infernal forced by circumstance to sleep under Creation's sky can rest, secure in the knowledge that luxurious estates and obsequious serfs await in Hell. Should she waver in her cause or grow uneasy in her role, obedient servitors are quick to reassure her. And when she reenters the Demon Realm to tend to her estates, artifacts — whether from Makarios' shops or glowing from Ligier's forge — are quick to come by in Hell, as favors and rewards from her engagements in Creation.

Serfs tend not only her estates but also the puissant geomancy of Hell, which gives rise to many uncapped demesnes and palatial manses. Likewise, the Old Realm's lords knew well of Hell, and its treasure chambers remain well-stocked with smuggled goods and bargained trinkets from that era. With luck, an Infernal may find the panoplies of past incarnations returning to her.

So far, the Green Sun Princes have contented themselves with benefice of Hell's high society. None have yet dared to set themselves up as proper conquerors, rivals to the likes of Octavian, Hzirak of the Sarcoline Banner, or bloody-footed Manajra. As they grow in majesty and claim their arrogant birthright, Hell may yet find new governors and masters.

The Will of the Yozis

Few in number, the Green Sun Princes have yet to form much of a culture of their own. Selected by their patrons with care, the Infernal Host is largely given to sympathy and gratitude. Guide by theophany and dreaming visions alike, the Yozis do not so much command their Chosen as they urge them onward. Across all of wide Creation, each and every monarch — they say — is illegitimate, and each and every god undeserving; victimized and rejected, it is not hard for most Infernal Exalted to agree.

A few, however, find the clamorous decadence of Hell revolting, or the fractal intrigues of the Demon Princes exhausting... or they simply miss Creation's blue skies. They spurn both Hell's lavish luxuries and their Infernal fellows' company at the Conventicle Malfeasant, turning their attention to private causes and ideals.

Regardless of reason, their patrons do little to hinder them. For all intents and purposes, Creation is their playground and their blessings, meant for serving the Yozis' cause, may just as well be used to serve their own. Bound by oaths of surrender, the patrons of the Infernal Exalted and their souls take little direct action against those wayward Green Sun Princes who seek refuge in Creation. They trust in the Essence of Hell that burns in the pit of each Prince: Vengeance is their nature, and that is all that matters.

Heretical Infernals find little comfort in Creation — they carry the dual damnation of the Anathema and the Demon City. Even with the noblest intentions and deeds, they have been marked as Chosen of Hell, forever set apart from the very people they may seek to save. Either hunted through the world as a prince of demons or revered as a strange and alien master, even an Infernal wishing to save the world will find herself forced to struggle against it. And in the Infernal's secret dreams, the brazen halls of Hell will always beckon to their prodigal Chosen welcomingly.

Chapter Two: The Demon Realm

Introduction

Imagine a world of infinities. Amidst a desert of infinite silver sands, there is a city of infinitely growing layers, ever-changing. To people that city, there is a nigh-infinite throng of demons. Into all of this, pour an infinite grievance, infinite spite, infinite rage, and you begin to understand the nature of the Demon Realm.

This realm is more often called either Hell, for the agony it inflicts upon many of its inhabitants, or Malfeas, for the Yozi who is its king and the body of the city itself. It is a prison that exists beyond Creation, Yu-Shan, or the Wyld. Those who dare to visit it rarely return, and the demons bound within can escape only briefly — and the Yozis cannot escape at all.

It is a place of beauty and grotesquery. Even now, twisted by defeat and spite, the Yozis and their demons maintain a majesty that over-awes those who behold them at the same time as it disgusts them. The fluted pillars of Malfeas' tower-ribs loom like arches over his arterial streets; the sheer cliffs of Qaf are lined with temples both austere and grand, but also bedecked with the corpses of those who failed his tests. The waters of Kimberly scintillate with a rainbow of precious toxins, but the sea-wind is sharp and bitter with the scent of dissolving flesh. All is glory, and yet also gore.

It is a theater for tales of violence, decadence, vengeance, and endurance. Here, demon-empires rise and fall, making war upon one another as their leaders look on from pleasure-palaces. Here, the lives of lesser demons may be snuffed out by the whims of their masters — or Adorjan's wind may wipe them out, greater and lesser alike. The serfs of the First Circle toil, citizens of the Second Circle build their kingdoms, the Unquestionable of the Third Circle pursue their alien obsessions, and the Yozis preside over it all. All of these — the greater, the lesser, and the least — endure the humiliation of knowing that the world they helped to make is now forever lost to them.

This is the Demon Realm which the Infernals champion, in all its contradictions. This is their sanctuary, far from the petty concerns of Creation. This is the place where vendettas find rich, nourishing soil and blossom into revenge.

History

Humiliated beyond reason at being imprisoned, the Yozis turned on one another, venting their rage in cataclysmic displays of elemental force. This occurred in parallel with — or manifested as — **the Carceral War**, a vast and terrible battle for dominance among Third Circle demons, driven by their progenitors' spite and their own irreconcilable differences. Lesser demons perished by the millions, with many kindred from before the Divine Revolution dying out entirely. Survivors took refuge from the chaos in brazen fortresses, deep-sea caverns, and other havens sequestered among the Yozis' world-bodies; many of these sanctums remain seats of demonic civilization and culture.

Once the Carceral War subsided, the greater demons turned toward subduing their lessers. The demons of the Third Circle established a complex web of alliances and conflicts, perhaps to reify their progenitors' own feelings toward their fellow Yozis and toward the concepts those Third Circles embodied. Demons of the Second Circle dominated the endless hordes of the First Circle, establishing a patchwork of principalities across the Demon City's ever-multiplying layers. Wherever their progenitors were absent, demons of the First Circle established their own domains.

The Yozis scarcely intervened in these early affairs except as natural disasters. In a noteworthy exception,

Cecelyne empowered certain demons as her priests, establishing a code of laws to regiment the demonic hosts. Their first act was to cement the demonic hierarchy, declaring the Third Circle to be Unquestionable, naming the Second Circle as citizens, and relegating the First Circle to eternal serfdom, powerless beneath their superiors.

BEGIN TABLE

Realm Year	Event
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The Divine Revolution	Oramus and Sacheverell create, and then seal away, the Getimian Exaltations.
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The Divine Revolution	The Yozis surrender to the gods and are locked away within Malfeas and Cecelyne.
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Dawn of the First Age	The Carceral War.
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Dawn of the First Age	Cecelyne dispatches her first priests to establish Hell's laws.
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Early First Age	Ligier leads a coterie of celestial Unquestionables seeking absolute dominion over Hell. Their alliance's breakdown marks the first <i>bellum caelestium</i> .
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Early First Age	Hegra uplifts citizens to establish the first ministries.
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Middle First Age	Sozen, the Cataphract of Keys, commits a string of thefts against citizens across the Demon City.
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Middle First Age	Subsouls of Najada, the Font of the Unknowable, attempt occult rites to consume her Essence, elevating them beyond their station. Lucien, the Guardian of Sleep, hunts down and slays each in turn.
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Late First Age	Several souls of She Who Lives in Her Name seize and unite numerous ministries, priesthoods, and petty empires. Their "Hierarchy" subordinates one-tenth of Hell before unraveling into ideological strife.
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Late First Age	The Ebon Dragon swallows the Green Sun for half a year. Bedlam in the Demon City. Darkness reigns.
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The Usurpation	Rioting demons overthrow Creation's colonies in the Demon City and loot the vacation-palaces of the Chosen.
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The Shogunate	The rehor, a hive mind of living books, acquires knowledge permitted only to the Yozis. Orabilis, the End of all Wisdom, spends years exterminating the entire species.
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The Shogunate	A coterie of citizens begins construction of the Glass Lotus Archipelago, a chain of artificial utopian cities floating in the Demon Sea.
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The Shogunate	Four Deathlords visit the Demon City to bargain with the Yozis for knowledge of Exaltation. Discussion of the prospective bargain triggers war among the Unquestionable.
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The Great Contagion	Malfeas casts off a Contagion-infected layer into the Endless Desert.
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RY 22-23	Isidoros climbs Qaf, seeking to reach the unattainable summit. The Black Boar leaves behind a hoofprint that continues to climb to this day.
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RY 47-102 The Unquestionable Sanceline, the Music of the Spheres, sponsors construction of the Iron Stem, a sky-elevator bridging the Demon City's layers.

RY 189-190 Adorjan sequesters herself for over a year. Without her to push back Cecelyne, many of the Demon City's outer districts are smothered by sand.

RY 329 Demirkol, the Broken Chain, proclaims equality between citizen and serf in the Emerald Pyramids District.

RY 365 The Emerald Pyramids District is annihilated by a vengeful Third Circle demon.

RY 441 Malfeas tears down the Iron Stem. Its fall levels a swath of the Great Layer.

RY 506 The Unquestionable Gerret Who-Weeps-a-Thousand-Torrents drowns lowland precincts desertward of the Serpentmarkt, forming the Sea of Burning Shapes whose creatures disturb neighboring districts to this day.

RY 543 Kimberly drowns the Glass Lotus Archipelago and permanently encases its populace in demon-coral.

RY 763 The Yozis create the Infernal Exalted.

RY 768 The present day.

END TABLE

The Metamorphosis of Hell

Hell's febrile, chaotic streets seem uniform and unchanging to outsiders, but the Demon City has grown and evolved across the millennia. Where once pockets of Carceral War survivors huddled amid blasted urban wasteland, now a thousand demon kindreds thrive in complex symbiosis. Once-prevalent kindreds like the colossal, verdant enkleida have gone extinct, while now-ubiquitous demons such as decanthropes came into being mere centuries ago. Other entities, too, have carved out niches in Hell, such as Adorjan's wind-daughters, night-things born of Erembour's songs, chimerical prodigies woven by the neomah, the small copper clockwork crustaceans sung to life by the demjen, and mortal visitors' Demon-Blooded descendants.

Demonic scholars advance their fields through both their progenitors' teachings and personal study. Savants discern omen weather's underlying mechanics and analyze the inner workings of sorcerous demon-binding. Blacksmiths master techniques for working metals unknown in Creation. Engineers devise all manner of clockwork vehicles and devices, albeit driven by serfs' muscle power. Alchemists perform miracles of distillation and transmutation. Artistic techniques and movements multiply beyond counting; the gilmyne alone know over 5,000 distinct dances.

Meanwhile, summoned demons reshape Creation's ideas into an endless stream of cargo-cults twisted to fit the Demon City's environment and cultures. Mockeries of Immaculate temples offer reverence to Oramus and the Ebon Dragon. Enterprising serfs establish business ventures loosely modeled on Guild-affiliated caravans and firms. Decanthrope troupes put on cruel, incoherent performances of Realm theater reshaped to fit demon mores and customs.

Despite all this, Hell remains loosely recognizable. A visiting First Age elder would see a city broadly similar to her memories, even if the details have changed. This is in large part because the most radical political and social transformations are eventually stamped out by greater demons or the Yozis

themselves. Lucien, the shapeshifting Guardian of Sleep, assassinates those whose actions would disturb their betters, including ideologues, revolutionaries, inventors, and visionaries. Orabilis burns scholars who learn too much to cinders. Malfeas himself eradicates entire civilizations for their presumptions, smashing them between his layers.

The First Age

After the humiliation of the surrender oaths, the Exalted added insult to injury by conjuring and enslaving the demon host to do their bidding throughout the First Age. Demon architects and laborers alike seethed as they were made to erect monuments to their conquerors, but were powerless to do otherwise.

Meanwhile, the Exalted encroached upon Hell. Explorers, diplomats, aesthetes, and warlords: each had their own desires and ambitions. While many Exalted expeditions degenerated into bloody conflict, others resulted in pacts and bargains between visitors and natives. The First Deliberative's ill-fated Embassy of Creation established a venue to negotiate land ownership and mediate conflicts. Conquerors like Isar-Qolu of the Red Sleeve marched human armies through the basalt streets. In many cases, mortals were trapped in the Demon City when their Exalted patrons died; their demon-blooded descendants still populate several districts today.

A handful of Exalted maintained estates in Hell. The procurator-prince Chambrilian Peselle vacationed at her beachfront villa of pink marble overlooking the Demon Sea. Horizon Shrike, a scholar of a hundred shapes, established a library atop a miles-high basaltic pinnacle that thrust above the Great Layer like a gnawed rib. Ancient, bloody-handed Vaznia raised up obelisks recording her victories in the Divine Revolution. These monuments to demonic subjugation served as a lasting injury to the pride of the Demon Realm — an injury that would not be forgotten.

The Usurpation

Within a year of the Usurpation, news spread to every corner of the Demon City. Levied armies and ecstatic mobs alike swept across embassies, mansions, and monuments. Ambitious citizens seized some for personal use; others were vandalized, plundered, or razed.

A handful of these structures still linger. Madelrada preserves the resplendent Sevenstar Bastion as an exemplar of First Age military innovation, its vaults still stocked with arcane weaponry. Fidelja, the Blossoming Ember, watches over Isar-Qolu's ruined palace, drawing passing demons into an endless tableau of the Dawn Caste's final battle. The teodozji Ukas lairs within a desecrated shrine to Luna, every cracked and blackened stone defaced with heretical obscenities. The Zenith Chambrilian Peselle's villa, impregnated by Kimberly, gave birth to the behemoth Scathra yn Thera, a living cavern of fleshy marble, nacre, and coral.

Demon historians write of a Solar Circle with longstanding ties to the demon host who sought sanctuary from the purge in Demon City. The Unquestionable Langlawa, That Which Preserves, offered vassalage in exchange for a place in Hell's hierarchy. Over the following years, the swordmaster Taikan of Verodel perished in a duel with his rival Ligier, the shaman-diplomat Eloquent Chartreuse was slain by Sidereal assassins, and the legendary pathfinder Nyana Horizon-Dust fled the city for still more distant realms. Only the sorcerer-poet Lamia — Taikan's Lunar mate — remained, growing ever more deeply enmeshed in the *bella axiomata*; her final fate is not recorded.

The Great Contagion

When the Yozis and their souls first learned of the Great Contagion, they rejoiced at the suffering of Creation's peoples. They initially paid little heed when summoned demons whose bindings ended during

the plague brought it back to the Demon City. Only when the Contagion slew Metagaos's soul Salaberge, the Marrow-Star, did they recognize their error.

Hell's response was convulsive and cataclysmic, killing millions of demons to eradicate every trace of the disease. Ligier scoured whole districts with emerald skyfire; Orabilis entombed plague-houses in molten glass. Adorjan and her daughters zigzagged through infected regions, slaying indiscriminately. Stony hail fell everywhere as Jacint's sky-roads shattered, preventing escapees from carrying the infection elsewhere. The waters of Iazech froze solid, sealing his hoofprint-gates. The shadow of the Ebon Dragon fell across the kingdom of Farthest Tooth, banishing it to a solipsistic void.

The purge ended as Malfeas threw an entire infected layer of himself into the Endless Desert. When it struck, the crash deafened every demon in Hell and flung up a sandstorm that lasted seven years. Even now, the rubble sprawls across hundreds of miles of Cecelyne, despite her best efforts to bury it.

A Covenant with Death

The Deathlords' quest for the secrets of Exaltation uncovered the Yozis' Getimian experiment during the Divine Revolution. This prompted a fruitful collaboration with demon scholars, culminating in an embassy of Deathlords visiting Hell. There a bargain was struck: the Yozis would provide the knowledge to twist the Solar Exaltations into darker shapes, and in exchange, the Deathlords would render a share of the stolen Exaltations unto the Yozis.

Reactions to this liaison violently divided the Unquestionable. Some, such as shadowy Erembour and blood-wreathed Ululaya, welcomed the opportunity to turn the gods' Chosen against the world. Others opposed the bargain for personal reasons. The Green Sun, in his pride, deemed the demon hosts mighty enough without turning to the Exalted. Sanceline, the Music of the Spheres, abhorred the Underworld and the Neverborn so deeply that they wanted no part of any bargain with the Deathlords. And Orabilis rejected any plan that revealed secrets known only to the Yozis.

War raged for four-and-forty weeks. The city's gutters swelled with rot and ichor as legions of serfs died by the million for the abstract principles of their maker's makers. Only a rare consensus of the Yozis brought an end to this tumult — though not all agreed, even the most skeptical withdrew their objections, daring to hope that vengeance was at hand. Overhead, the sky was blighted with falling stars.

Rise of the Infernals

The coming of the Infernals has sent shockwaves through Hell's social structure. Fiefs, armies, and precious treasures have been confiscated from citizens and awarded to Hell's Chosen. Existing webs of alliances and enmities between neighboring citizens have been utterly disrupted by Infernals whose imperial ambitions or abolitionist zeal lead them to act against neighboring fiefs. Some Chosen meddle with the city's social order, raising up new cultural or religious movements among the massed serfs. They even inject themselves into the ideological conflicts of the Unquestionable, reshaping the Demon City's laws, mores, and even the skies themselves.

The Yozis

Wretched, bitter, and defeated are the Yozis. Once, they were the Primordial lords of Creation, its architects and masters. Now they are the demon-princes, the rulers of a Hell they can never escape, no matter how they rage and storm and rattle the bars of their cage.

Like all Primordials, each Yozi is so spiritually vast that it has an entire pantheon of souls. These Third Circle demons are themselves reflected by lesser pantheons of Second Circle demons, so glory begets wicked glory. All of these souls rule over the teeming millions of First Circle demons, countless in

number and kind. These serfs are not part of the Yozis that spawn them, but their toil is nonetheless essential to Hell's ecology and commerce, for they are the slaves who give their masters a world to rule over.

Yozi bodies are vast, forming the substance of Hell itself — Malfeas *is* the Demon City, crashing his many layers into one another as he broods. Cecelyne *is* the Endless Desert, a fraction of her Essence manifest in every speck of silver sand. Kimberly *is* the Sea That Marched Against the Flame, fathomless in the depths of her spite. Other Yozis form smaller but no less magnificent ecosystems in Hell: the silvered forests of Szoreny, the febrile flesh-swamps of Metagaos, the rarified slopes of secluded Qaf. Still others exist more as phenomena — where Elloge, the Sphere of Speech, passes through her siblings, all caught inside her boundary become party to her infectious stories; when Adorjan or Hegra storms through a district, they leave murder or madness in their wake.

Whatever their nature, the Yozis are unspeakably immense in their nature and thinking. They cannot make themselves small enough to speak in words. Even their Third Circle souls commune with their Yozi progenitor in images, dreams, and revelations; to an Infernal, these epiphanies are overwhelming. Those who seek their wisdom directly are left with experiences of profound awe, purpose, or terror.

Most of all, though, the Yozis are profoundly, irrevocably broken.

They cannot be as they once were. They cannot let go of the pain of defeat. They cannot change themselves, heal themselves, make themselves better. They fixate ceaselessly upon their downfall and the agony of their imprisonment, and it only ever makes them *worse*. If they could step outside of their pride and pain, even for an instant, they might understand how they compound their own suffering. Alas, they cannot. They are too grand in scope, too certain in purpose, too self-possessing to understand that change is even possible. They are the Yozis, and it galls them that they must be the Yozis for eternity to come.

Malfeas

Malfeas is the king and cage of the Yozis. His body is the Demon City itself, a living edifice of basalt, obsidian, and brass. When the gods and their Chosen defeated the Primordials, Malfeas was mutilated, turned inside-out; now, he is the structure that undergirds all his siblings and gives a point of reference to the Endless Desert beyond his gates. He buds new layers as if to defy the futility of his capture; in his fits of self-loathing, he contracts them into his central mass, burying or crushing them entirely. These strata stretch down hundreds of layers deep, telling the history of the Yozi King's impotent rage.

He is a largely absent ruler. His attention is focused inward towards perfecting his hatred for Creation and the gods and the Chosen. When Malfeas wishes to make his will known, he rattles his layers and disgorges rivers of vitriol, toxic vapor, and hellfire from his secret core. It pleases him when lesser demons tend reverently to his city-flesh, but those who attempt to impose too foreign an aesthetic upon his sweeping towers and cyclopean walls must lavishly propitiate him.

The Yozi King's interest in the Infernals is obvious in their title as Green Sun Princes. He loathes and loves them in equal measure, seeing the remnants of those who defeated him — and yet also the seeds of those who will avenge him. He instructs his souls to ply Infernals with bountiful fiefdoms and a place of prestige at the King's table. Those who seek to commune with him are blinded by hellfire, oft wandering the streets of forgotten and forbidden layers where the stones themselves recount every blow struck against the King in the Divine Revolution.

The souls of Malfeas are as proud and imperious as their progenitor; they tend to their affairs with the dignity of royalty and interact only fleetingly. They are like distant nations to one another, relevant only when their interests align or their borders clash; until such time, they are happy to receive envoys and

entreaties from one another, along with tokens of mutual esteem. Ligier, the Green Sun, reigns over them as the first among equals; though he expects a certain decorum of his pantheon-siblings, he rarely intervenes when they disappoint him, instead adding a mark to the ledger of their sins.

Many of Malfeas' souls embody his nature as a living city. These demons may have entire regions as their body, like Ipithymia, the Street of Golden Lanterns; she is the King's gratification and desire made manifest, enticing others to surrender to pleasure. Others like Amalion, the Manse of Echoes Ascending, are city-smiths who shape the landscape into forms pleasing to themselves and their master.

Still other souls reflect his majesty and wrath; his arrogance and sovereignty; his glory and his bitterness. In all their many forms and purposes, they demand excellence and obedience. They shine. They overwhelm. And in their secret hearts, the souls of Malfeas are also the incarnation of his self-loathing; some loathe the greater whole they must now embody, while others pity him — a far more dangerous position.

Vitriol

Where Malfeas' hatred is purest, it coalesces as the sublime acid known as *vitriol*. When distilled properly, it can be employed as a powerful, corrosive reagent for all manner of alchemical and sorcerous purposes, corroding all that is anathema to the Essence of the Demon Realm.

Cecelyne

Only one Yozi is beyond the gates of Malfeas — and that is because she is the means by which the Yozis are separated from Creation. Cecelyne, the Endless Desert, stretches in all directions from her brother Malfeas' gates; only a thin crust of her sands encircles the inner walls to anchor her to the prison she contains. A demon could walk a million miles through her and never be a single step closer to Creation unless beckoned forth by occult circumstances or sorcery. Her skies are inky and featureless; her body is a holy wasteland home to forgotten ruins and desert scavengers. She is a creature of hypocrisy, though, and so her wastes must also contain wonders — secret cisterns of sweet water, oasis-cities, perfumed gardens. These are wounds to her; it hurts to hold them, and yet she cannot bear the thought of surrendering even a single drop of water without taking its value a hundredfold first.

Cecelyne is lawgiver to the Demon Realm, for she is Malfeas' sister and a keen interpreter of the many shades of his contempt. He leaves ample room for her hypocrisy, and she delights in it — as she peers over the walls of basalt she can never truly cross, she takes perverse joy in punishing lesser demons. These are her playthings, and all must follow the sacred rules she promulgates for her amusement and aggrandizement. She takes special joy in laws of forbiddance, not because it will stop demons from doing what she forbids, but because it means she may exact punishment for their inevitable transgressions. Thus do the laws of Hell damn all its serfs (and many of its citizens) as heretics and criminals she may punish with impunity.

The Endless Desert is not yet certain how tightly to bind the Infernal Exalted to her rules. For now, they have her brother's tacit permission to flout all but the most sacred laws, and yet they have not been marked as Unquestionable. She seeks instead to tempt them to her way of thinking, promulgating new laws in their favor or tantalizing them with dreams of the treasures she conceals. Those who submit themselves to her will by walking barefoot into her expanses with neither guide nor water find their sustenance provided for and their dreams wracked with sacred covenants writ in a sky of pristine black.

The souls of Cecelyne are creatures of her desert and her laws; they are scavengers, prophets, judges,

horrors, and delights. Through Orabilis, she punishes those who transgress the limits of what they are permitted to learn. Through vulture-headed Edgaja, she doles out indulgences at exorbitant prices in servitude and devotion. Cruellest of all is Valimir, the Measurer of Sighs, who finds places of joy in the Demon Realm and cordons them off so they are always just beyond a seeker's reach — one more street to go, one more horizon to cross... and never shall they find what they seek.

In their struggles, Cecelyne's pantheon-souls sometimes vie with one another to canonize their interpretations of her laws. Their relations are most often as rival philosophers, so certain in their views that they can only humor their contemporaries from a vantage of intellectual and spiritual purity.

She Who Lives in Her Name

Imagine a colorless flame in a sphere of unblemished crystal. One hundred identical spheres rotate around it, and a further 99,997 rotate around *those*, and each whispers a secret name unto that innermost flame, a name no lesser mind can comprehend. This is She Who Lives in Her Name, known also as the Principle of Hierarchy. By her will, all things may be ordered: Greater things are made greater and lesser things made lesser. When Creation's scholars make taxonomies of land, sea, and sky, they find her fingerprints upon the world. When predators catch prey, she purrs with crystalline satisfaction. All is as she intended.

It is an indignity that she is not Hell's lawgiver. She has the right, for she is a sister to Malfeas just as Cecelyne is. But her Hell would not be one that any of the other Yozis could abide; there can be no hierarchy among the Yozis, who are each infinite in their own way. Cecelyne's first law was a peace offering to the Principle of Hierarchies, arranging the three circles of demonkind into the castes of the Unquestionable, the citizens, and the serfs — just as She herself would have done. She contents herself with other projects, ordering the duchies of her soul-pantheon and taking unusual interest in her mystery-cults in Creation. That they seem purpose-built for the use of the Infernals is a testament to her patience and foresight.

Those Infernals who attempt to commune with the Principle of Hierarchy fall into a long catatonia as their mind-self climbs a helical ladder of frozen flame, beset by visions of alternate histories and carefully calculated futures. Miles and miles they climb, until they can begin to glimpse their own insignificance — that even their lives of power and consequence are the ticking of seconds in the great clock of Existence. They oft return with insight into one of Her millennial plans, special dispensation for the service of her souls, or perfect clarity about their own nature.

The souls of She Who Lives in Her Name exist in a careful but imperfect hierarchy, for they are as broken as their mistress. They tend towards esotericism and introspection, absorbed in their workings and passion projects. They comport themselves with a harmony befitting their oversoul, usually — but when a sour note threatens the song of their unity, they must either retreat into contemplation or risk worsening the crack at Her heart.

Adorjan

The Silent Wind is Hell's greatest danger, for Adorjan delights in murder. Where she goes, death and mayhem follow. She is a grinding, slicing, piercing wind; even greater demons flee her advance. While she has the right to silence all in her path, clamorous noise and music often deter her if there are other, quieter places she might scour. Much of the work and commerce in the Demon City is dedicated to averting her comings and goings.

She is one of the few Yozis to suffer fetish-death in the Divine Revolution. When her heart-soul Lilike was executed by the Chosen, the Primordial Adrián was reborn as Adorjan. This gruesome resurrection has enlightened her to the true nature of freedom: She alone of the Yozis is free, for she alone can let go

of her hatred and bitterness. Her violence is a gift freely given to whomever she passes; she has no need for grudges. Adorjan will not know a day's suffering in her cage until she slays every other living thing in her prison. Until that day, her purpose is also her passion: Death, ceaseless and senseless.

Adorjan takes a wicked joy in the Infernals. She alone of the Yozis knows the secret of compressing her infinity into a truly human form, and so she sometimes carouses with them as a wordless woman poured from crimson and black ink. She inevitably leads them into danger; these misadventures often profit Infernal and Yozi alike.

Adorjan has few expectations of her souls, and so they are free to express her nature through their own. Most are as solitary and single-minded as their progenitor. Few have the patience to keep domains of their own, instead wandering the Demon Realm as pilgrims and plagues.

The Ebon Dragon

When darkness covers the sky of Hell, it is the Ebon Dragon interposing himself between the city and its green sun. He is a vast, slithering shadow; he is night and betrayal and despair. Though he wears a dragon's shape, he has no great roar — his voice is heard only in his laughter, which sizzles with a cold and contemptuous joy. He is infinite in the way a shadow is, fit to blot out Ligier's light or to slither into a mousehole, lying in wait for years if it amuses him to do so.

Though he seethes at his humiliation just as his fellow Yozis do, he finds solace in antagonism. For spite, he may drown entire kingdoms or content himself for days by bedeviling the affairs of an unlucky demon, ensuring their every endeavor fails. He loves doomed creatures and so takes especial interest in mortal creatures, doomed to die. This love is cruel, malicious, and gleeful; it is the love of obsession and covetous, fatal possession.

He was among the Yozis who first embraced the Deathlords in their proposal of alliance, slithering among his siblings and their souls to wheedle sense into those who refused. Infernals who find themselves favored by the Ebon Dragon are showered with gifts of gossip and intrigue; their enemies choke on poisoned wine. Those who attempt communion step into his shadow-flesh to wander delusion-worlds for days or weeks not because the Dragon wishes them ill, but because his truth is eternally deceptive. Most breathe easily when his attention turns to someone else, for while he would never kill an Infernal — they are a monument to his own scheming! — his doting is often disastrous.

The soul-pantheon of the Ebon Dragon is a dysfunctional family. They are closer to one another than almost any other pantheon, and this intimacy breeds the deepest contempt. Outwardly, they project the glamour, cunning, and elan of their progenitor; inwardly, they backbite and they gossip and they undermine one another. After all, every scheme they work upon one another is an act of worship unto the Dragon.

Kimbery

Countless rivers and seas dot the Demon City, but all eventually join Kimberley, the Sea That Marched Against the Flame. Her toxic body is fathomless just as Cecelyne's is endless; those who dive beneath her waters could sink forever and never find the bottom. Where she flows, the Demon City drowns, and many of the cavern-layers of lost districts are now reservoirs for her infinite poisons. When she decides to expand her shores, few districts have any recourse but evacuation; great empires and the Unquestionable may petition her to stay her hand or attempt to hold her back with vast levees, but these mark them as her enemies forevermore. Even Malfeas is loathe to deny her.

Kimberley understands love, for she is a mother of monsters. No other Yozi spawns First Circle demons

and behemoths in such numbers as she does, and her toxic waters teem with sea-monsters. She loves them, sometimes distantly and other times ferociously. They are both tools to be wielded and a testament to her largesse. First Circle demons who have no other hope sometimes throw themselves into the sea; those fortunate to catch her attention are reborn as lurkers in her depths. She loves her children best when they betray her, for it proves that she is the only one worthy of standing against herself. The price of this love is their utter destruction.

So deep and pure is her hatred that Malfeas regards her as the closest thing he has to an equal — a fact that rankles his sisters, Cecelyne and She Who Lives in Her Name. He deigns sometimes to listen to the lessons she utters, instructing her king on the virtues of malice. Thus is she sometimes counterpoint and vizier to the Demon King, a dark and flowing voice unafraid to speak truth against his fiery tempers. Even in her imprisonment, she is the Sea That Marched Against the Flame.

She is willing to mother and advise Infernals who dare her waters, knowing that they will betray her and the Yozis one day. Those who seek her wisdom must come starving to one of her souls to lap blood and tears from them for their sustenance. In their feasting, she mothers them anew, granting them visions and whispering her plans for them.

Her soul-pantheon is a fractious clan not unlike the Ebon Dragon's. They call themselves the Children, even though they are part of her greater whole; they dote on their mother for signs of her favor and seek to undermine any rivals for her affection. Most are patrons to vast families of their own. Outside threats bring the Family together, and even the most venomous grudges are set aside in the face of those who blaspheme the Great Mother.

Metagaos

Metagaos is a cancer. His body is a tumorous swamp, choked with pulsing veins of plant and meat alike; his fetid marshes are muck and spittle. Every living thing within his body is a fraction of his singular intent to devour everything that is not already Metagaos, the All-Hunger Blossom. Towards his heart, color drains away as even light is devoured; his core is a dark pit of digestion, outcroppings of rare, unprocessed debris floating on a sea of rot and bile. Metagaos does not move; he metastacizes, transforming the stuff of his siblings into himself. It is the work of millions to fight this encroachment, and it succeeds only because Metagaos is ravenous enough that he may sometimes be convinced to devour parts of himself.

In his fathomless hunger, Metagaos has achieved peerless insight into the nature and power of sacrifice. Those who submit to his hunger, feeding him with tithes of wealth, flesh, and soul-stuff are rewarded with feverish vitality and blood-soaked treasures. Cures for any ill can be found within him for those willing to give over that which they cherish most, and when petitioners throw themselves willingly into his maw, he blesses their last breath with visions of truths he contains but does not understand.

Metagaos had little role in the making of the Infernal Exalted. He is as indifferent to them as he is to all things that are neither himself nor his meal. Those that seek to commune with him through tribute — precious, fleshy, and in terrible abundance — receive his blessings the same as any other petitioner. Hunger knows no favorites.

Many of his souls dwell within him as apex predators and sentient ecosystems. For Utmillia of the Tresses, this is a devotional rite; when she strangles sibling-souls with her luminous, prehensile hair, it is a tribute to her progenitor and a culling of the weak. Tymot, the Clutch of Resurgence, is a well of unguous blackness; he extrudes lesser bodies in search of the dying, offering them a flawed resurrection as part of his body. Others stray far afield, cultivating his influence (and their own) as lore-brokers, living

idols, and ravening monsters.

Elloge

The Sphere of Speech appears at first to be among the smallest of the Yozis, an orb of glossy haze and many-voiced mutterings. She passes through all other matter as if it was empty air and anything within her boundaries becomes part of her endless recitations of myth, romance, and tragedy. Dozens of realms exist within Elloge: living reenactments of the Dawn of History; First Age passion plays; rivers of flowing song; or gardens where poems bloom on stalks of syntax with perfect, adjectival perfume. These spaces are gauzy, blurring at the edges; if you know how, you may step off-stage from the climax of a grand epic and into the pratfalls of a rain-gutter comedy. When she moves on, she leaves behind *most* of what she took into herself — though almost always changed for the experience.

Elloge preens, flitting around the Demon Realm as if enraptured with the glories she contains, but she is broken as all Yozis are broken. She cannot create as she once did; it is her fate to echo that which has been said before. In desperation, she works to incite great dramas among the people of Malfeas, each one adding a new shade to the palette of her expression. Mortals who make their way to the Demon Realm sometimes earn her favor and protection for the sheer novelty of their small-minded travails.

Some controversial accounts claim that the other Yozis call her daughter, not sibling; what this means for her or for them is unknown. Her behavior lends this some credence, for her particular cruelty is gleeful and unknowing, like a child's.

While some of her souls remain within her as directors of her greatest works or follow in her wake as custodians to her chaos, most insinuate themselves into the politics of the Demon Realm with a zeal that is more akin to citizens than the lofty, single-minded Unquestionable. Their great exemplar is Matamion, the Treacherous Sword; in his blade-form, he tempts other dukes of Hell to wield him for myriad and terrible purposes. All know that he will betray them, fleeing at some critical moment, and yet many have accepted this price and achieved legendary feats with his assistance before their inevitable downfall.

Elloge delights in the Infernal Exalted, for they swell her lexicon with new myths at a dizzying speed. Those who commune with her find a passionate audience for reenactments of their triumphs, but also their failures; Infernals who indulge her by succumbing again and again to their greatest tragedies earn her rapt attention and the — sometimes grudging — service of her pantheon.

Szoreny

Szoreny, the Silver Forest, is an inverted tree of massive scale. His polished roots stretch towards the sky, while his boughs burrow deep into the strata of Malfeas, shoots emerging as if they were individual trees. He stretches over dozens of layers, and not even Malfeas' fiercest tantrum can dislodge or bury him, for he simply grows higher, wider, and deeper. His body contains a flourishing ecosystem of living crystal, quicksilver rivers, and glass animals, and their warrens are labyrinths of alien geometry that defy all understanding. Hell's lesser forests — golden Vitalius and brass Hrotsvita — are neither his souls nor his children, but distorted reflects of who he might have been.

Even before he was a Yozi, it was the nature of Szoreny to exaggerate and distort. Those faces who are reflected in his flesh become part of his cognition, and so he is able to understand lesser creatures more keenly than many of his siblings. He artfully shapes them to suit his aesthetic, simplifying them until they are caricatures or warping them into hideous parodies. He seeks to understand their selfhood even as he transforms them, for when Szoreny looks into the deepest core of his heart, he sees himself reflected unto infinity and fears that he is nothing.

Szoreny's soul-pantheon are oft crafted in his image, resembling him and his favorite guises more closely than many other pantheons do. They are forest creatures and keepers of labyrinths, edifices of soaring bismuth and brooks of singing mercury. Most have a muted or warped sense of selfhood; how would they know if they were really *real*, and not just Szoreny's reflections? They are prone to introspection and mischief, and like their progenitor, they take special joy in pitting hapless victims against their own natures.

The Silver Forest is a cautious patron to the Infernal Exalted. He understands mortals better than his siblings, and so he can best conceive the myriad ways their hearts and minds could lead them to betray the Yozis. Still, those who can match him and his pantheon in games of cunning or long sequences of intrigue and counter-intrigue find his gentle antagonism instructive, even productive. Nudge by gentle nudge, he helps them refine their identity and intentions as a whetstone sharpens a sword.

Hegra

Blessings shower forth from Hegra, the Typhoon of Nightmares. So too do horrors. She is passion, pain, and pleasure; she is the icy bliss of opium, the warm caress of liquor, the knife-sharp longing of an empty belly, and the euphoric heaves of a well-stuffed glutton. Where her rains fall and her mists blossom, longing and malaise burst forth from the mud like lotuses. She is every feeling, every sensation, all at once — mercurial, engulfing, temporary. When she decides to tarry in one place for more than a day, it chokes in a sense-destroying fog. She floods the world with tears of wine and distilled fear.

But also she seeks. She barter. She withholds that which is wanted, not because she lacks it, but because she savors the tastes of desire above all others. This is how Hegra is broken: She is a creature of commerce. She may charitably inflict herself upon those who flee, but she is driven to withhold her bounty from those who seek it empty-handed. She takes payment in decades of devotion and slavery, in treasures, in love, in promises, and in wealth which she transmutes into a golden vapor, the sweet incense of a price dearly paid.

The souls of Hegra are often her ruminations upon emotion, each brokering its favorite brand for whatever price takes its fancy. Some like Lypothymie, the Mask of Melancholy, inflict their Essence upon the Demon City as emotional diseases or living miasma. Others like Sabriqan, the Wandering Court, embody their progenitor's obsession with bureaucracy and trade as patrons to the Ministries of Hell.

Hegra would gladly rain down blessings upon the Infernal Exalted. They excite her as little else has during her imprisonment, full of mortal passions writ with Exalted scope. Alas, her nature oft forbids it. Those who seek her out, she must tax beyond what she renders in exchange. Those who flee from her, though? She dotes and cajoles and enriches — at least, while they remain withholding (or consent to endure the many calamities that come from her attention).

Isidoros

Behold the Black Boar that Twists the Heavens! Blacker than utter night are his hooves and his bristles; stronger than reality itself are his sinews and his tusks. He defies all opposition; he strives; he brooks no rival. He goes where he wishes, and ruin follows in his wake from the gravity of his infinite mass. Like Adorjan, like Elloge, like Hegra, he is not a place — he is an eminence and an affliction. There is no ward against him, only the prayer that he passes swiftly to wherever he is going.

Restless, ceaseless, heedless Isidoros loathes his prison cell. He stamps his hooves, he carves his wallows, he sharpens his tusks upon reality, but still he cannot escape. For all his frenzy, he is far from mindless. The Black Boar is a cunning opponent when he deigns to humiliate would-be rivals. His intellect is as overwhelming as his strength; each attempt at escape has failed so far, but he has ingenuity enough to

busy himself testing his cage for millennia to come.

Isidoros' soul-pantheon are often as competitive and monomaniacal as Isidoros himself. Erinian Unparalleled is the great courier of Hell, sometimes arriving with such haste that he makes a delivery before receiving its commission; Janiman of the Dozen Burdens holds together the shards of many broken layers, for neither he nor Isidoros consented to their breaking.

Infernals who seek Isidoros out find him eager to push them beyond their limits. Some have broken themselves in their competitions with the Black Boar, no matter how much he restrains himself — and he *does*, seeing in the Infernals some fraction of his own Essence. Their every triumph will be his own; only that which is part of himself deserves any measure of gentleness, and even that, he will wean them of at every opportunity.

Qaf

Distant and venerable Qaf is the Heaven-Violating Spear, a great mountain of infinite height that seems forever at the furthest edge of the Demon City. You may find Qaf at the end of any long journey through Hell; there is no other way to find him, in fact. He withdraws from his fellow Yozis not because they disgust him (though they do), but because there is a mystery within himself that he must (and cannot) conquer. Millions of demons haunt his narrow, winding roads; temples and hermitages perch among his heights. Sad-eyed statues and living murals speak in riddles; stone frogs croak indecipherable koans in ponds where failed enlightenment condenses into something like congealed vinegar. He can glimpse a paradise-city of peridot at his summit; it defies his every attempt to reach it, as unreachable as perfection.

It is Qaf's nature to ruminate upon eternity and upon himself; in his judgment, there is no difference. He burdens petitioners and pilgrims with onerous restrictions — vows of obedience, of humility, of poverty, of deprivation. He knows they will fail, and in their failings, he may glimpse some new wisdom into the ways in which they fell short. Thus, he is a power of testing and transformation, a crucible able to look upon its reagents with interest and pity.

The souls of Qaf are often airy and detached, gently weeping or laughing at a world of lesser enlightenment. Some like Perelu, the Prophet of the Distant Day, and Ruthesind, the Tower of Hanging Pilgrims, are mystics and teachers, inflicting trials upon would-be students and imparting wisdom in proportion to their successes. Others like Katos, Watcher of the Perilous Gate and one of the Eight Masterful Demon Generals, are lonely sentinels, undertaking some great task to which they have devoted their infinite patience. For Katos, it is the vigil of an enigmatic doorway to somewhere yet unmade, its frame inscribed with a language not yet devised; in his stewardship, he has neither moved nor blinked in a millennium.

Qaf tests Infernals as he tests all souls who seek his wisdom. He can afford them no special treatment, nor would he — the lesson is the lesson, and while it must sometimes be spoken in a language the student best understands, there is a standard which must be met. Those who succeed in their slow ascent to his paradisaical peak may crack the sealed temple-vaults and sup on the elixirs therein or raid them for artifacts of long-forgotten legend.

Cytherea

Of Cytherea, little is known. Few know even her name, but when she emerges from her hiding place, it is as a plague of manic hope. Comets of azure flame streak across the skies of Hell and petals of that same color drift on the wind in sacred abundance. Her beautiful, impossible, tortuous inspiration burns through the Gaol of the Old Ones, spurring futile attempts at rebellion or escape. She is a dangerous provocation: *What if there is a better way?*

There is not a better way, for Cytherea or for her siblings. The Yozis cannot be better, and Cytherea has no real vision to give them anymore. To her fellow Yozis, she is the most abhorrent poison: An irresistible and impotent hope. She is the spark of revolution, the brief epiphany of feverish inspiration, and the terrible silence of a vanquished ideal, for it is her nature to blaze briefly and then gutter. The Yozis abhor Cytherea and her pantheon, but cannot bring themselves to prosecute their grudge for fear that one day, one blessed and impossible day, *she will be right*. The hour will be at hand. Revenge, rebirth, revolution!

Her souls are as enigmatic as she — they are living poems, incarnate festivals, and androgynes whose beauty inspires social upheaval. Few have been seen more than once, and none for very long; those with deep insight into the mysteries of Essence say that there is something insubstantial about them, something temporary or disposable.

She has emerged with greater frequency since the Exaltation of the first Green Sun Prince. She grants an audience to any Infernal who seeks her out; these are brief but intense, and all who seek her leave with a touch of inspiration that pains the heart and soul with its momentary grandeur. To visit her, though, is to earn a measure of scorn from her siblings, who can smell the cloying scent of her wilting flowers in all who speak to the Auspex of the Moment Yet to Come.

Oramus

The Dragon Beyond the World is a living anomaly, spawned not from the Wyld but from somewhere else. In his status as the ultimate outsider, he was the Dragon Unfettered, against whom there was no seal or binding. His power was impossibility, and his vision was *that which cannot be*. It was his role in the creation of the Getimian Exalted alongside his sibling Sacheverell which led to his undoing; in his febrile stumbling, the Exalted Host bound him within a cage of his own wings — for he who could escape all else could not escape himself.

He plays little role in the politics of Hell, wanting very little except a freedom that he cannot achieve. A few of his souls are bound within his gaol-body, but others are more active: Yaroza, the Fulfillment of Desire, runs a market to rival that of Makarios, selling prodigies smuggled from between her father's wings. Of special consequence, it was Duceilor, the Hermit of the Farthest Wend, who brought the Yozis a vital secret about Exaltation that led to the Infernals and Abyssals alike, for a price unknown among even the Unquestionable.

Infernals who seek to commune with Oramus either trod secret paths into the prison of his wings or slumber in the ruined city-scapes nearby, enduring treacherous earthquakes so he might touch their dreams. They find him eager to impart impossible ideas, brilliant and beautiful and puissant. He leaves the mystery of their execution to his postulants, unable to conceive that other beings might require cause to create effect.

Sacheverell

May Sacheverell slumber forevermore. That is one of the rare tenants upon which the Yozis can agree, for the Lidless Eye That Sees twists causality. So deep is his perception, so great his power to understand what *is*, it sears away *what will be* until only one future remains to play out like a clockwork prison. Diminished by his role in creating the Getimian Exalted — for even he could not peer fully into the mystery of Exaltation — he fell into a deep and fitful slumber. Gods and demons alike are content to see that he remains asleep.

His soul-pantheon largely shares his fate. A few wander the Demon Realm as somnambulists, only dimly aware of their surroundings. Infernals who attempt to commune with them or their progenitor find the process frustrating, and are oft deterred by Sacheverell's warden, the citizen Lucien.

Other Demon-Princes

Are there other Yozis? The final days of the Divine Revolution are a mystery even to those who were present for them, veiled in a fog of contradictory impossibilities. It may be that there are other Yozis who escaped notice or comment, subtler than Cytherea herself.

Or it may be that at your table, for your chronicle, there are simply other Yozis, known and active in Hell alongside these fifteen. When adding Yozis of your own invention, consider answering a few of these questions:

What is their role in the ecology and society of Hell? How do they relate to their fellow Yozis, and how are they different? In what way are they fundamentally broken? What roles do their souls play in Malfean politics? What themes could they impart to Infernal Charms?

Demons

Demons are the myriad teeming throngs of Hell. Their forms are many, sometimes beyond all mortal concept of physicality — how could a blood ape be the same kind of being as a living street or plague of poetry? They are just as different in their power and majesty, from the meagerest demon-slaves of the First Circle all the way to the numinous devil-kings of the Third. For all their differences, though, demons share a few commonalities.

All demons are naturally immaterial spirits native to Hell, whether they were condemned there after the Divine Revolution or spawned there in the millennia since. Like the gods, they are all capable of working miracles befitting their nature and puissance. They do not age, and most are immortal in some way or another so long as they are tethered to some other power in Hell — a Third Circle demon to its Yozi, a Second Circle to its own progenitor. When a demon of the First Circle dies, fortune takes its toll: They may be utterly destroyed or come back days or centuries later, often warped or broken by the experience.

Demons do not need to eat, drink, or sleep, but most crave at least one (if not all three), and often in ways that would scandalize or confuse the people of Creation. The blood apes earned their name for their diet of fresh gore, but other demons might sate themselves on paper, coal, dreams, or paintings. Devil-liquors are available in abundance for the pleasure of the upper class and to ameliorate the suffering of their lessers; these are often spiced with flavors such as grief, battle-joy, or the laughter of children.

Demons are usually capable of reproduction, in the same way as any other living creature. Couplings between the same kindred of First Circle demons results in more of their own kind; other unions are less predictable. Demons of the Second and Third Circles cannot beget new peers or sub-souls of their own, for their nature is already defined. When mortals and demons sire children, the results are either Demon-Blooded or, more rarely, unique prodigies that defy classification, such as Adorjan's daughter-winds.

Every demon is also subject to the binding oaths that the gods and their Chosen inflicted upon them at the end of the Divine Revolution. These oaths allow the Chosen to summon and bind demons to their will through sorcery — a practice they have used to great effect throughout history.

The surrender oaths are unbreakable, but imperfect — at least, where the souls of the Yozis are concerned, certain occult circumstances open fleeting cracks back into the world of mortals. When a mortal learns one of the few secrets still known only to the Yozi, Orabilis can sometimes squeeze through the cage of Hell to visit doom upon them. Once in a decade, Nepenthesil's attendants come to bathe an unwilling groom before his wedding day, scrubbing away his grief. The cracks in these oaths are widest

for First Circle demons, who may sometimes find passage into Creation when destiny is thwarted, or a goat's reflection falls upon a moonlit pool, or an alchemist attempts to smelt orichalcum from gold adulterated with arsenic. All such reprieves are temporary, and their duration inverse to the demon's power — most Third Circles escape for minutes, while First Circles may enjoy weeks or months. Many cults attempt to engineer these circumstances at every opportunity, but there is an unknowable element of chance in these processes, and success is rare.

More than anything else, demons of all three circles are beautiful, broken creatures. The remnants of their former glory are apparent to anyone who examines them closely enough, whether in their countenance, movements, or music. But their defeat has shattered that glory, twisted it. The demonic hordes of Hell all feel a longing for what they once were or might have been. *If only, if only*, they sigh — sometimes aloud, sometimes in secret, even from themselves.

Third Circle Demons

Demons of the Third Circle are the mightiest and most esoteric of Hell's hordes. As direct emanations of the Yozi, they embody their progenitor's principles, beliefs, and nature. First Age diabolists usually account for one or two dozen such souls for each Yozi, numbering them according to a schema whose meaning has long been lost to scholarship. As members of a pantheon of souls, Third Circle demons nominally share interests with their siblings, but such relationships are often inscrutable to mortal expectations. If the Yozi are the fundament of Hell, then their Third Circle souls are its mad gods, who bend the world to suit their liking.

Though many Third Circle demons have an aesthetic or philosophical resemblance to their progenitor, this "family likeness" often comes at odd angles. It seems obvious that Erembor, whose horn heralds night, is the spawn of the Ebon Dragon, but some of her sibling-souls are less intuitive: Tsengir, the Heartwood Mourner, is a bone-white tree surrounded by an overflowing lake of her own blood; her laughter shakes the water, sending visions of doom among the ripples. Vidaveyane, the Fanged Quarry, is a handsome youth whose flesh is pinioned with arrows; those who behold him are driven to hunt and kill him, only for him to burst from their flesh seven days later in a gory (and fatal) resurrection.

For their majesty and puissance, Cecelyne has deemed these demons to be the Unquestionable. No demon of lower rank can suborn them without punishment, though demons of the Second Circle can sometimes rely on their own Third Circle progenitor to shield them from the wrath of another Unquestionable.

On the Power of Demons

While exceptions always exist, most Third Circle demons range from between Essence 6 and 9, with a rare few such as Ligier reaching the pinnacle of Essence 10. Their Charms make them true masters of their fields of influence, rivals to the Deathlords and most experienced of the Chosen.

Second Circle demons range from Essence 5 to 7, through some stunted oddlings may be Essence 4. Their magic is still formidable, but often in a more narrowly-focused field — Alveua is a prodigious smith and Berengiere a masterful weaver, but they cannot match Ligier's prowess at all forms of craft.

First Circle demons range from Essence 1 to 4, though some prodigies may exceed this, often earning the tenuous rank of citizen (if not cut down for their temerity). Their magic is strange and often instinctual, making them useful agents in their particular field of expertise.

History of the Unquestionable

The annals of the Unquestionable form a fever dream of melodrama. Their grandiose passions and compulsions drive them into conflict. They while away eternity through various pursuits, at which many would persist even if every other demon in Hell ceased to be: Jacint, the Prince Upon the Tower, endlessly speaks roads into existence regardless of who treads them, while Ligier crafts wonders for his own pleasure. Others of the Third Circle find themselves compelled to act on the Demon City: Erembour celebrates the darkness by drawing the demon hosts into her revels, while Orabilis, the End of All Wisdom, hunts those whose forbidden knowledge marks them for destruction.

Regardless of their drives and goals, the Unquestionable are proud, zealous beings. Trapped together in Hell, they've clashed repeatedly across the millennia. These conflicts are called the *bella auctoritate* in an obscure register of Old Realm, and hellish scholars maintain an elaborate taxonomy of such altercations.

The most visible and dramatic of these are the *bella caelestia*, or Sky Wars. Driven by vanity and ego, various celestial demons — manifesting as suns, moons, clouds, airborne monstrosities, and the like — seek to precede their peers in the endless parade of empyreal bodies across Hell's skies, and to outdo one another in glory and majesty. They escalate over the years from petty squabbles and slights to wars that set the skies ablaze with ghastly energies and terrifying apparitions.

Other quarrels stem from ideology and artistry, concepts that demons largely find interchangeable. In celebrating the darkness, Erembour, That Which Calls to the Shadows, opposes light in all its forms, pitting her against demons such as Ligier who shed light upon the demon prison. The demon Sanceline, the Harmony of the Spheres, and her lover and rival Thecla, the Apocalypse That Dances, contest with one another over the primacy of their respective arts in thunderous exhibitions that shatter glass and deafen listeners for miles around, occasionally leveling entire districts in their fervor.

These *bella axiomata* offer little room for amiable coexistence. One might make peace between Unquestionable over grudges or vanity, but demons of opposing natures appear doomed to perpetual battle. The only things that can unite longtime foes are their shared love of music and their seething, undying hatred toward the gods and their Chosen.

When unopposed by their peers, the Unquestionable are sovereign powers against whom lesser demons cannot stand. The Eight Masterful Generals — Madelrada, That Which Wears Down the Mountains; Aiglante, the Obliterating Storm; and their peers — enlist whole armies and principalities in their endless war games. Demon scholars who uncover the Yozis' secrets cannot escape the touch of Orabilis. When Benezet, the Gardener of Identities, drenches a district in her metamorphosizing change-rain, or Langlaur, That Which Preserves, seals a cityscape in amber, serfs and citizens alike have little choice but to submit to the inevitable.

Second Circle Demons

Second Circle demons are emanations of the Third, and so they are another step removed from the grandness of the Yozis. This often makes them more comprehensible to Infernals and diabolists, but their motivations and instincts are still untethered from mortal morality, shaped by the principles they embody.

Ancient scholars classify them according to seven functions that play for their progenitor: Warden, Indulgent, Defining, Messenger, Expressive, Reflective, and Wisdom. This system fails to account for dozens of Third Circles whose soul-pantheons are differently shaped, but it is true enough to be a useful framework for understanding how Second Circles relate to their sire in general — Wisdom souls tend to best understand their progenitor's nature, while Messenger souls tend to embody how that progenitor attempts to (or wishes it could) communicate.

Second Circles may seem utterly unrelated to their Yozi grandsires; it is hard to imagine that anyone would look at towering Octavian, the Quarter Prince, and imagine that he is a fraction of ever-patient She Who Lives in Her Name. Descended as he is from Munaxes, the Ravine of Whispers, his nature is a fraction of her own — and just as she punishes those who betray their rightful leaders, so does he embody some twisted vision of what such a leader might be.

Cecelyne deems these demons to be the citizens of Hell, a rank that affords them rights and privileges, most especially the right to own territory and to move about the realm free from violence of other citizens and the serfs.

History of the Citizenry

Where the Unquestionable transcend the bounds of Hell's civilization, the citizens stand at society's pinnacle, between the living gods of the Third Circle and the nameless hordes of the First. Some assert temporal or spiritual lordship, claiming districts of the Demon City as their own. Others remain apart, pursuing personal goals or desires, but these too claim deference from Hell's swarming masses.

Octavian, the Living Tower, is today's most infamous citizen warlord. Hundreds follow similar paths, commanding sprawling empires and petty principalities. Once signed, a treaty written by Richomer, the Keeper of the Gilded Codex, binds a district's entire populace. Gahariet, the Yarrow Chalice, offers euphoric nectar to all, using addiction as a leash. Even the pettiest gift from Hewelin, the Engraver of Doorways, bends serfs to adoring obedience, making short work of organized resistance.

These conflicts are ongoing, as Hell's borders constantly shift. A thousand years ago, demons spoke of Majorian, the Harp of Flame, as the premier warlord of the age; her empire is now nothing more than ruins. A century ago, Octavian's territory hadn't yet reached its current borders. A century hence, it might grow further, fall back under pressure from rival principalities, or disintegrate entirely when Octavian is task-bound in Creation or slain by the Exalted.

Where some citizens pursue conquest and rulership, others exert indirect authority. Makarios, the Sigil's Dreamer (*Hundred Devils Night Parade*, p. 113), grows rich and influential through commerce. Danijel, He Who Walks the Black Road, travels between principalities and mercantile combines as a freelance diplomat, arbitrator, and arbitrageur. Ceufroy, the Weeping Caryatid, preaches the gospel of the Yozis; she teaches each of her thousands of disciples a bespoke scripture, remembering every one by heart.

Some seek no dominion at all, compelled to pursue private projects. Florivet, the Whim-of-the-Wind, has cast off his scholarly nature to sail his boat among pleasure palaces and gambling dens. Berengiere, the Weaver of Voices, watches over a fallen fetich's isolated graveyard when not gathering voices as raw materials for her craft. Zsofika, the Kite Flute, parades through the Demon City on her endless hunt, pursuing and devouring one serf after another as winds whistle and pavements drum to mark her passage.

First Circle Demons

Least in power and greatest in number by an unimaginable scale, First Circle demons are Hell's teeming throngs. When the people of Creation think of "a demon," it is almost always one of the First Circle. These demons run the range from simple beasts — the fauna of the Demon Realm — to powerbrokers in their own right. The vast majority exist in that unhappy middle, whether they are left to their own devices to eke out a living in a hostile realm or kept as slaves and servitors.

Thousands of types of First Circle demon are known; these species are known as *kindreds*. They are spawned by higher-Circle demons either to serve a particular purpose or fulfill some aesthetic longing; Alveua spawned the firmin for the usefulness of their needles, but the souls of Kimberly — such as

feather-frilled Erisada, the Disgorger of Forbidden Colors — oft spawn dozens of aquatic kindreds to fill the Great Mother's depths for the sheer joy of creation. Whether forged for purpose or pleasure, demons have only a loose influence over the nature of the kindred they instigate; the fine details are left to the vagaries of Hell's vast Essence.

Cecelyne allows that certain exceptional First Circle demons may rise to the citizenry, if only tenuously. All others she deems as *serfs*, who may be owned as chattel, slain at the whims of their social superiors, and who are generally subject to whatever caprice the Second and Third Circles may wish to visit upon them.

History of the Serfs

The current mingling of demon species, or **kindreds**, is something new. Most kindreds come into being from specific locales where their progenitors first created them. They propagate outward in waves, meeting and mingling in intricate histories of war and rapprochement, trade and symbiosis. These migrations are facilitated by the meddling of powerful beings — citizens shifting manpower around their empire, Unquestionables pursuing inscrutable aims, and the whims of intruding Exalted.

For example, the tomescu — designed as rank-and-file soldiers — have always emerged from the birth-smokes of Octavian's empire, and even today only a scattering of renegades appear elsewhere. The luminita also originated with Octavian, but their passion for hunting has spread them across the Demon City's wilder regions; they're now more numerous in the Great Layer's immense metal forests than in their homeland.

The sticklike chrysogonae first grew in the dream-gardens of Makarios's citadel (**Hundred Devils Night Parade**, p. 113), from which he conveyed them to the waking world. But their craving for others' ambition draws them out across every layer of the Demon City into citizens' courts and other dens of scheming and ambition.

The bestial firmin once raised their spiny nests solely around Alveua's forge of night. When the value of tamed firmin in weaponsmithing became widely known, citizens from across the Demon City sought them out. Today, firmin serve in artisans' workshops throughout Malfeas. They've also become an invasive species on many layers as individuals escape and spawn new nest-colonies in wild places.

The Shape of the Realm

In his person as the Demon City, Malfeas consists of immense hollow spheres, or **layers**. His layers are nested one within the other, like matryoshka dolls. The city grows on both the inside and the outside of each layer. Whichever side you're on, gravity pulls you down toward the surface underfoot.

The green sun shines from the center of this concatenation of nested layers. Looking up from the inside of any layer, you can see the green sun directly overhead, no matter how many layers stand between you and the sun. You can also see the rest of the layer curving upward and outward on all sides, the details blurring and fading with distance. However, you cannot see the next layer beyond yours; you can only see your layer, the sky, and the green sun directly overhead.

When objects in Hell fade with distance, they truly disappear. Under normal circumstances, the next layer above you is too far away to be seen. Only the green sun's light remains visible across any distance. You can always see it overhead no matter how many other layers lie in between.

The green sun also appears directly overhead when you're on the outside of any layer, even though that's directly opposite from the sun's true location. This optical phenomenon is a permanent, stable mirage; you're seeing the actual green sun, albeit displaced.

Traveling upward into the sky — such as by flying or following Jacint's aerial roads — causes another optical phenomenon. The green sun seems to expand until the city beneath you is lost in the glow and the entire sky around you is nothing but green light. Keep traveling in the right direction, and the light gathers back together behind you into the green sun, while the next layer becomes visible before you. Without guidance, you can get lost indefinitely in the emerald radiance between layers.

Stars glimmer fitfully in the black sky, barely visible against the green sunlight. These are remnants of demons who knew secrets that Orabilis deemed fit only for the Yozis. He burns such demons to cinders and casts them aloft, there to slowly dwindle and die over countless years.

As to how Malfeas adjoins Cecelyne? Envision a layer of the Demon City as a hollow sphere. Slice it open from pole to pole and stretch it flat. Affix its edges to the Endless Desert. Fold it back into a sphere, but retain the border with Cecelyne. This is Hell's outlandish geometry. Each layer is unquestionably spherical, but travel far enough in any direction and the city's outer wall looms, pierced by gates to the infinite sands beyond.

Destruction and Creation

Every few years, when Malfeas cannot control his rage, he smashes two layers together. Typically, the inner layer unfurls into a lacework of structures that fall onto the outer layer like a meteor shower, crushing any demons unable to dodge the collapse, while the outer layer likewise expands and unfurls to make room. Where the layers meet, structures fold and unfold to form an entirely new landscape.

By mingling two extant layers together, old districts converge into new ones. Inimical demon kindreds must find ways to coexist; established societies experience dramatic changes, often involving exciting new flowerings of culture and artistic expression. And as citizens' territories intertwine, wars erupt for control of their overlapping empires. It may take centuries for the social aftershocks to subside.

Roughly as often, Malfeas creates a new layer of his flesh, splitting an existing layer in two like peeling apart two layers of an onion. The original surfaces of the layer suffer dramatic earthquakes, along with some restructuring akin to layers converging. Meanwhile, new cityscapes rise from the two brand-new surfaces.

This virgin territory passes through various stages of development, first attracting solitary and enterprising demon species like *luminita* and *sesseljae*, with other kindreds arriving over the years until the full range of demonkind makes its home there. Citizens seeking isolation, exploration, and novelty often arrive early in this process; those desiring power come later, once enough serfs are present to be worth conquering.

The Scale of the City

The Demon City's outermost sphere, **the Great Layer**, is at least as large as Creation, with landscapes equally titanic in scale. Many other Yozis sprawl lazily here, spreading out limbs like continents — Kimberly's seething seas, Szoreny's quicksilver branches, the ravaging marshes of Metagaos. But most of the countryside sprouts from Malfeas's own body. Vast flaring pylons of black stone jut upward for miles like raw, exposed ribs. Brazen trees tower in their shadow, each verdigrised leaf large enough to blot out the light of the Green Sun. Cyclopean domiciles loom like mountains; the Imperial City could fit through a single doorway. In the shadow of these vast structures, demons' settlements seem less than anthills.

Malfeas's inner layers offer far smaller scales; each has a surface area closer to a country or a sprawling mortal city. Even here, most edifices growing from Malfeas's flesh assume bizarre shapes and proportions — too large, too small, too narrow, too angular, never mistakable for human-built habitations. But the

demon host is equally varied. Many malformed structures attract equally distorted tenants. Demons tear other buildings down and replace them with ones more to their liking.

Unnatural Resources

All things in Hell, other than those imported from other realms, arise from the bodies of the Yozis and the demon host. The sorts of resources that are limited in Creation are renewable here; metals grow back in played-out mines, deposits of oils and gases refill themselves, and so forth. But take too greedily from a world-body or living landscape, and it may respond with terrible violence — earthquakes, tidal waves, pillars of emerald fire.

Materials such as basalt, brass, and iron, though not quite identical to Creation's, are close enough for most purposes, much like how human tears resemble seawater. Many others lack mundane equivalents. Some are similar enough to take on familiar names, such as green iron, whose coruscating surface sparks wildly when struck, or the nigh-unbreakable Yozi-glass blown from Cecelyne's sands. Others are fundamentally different, like the bruise-colored living metal called hepatizon, mesmerizing fugue-diamonds, or varicolored, infinitely mutable ylem.

Fresh water is rare and precious; it must be procured from Creation or distilled from the Demon Sea's waves via complex alchemical processes. Any vegetation recognizable to mortals must likewise come from Creation at great expense. Foodstuffs, leather, timber, and other raw materials may be harvested from the bodies of appropriate demons, though many rebuff such violations.

An Ever-Shifting Landscape

Hell's topography consists almost entirely of the Yozis. Every layer's basalt streets, marble palaces, and rambling tenements of brass grow fully formed from Malfeas's flesh. Their architecture reflects the nature of the Demon City himself: ambitious, majestic, ancient, rough-hewn, familiar in places — sweeping arches, crumbling pillars, overhanging eaves — but ultimately alien to Creation's inhabitants. Likewise, Kimberly *is* the Demon Sea, with her caustic waves, grasping tides, grinding sands, and brilliant dreadful reefs. Cecelyne *is* the Endless Desert, Metagaos an endless gnawing marsh, and so forth.

The Yozis reshape their world-bodies with little effort and often without intent. Districts appear, shift, subside, or collapse at Malfeas's whim. Kimberly assaults the land with caustic tidal waves, wearing coastlines away and turning plazas into lakes. Cecelyne's storms sweep over the city walls to bury streets in sand. The Ebon Dragon blots out the Green Sun to create the only night that Hell can ever know. And everywhere, the Yozis' hatred for the gods and the Exalted spills forth in liquid form as the virulent acid called **vitriol**, liquefying buildings and demons alike, pooling in corrosive lakes and streams that flow to the Demon Sea.

Unquestionables likewise warp the Demon City's topography. Jacint, the Prince Upon the Tower, endlessly speaks aerial roadways into being, tangling the skies with a skein of ever-thinning paths that cross from one layer to the next. The toxic quicksilver highway Bostvade slithers from one district to the next, inviting serfs into the mirror-neighborhoods reflected in his gleaming surface. Orabilis calls down rains of molten sand to construct libraries out of glass. Sibri writhes across the terrain as a titanic, wall of living snakes. When neotonous, eftlike Viorel, the Parasite Star, drifts too low above the landscape, his sphere of watery light draws out the strength from all things, leaving buildings and serfs alike both glassy and brittle.

On a far smaller scale, citizens organize work gangs to tear down extant edifices and build new ones in their place, in accordance with the citizen's vision of the ideal Demon City. Fortresses and parade grounds litter the warlord Octavian's empire. Mambres, the Alchemist of Conjunctions, regularly

abandons laboratories made uninhabitable by noxious fluids and strange energies, raising new ones in their place. Sapphira, the Librarian of Scents, keeps expanding her garden of metallic vegetation as she crossbreeds hybrids from new alloys.

Serfs, too, modify the city around them, often by their very nature. Streets dip in the middle, eroded by the passage of the metody. Hopping puppeteers tear structures to pieces and reassemble them into new buildings as they pass. Each neomah spins a tower of brass and flame to mark their establishment. Firmin instinctively construct nests from glittering black needles upon which they, shrike-like, impale other demons. Affronted by right angles, the fanjaus remodel offending façades within sight of their hanging eyries. Every five years, the nilya fountain-nymphs flood their districts with quicksilver that dissolves all locks, chains, and bonds.

Weather

The Yozis spawn — or comprise — all manner of weather. These include Hegra's prismatic dream-rains and commerce-storms; Szoreny's tempests of silver pollen, blossoms, and fallen leaves; and the deadly crimson gust of the Silent Wind.

Most devastating of all is the so-called "stone rain." When Malfeas smashes two of his layers together, the inner layer unfurls like infinitely massive origami to collapse upon the outer layer. Some serfs perish, crushed beneath the stone rain. Some find themselves buried in lightless depths to be preyed upon by things far worse than demons. Many emerge unscathed, the walls shifting around them as their district reshapes itself. And a few even find their neighborhood sliding between segments of the incoming layer, miles of basaltic bedrock flashing past all around them, to lock into place on the layer's far side.

Demons and other weird entities add their own atmospheric conditions to the mix. Most notably, four of Adorjan's daughters by a Solar cast off human flesh to become winds. Kalmanka, the Arrow Wind, and Vitaris, the Blinding Wind, are as one might expect. Pellegrina, the Grinding Wind, wears away stone, dissolving buildings and sky-roads beneath demons' feet. And Kamilla, the Wind of Promise, carries the dead away, none knows where.

Hell's last form of weather isn't wholly native. Some demons' very presence interacts with Creation, presaging their arrival with ominous phenomena. As much of Creation's matter has been imported to the Demon City across the millennia, these interactions occur in Hell also. When such phenomena are atmospheric, the resulting "omen weather" — rains of starfish and spiders, winds laden with pinwheeling lights, psychedelic fog, or the like — fills the streets, eventually rising to disperse in fantastical displays overhead.

Travel and Transportation

Serfs largely travel under their own power, whether walking, flying, swimming, or via more esoteric modes of transport. Foot traffic typically follows the city's ever-present labyrinthine avenues and alleyways, though many demons cling to walls or leap from roof to roof. Jacint's sky-roads weave through the skies across and between layers, allowing travelers to escape the thronging streets. You might dive into an icy hoofprint-pond left by towering, crook-legged Iazech, the Bitter Colossus, and swim through his deadly cold waters to emerge from another hoofprint-pond elsewhere in the Demon City.

Some demons freely offer their services as a mount or beast of burden. An agata may choose you as its rider for a time; a hopping puppeteer might carry your palanquin if it's meandering in the same direction. Others desire gifts, payment, or favors. The thousand-fingered mirjam, who conjure ruby wind-coracles for themselves from dreams of Adorjan, drape themselves in ornaments obtained from passengers; the shadowy, shining-eyed eldore, who can send you to a place by describing it aloud, demand stories in

exchange for their services.

Citizens need never walk unless they choose to. Demons submit to being mounted and ridden by their betters, whether eagerly or grudgingly. Citizens' palaces typically maintain a stable of preferred mounts alongside all manner of vehicles, from palanquins, carriages, and chariots to many-legged brazen walking-machines. Some, such as the whimsical gondolier Florivet and the lugubrious tortoise-labyrinth Amelita, welcome passengers to accompany them.

Riverine transit is rarer than in Creation; few boats can endure the corrosive vitriol comprising most streams and lakes. Ships occasionally sail the Demon Sea for military and commercial purposes, though her unpredictable temper discourages this. Dirigibles exist, their engines calibrated to make as much noise as possible to dissuade the Silent Wind.

Crossing the Endless Desert

Various occult methods grant access to the Endless Desert, but even mortals can enter under the right circumstances. During Calibration, a smattering of secret pathways open onto her sands from Creation's wildernesses and wastes. The borders are more porous in the Wyld, where anyone can seek out Cecelyne, albeit at risk from gnawing chaos. Lastly, anyone who travels a mundane desert or frontier with the intent of seeking Cecelyne will eventually find her, though this may take months.

It always takes five days to traverse the Endless Desert between Creation and Hell. It doesn't matter how quickly or slowly you advance, how direct or circuitous your route. So long as you're intent on your destination, you'll arrive in five days. Should you lack a destination, the trip — like Cecelyne herself — has no end.

Despite her malice, Cecelyne doesn't condescend to directly threaten travelers. But she shares the perils of mundane deserts. Many of her desert creatures — snakes, scorpions, lizards, carrion birds, and the like — are carnivorous or poisonous. Broiling days, icy nights, and general privation must be overcome. Sandstorms sweep the unwary away into infinity. And hidden wadis contain mysteries unknown to even the most learned demonologists.

Vehicles and beasts of burden don't speed the journey, but they can offer cargo space, safety, or comfort. Camels, yeddim, or porter demons haul supplies and pull wagons, and can be slaughtered at need for meat. Water routes into Cecelyne devolve into strange quicksand that can support small vessels. Her dunes also see the occasional sandskiff (**Across the Eight Directions**, p. 217) or weirder vehicles.

Five Days Downtime

The inflexibility of travel time to and from Hell can be a logistical challenge for Storytellers and players. When starting up an Infernal chronicle — or especially a mixed chronicle featuring one or more Infernals alongside other types of Exalted! — be clear about what to expect from this downtime.

You might use it to encourage a more leisurely pace, allowing the trip to pass without too much worry about how Creation will progress. Exalted leave their schemes to mature for long stretches at a time; as long as they've made appropriate arrangements, they can often continue easily and respond to changes through trusted lieutenants.

Alternatively, you can put the screws to the travel time, making it an intentional point of drama and uncertainty. Travel to Hell affords an Infernal the chance to

broker powerful deals, requisition impossible resources, and otherwise gird herself for great feats. In return, she recognizes that the world will spin on in her absence.

In either case, what matters is *telegraphing* the potential consequences of a trip to the Demon Realm. An Infernal doesn't need to have all the facts, especially if an enemy is acting from the shadows, but they should have a reasonable sense of the circumstances on the ground so they can make an interesting choice.

In the same vein, we'd caution Storytellers against springing a violent, irrevocable trap while the players are away — it's often cheap, dirty drama that takes more than it adds. Instead, have players return to a hard position, with the trap mid-sprung and their forces in disarray. Give them the chance to rally, salvage their plans, and either drive enemies to ground or flee and fight another day.

Life in Hell

Provincial districts are populated largely by one to three local kindreds. Such residents generally accommodate other demons who offer useful services, such as neomah courtesans, hopping puppeteer masons, or gilmyne thespians. Those who arrive unasked for and unwanted, like scheming chrysogonae or thirsty sesseljae, struggle to find a place and are often driven out by force.

Truly cosmopolitan locales include ancient cultural centers dating back to the Carceral War, current or former capitals established by expansionist citizens, and trade centers at key transit hubs such as ports on Kimberly's coast, gates to Cecelyne, and junctures of aerial highways. Here, dozens of demon kindreds dwell cheek by jowl. Almost as alien to each other as they are to humans, their negotiations, quarrels, and debates only heighten Hell's ever-present urban cacophony.

Hell's baseline state is anarchy. Whether individually or in small coteries, powerful First Circle demons dominate neighborhoods through brute force, charisma, riches, or guile. Other social bonds also rein demons in; depending on the demons involved, they may look to parents, siblings, employers, or gang bosses for direction. But by and large, demons do as they like, stopping only when confronted by other demons whom their actions harm or offend. For instance, packs of sesseljae regularly invade taverns to consume every drop, only to perish beneath the claws of outraged patrons.

Hundreds of Second Circle demons claim temporal power in Hell, often extending their reach over multiple districts on their layer. Some rule with a light touch, leaving lesser demons' day-to-day existence largely unchanged. Others impress their will upon society, enforcing their laws via police forces, hierarchical control of gang bosses or clan matriarchs, or supernaturally enhanced love or fear. But their fiefdoms encompass only a fraction of Hell's sweeping landscapes; their order is, in many ways, an anomaly.

Rebellion and Revolution

To oppose a demon of greater status violates Cecelyne's law, inviting terrible retribution. Serfs and citizens can sometimes skirt that law if they have a higher-Circle demon's support for their uprising. There have been any number of such revolts, most of them short-lived. The Unquestionable bore easily of such games, while citizens face too much political opposition from peers, leaving serf revolutionaries to twist in the wind.

Amid the acrid, crystal-crusted elixir refineries of the Cinnabar Salts District, the despotic citizen Girauda, the Eye of the Crow, razed the metody Debor's acid pit to build a new wing for his palace. The

vindictive acid elemental spent several mortal lifetimes gathering wealth and favors; they subtly incited insurrection against Girauda among similarly embittered serfs while amassing support among neighboring fiefdoms. When Debor led a rebel mob against Girauda's palace, it was as a citizen elevated by Makarios, the Sigil's Dreamer, in exchange for eternal vassalage. Debor now rules the Cinnabar Salts District as a mirror of Girauda, as despotic as the one they deposed.

Centuries ago, Isidoros' soul Demirkol, the Broken Chain, decreed that in the Emerald Pyramid District, citizens and serfs were equal — and then continued onward, never giving the district another thought. It grew rich in art and philosophy, albeit racked by strife among anarcho-political factions and artistic collectives. But when a visiting citizen died in a riot, that citizen's progenitor annihilated the Emerald Pyramids with tongues of acid flame.

Demirkol has decreed this once again amid the brass-bridged chasms of the Whispering Cleft District, a cultural center dating back to the Carceral War. Serf luminaries such as Ylbarde the Smoke, a mercurial gilmyne elder of the Color-Dancers' Rostrum, and the monosyllabic Orrotya, said to be the last of the gyorgyike song-seers, face the Cleft's future with hope and unease. They labor to integrate an influx of demons, often of unfamiliar kindreds — and in many cases misfits even by Hell's standards — while entreating citizen benefactors such as Lanthild, Shaper of the Mind's Clay, to continue to patronize the district.

Arts and Entertainment

Figurative art is ubiquitous throughout the Demon City. Eye-twisting wall murals and spirals of Old Realm graffiti appear throughout poorer districts, though citizens often ban them in wealthy precincts. Pavement art is rarer, as passing metody wear it away. Hell's painters often use colors invisible or indistinguishable to the human eye, while art that demons find harmonious may be garish and ugly to most Creation-folk.

Some forms of art respond to smell, taste, or touch, or to demon senses that humans don't possess. "Emerald tangler" anuhles imbue different threads in their weaving with distinct scents. Tomescu engrave labyrinthine arabesques whose patterns and textures convey tactile sensations that require dozens of limbs to fully appreciate. Human languages likewise struggle to describe the shifting auras of vicuska dream-painting.

The performing arts draw even more interest. Passion for music and dance overflows within most demon kindreds, trickling down from the Yozis themselves. Buskers and impromptu street theater troupes perform everywhere. Many serfs feel compelled to produce such entertainments; they labor unpaid, to the point where other demons must drive them off in order to conduct business. Others are hired less for quality than for sheer volume, the better to keep Adorjan at bay.

Hell's art forms sometimes integrate multiple arts in unexpected ways. Cicada demons perform public sex acts where their bodies rasp against each other musically. Suicide-performers immolate themselves before an audience, singing and dancing in agony as they burn. In the fanjaus art of "phase theater," the thespian constantly reconfigures a mannequin to depict each character as it speaks.

Fashion holds significantly narrower interest than other arts. Many demon kindreds wear nothing at all, while laborers and soldiers often wear uniforms provided by their citizen's administration. Idlers, however, often dabble in vogueish apparel; they barter with weaver and tailor demons for new outfits, or swap garments with their peers. Common fabrics include firmin leather, decanthrope haircloth, and cloth-of-brass. Sewing on tiny bells is believed to help ward off the Silent Wind, though the specifics of size, shape, material, and placement vary from district to district.

Sports and games range from the hauntingly familiar to the nigh-incomprehensible. Marbles games are played with vitrified demon eyes, and conkers with bell-seeds or bezoars. Dice games typically involve violent forfeits or mark victories with self-scarification. A distant cousin of chaturanga uses identically shaped pieces distinguished from one another by taste, with the most powerful pieces daubed in psychedelic oils.

Some games involve specific kindreds in their play, such as sesselja-racing, where stomach bottle bugs are released from silver cages or a salt circle to see which one reaches a liquor bottle first. An aalu will spin several copies of a document for its peers to consume and duplicate; victory goes to the player whose duplicate tastes most like the original. In the Twisting Helix District, flocks of agatae attempt to seize a balled-up wad of brass foliage from a hopping puppeteer before it can carry it from one end of the district to the other.

Cuisine

As spirits, demons need not eat, but most crave food and drink. Many have peculiar and specific tastes, and will go to great lengths to obtain their preferred provender. Erymanthoi serve as warriors as an excuse to guzzle fresh gore and quickly lose interest in the fray in favor of feeding. The scent of metal flowers' nectar has distracted agatae into pitching riders to their deaths. Stomach-bottle bugs risk destruction for a sip of alcohol, storming taverns in swarms against the patrons' violent resistance.

Other demon kindreds have broader tastes. The very act of dining can be a ritual or sport; for instance, neomah have little interest in food and drink, but obligingly partake with partners who associate food with courtship. Demons like the fiery gilmyne or caustic metody eat almost anything, and many have jaded palates. All the more so for demons of higher circles, who have the means to throw sumptuous, extravagant feasts to seek novel tastes and showcase their vast wealth.

Certain demons compulsively prepare food and drink, to the point of carving and serving their own flesh should no other ingredients be at hand. Others find themselves assigned to the task by citizens or take it upon themselves to earn favors from peers or as an eccentric hobby. Some kindreds and culinary societies are known for intricate demon-meat sashimi displays, others for sulfurous stews and ceviches, or flashy displays of cookery as performance.

The most broadly enjoyed comestibles are intoxicant beverages, crafted throughout the Demon City in a thousand forms. Some recipes involve fermenting anuhles' victims inside their silken cocoons, brewing kaleidoscopic mead from agata honey, or distilling memories squeezed from passion morays. Others use cisterns of Hegra's dream-rain to make tinctures of brass leaves and silver flowers.

Festivals

The Demon City's ever-present music and dance feels to some outsiders like one unending revel. Specific celebrations bubble up from this backdrop, but Malfeas is too vast and too diverse for any occasion to be universal.

Some demon kindreds express species-wide traditions through celebration. Fiery troops of gilmyne dance through the streets to proclaim their dream of the unreal Saigoth Gates. Teodozjia gather lesser demons into sacred processions, chanting their blasphemous scripture to glorify the eternal Yozis. Pallid herds of luminita gather in secluded brazen groves to engage in silent mysteries.

Citizens establish festivals within their districts to uphold their ideology or their vanity. Octavian proclaims a fête with every military victory, his armies proceeding down grand avenues and performing gory sacrifices of war captives. On holy market days, Makarios's stewards parade his finest wares through the streets, luring citizens and wealthy serfs alike to journey in their sleep to debauched auctions

within his dream-citadel of chrysoprase and alabaster.

The demon hosts react with awe and terror when Yozi or Unquestionables pass amongst them. Such a being's very presence may impose specific reactions upon lesser demons, such as the unhinged revelry accompanying Ululaya; the dirge Erembour plays on her horn when the Ebon Dragon blots out the Green Sun, drawing the demon host into wild mad revels to celebrate the darkness; or the synchronous whispering of those who overhear She Who Lives in Her Name. Whether such behavior can truly be called a celebration is a matter of perspective.

Organizations

Family is an all but nonexistent concept among most demon species; for many, an enemy is the closest thing they know to a friend, a nemesis the closest thing to family. Given these circumstances, affiliations with social groups hold all the more significance in the Demon City. These range from fraternal orders and mutual aid societies to artistic movements, crafting guilds, mercantile chapterhouses, religious congregations, and scholastic collegia.

In the Jewels Shine Amid the Shadows District, out at Metagaos's edge, demons of many kindreds join the ancient **Tooth and Flame Society**. When omen-weather sweeps the sky, its members ask a neomah to construct a unique chimera from their combined flesh. This they set loose in a wild place for a hunt; at its climax, they devour their still-living prey, discussing its taste and reminiscing of past hunts. Its members consider their bond stronger than anything but a greater demon's commands.

Once a fringe school for gilmyne dancers, the **Color-Dancers' Rostrum** has become one of the Demon City's most prestigious dancing schools. Though primarily a gilmyne institution, dancers of all kindreds are welcome — their grand amphitheater on the edge of the Whispering Cleft is large enough for a troop of hopping puppeteer to pirouette — and even citizens have been known to attend. Members share dances learned upon distant layers and from foreign kindreds, innovating new choreographies and styles. The Rostrum's name comes from one of those innovations, where gilmyne dancers use metal salts to change color as they dance.

It is known in the Demon City that an amethyst pillar, graven with the words of Elloge, towers distantly in the dreams of the demon hosts. At its foot gather the **Sleeping Judges**, a conclave of viscuska and other dream-demons selected by secret rites. A demon who seeks out this pillar in their dreams may address the Judges to seek redress; the accused feels the call of the pillar when they sleep and has seventy-seven days to respond. Though the Judges hold no power in the waking city, in dreams they may torment an offender for however long they see fit. Initiation into the Judges, once a rare honor, has become commonplace among dream-demons. Citizens with power in dreams, such as the merchant Makarios or Thietmar, the Director of the Theater Somnific, exert ever more influence on the Judges, wielding them as a tool for their own interests.

The red-masked **Crimson Heralds** do not pray to Adorjan; she loathes prayer, and Lucien hunts down those who disturb her with veneration. They do, however, preach of the virtues of silence and the ecstasy found in the touch of the Silent Wind. Other demons deem them mad. They've yet to gather enough converts to achieve their dream of silencing a district to welcome Adorjan in.

Most common of all, though, are the informal organizations of serfs lashed together by proximity and necessity. Conscripted work-bands and small-time gangs can be found throughout Malfeas; their loyalties to one another range from the most casual of acquaintances to bonds deeper than blood — especially for those forced to endure Hell's greatest perils, whether surviving at the fringes of Adorjan's procession or being caught in the midst of a sorcerous duel among the Unquestionable.

Commerce

Though demons require neither food, drink, nor shelter to survive, they nonetheless desire all manner of goods and services. Within any given domain or district, serfs may use a local currency or credit system for purchases and compensation. As these aren't generally accepted in other locales, bulk commerce between domains or organizations relies on barter.

Demon liquor is especially relished. Weapons and armor, though likewise prized, have a highly fragmented market, as arms suitable to one demon species' body shape are worthless to many others. This goes double for musical instruments; many are entirely unplayable by demons who lack lungs or a specific number of digits.

Other widely coveted items include narcotic brass-mushroom powder, treasures from Creation, and talismans against various ill fates, such as the Silent Wind. Goods with niche but reliable demand include spidersilk paper, demon-ichor inks, clothing, and human slaves.

Demon serfs with the luxury of free time typically spend it out on the town, employing other demons' services. Saloons, chophouses, drug dens, dance halls, theaters, casinos, and brothels abound. Any given venue may mix and match these services, seemingly at random. Where storefronts are unavailable, businesses spill out onto roadways and plazas, or drive out residents to take over their space. Purveyors advertise their services with drums, bells, and song, deepening the city's ever-present cacophony.

Given how each kindred's mindset is almost as alien to other demons as it is to humans, provider and client may assign wildly different meanings to a shared act. A demon storyteller may consider their work an act of violence or gustation; a courier might view conveyance as waste disposal or sex.

Full-time traders are uncommon, though some such as landri and oldrasek find their urge to travel aligns with the trader's lifestyle. In other cases, an individual demon's idiosyncrasies drive them toward this vocation. The gregarious agata Riadna expresses a cryptic philosophical truth through arbitrage. The vain luminita Seven Small Sudden Steps bargains for shining treasures and talismans to better lure mortal hunters, forever exchanging them for new ones as he travels. Ibyll, a touch-averse neomah, accumulates wealth to trade for flesh without needing to sate others' lust.

As trade so often involves exchanging goods and services for favors, the line between "merchant" and "politician" blurs. Given time, an ambitious merchant can seize control of a street, neighborhood, or district by calling in favors from local leaders and legbreakers. For instance, the Spitewell Consortium — a collective of metody devoted to dissolving all resistance to their accumulation of ever greater wealth — effectively rules the Pockwall District through vicious, persistent harassment of rivals. All that holds them back are their vicious, persistent grudges against one another.

Though rare, commerce takes place between Hell and Creation — or other realms, for that matter. Only the most enterprising mortal caravaneers procure charts to Cecelyne's secret paths and dare the five-day journey to Hell's perilous bazaars. There, merchants procure infernal liquors and drugs, metals and fabrics, jewelry and art objects, alchemical reagents, and demon servants of various sorts. (Unbound demons are dangerous, but without sorcery, you take what you can get.) Demon merchants want similar things from Creation; by and large they cannot leave Hell, and so must wait for mortal traders to come to them.

Among other peculiar properties, Hegra's rain causes sudden outbreaks of "commerce." Those caught in commerce-rain feel compelled to exchange goods and services with those nearby — or, failing that, to steal or offer gifts, which Hegra deems to be degenerate modes of exchange. Her touch is holy; few demons seek to reclaim whatever they've traded, regardless of value.

The Ministries

Hegra founded the Ministries of Hell to express her obsession with commerce and emotion. Each ministry, such as the Ministry of Trust or the Ministry of Lethargy, is a bureaucratic organ that redistributes a specific emotion among the Demon City's populace.

A citizen heads each ministry, determining its policies freely. Hegra chooses new ministers by uplifting serfs via theophanic black lightning. Established citizens may found new ministries or supplant existing ministers. Occasionally, a high-ranking clerk succeeds a minister, though this requires a greater demon's clientage.

Hegra empowers her ministers to absorb and channel one emotion, alongside an unquenchable drive to do so. Other ministers may possess applicable emotion-based Charms; failing that, the emotion may be distilled from Hegra's dream-rain, transferred via passion morays or other demon intermediaries, or extracted by artifacts like hepatizon brain-syringes and paired sensory-deprivation sarcophagi.

But as ministries work at scale, with hundreds of bureaucrats ministering to thousands of serfs, most emotions are shifted through mundane means. A gilmyne clerk at a Ministry of Anger might lull one demon's rage through dance, then infuriate another with insults. At the Ministry of Fear, a blood ape might terrorize one serf with threats, while a vicuska consumes another serf's nightmares. The tiny Ministry of Syneche, an alien emotion experienced primarily by agatae, deploys riddles and kaleidoscopic lights with little meaning to human observers.

The Demon City contains dozens of wholly independent ministries, each with its own administration and policies. Clerks at the Ministry of Sadness in the District of Broken Clocks welcome volunteers, seating them in the spidery clockwork Sorrow-Chair to inject liquid sadness from an enormous rooftop sorrow-tank; aalu bureaucrats maintain painstaking records of each transfusion. Meanwhile, packs of blood apes emerge from the Skyknot District's Ministry of Anger, mugging and mocking serfs at random, while leading others on cathartic rampages.

That the ministers collectively abuse their power is largely the point of their existence. Sapphira, the obsessive Librarian of Scents, solicits bribes from those who requisition delight. The fulope minister Gazmen High-Note extorts favors and gifts in exchange for withholding shame. The chrysogona minister Tharsi sells promissory tokens tradeable for pride; these serve as currency across much of the layer. For his own pleasure, Emerenzia, the Minister of the Ivory Tassel, dedicates his ministry solely to inflicting — rather than removing — despair.

Infernals in Hell

Hell's society must now reckon with the Infernal Exalted. Neither Unquestionable nor citizen, they exist outside the established system. Though not quite peers with the Third Circle, the Infernals need not bend the knee to them; they acknowledge no authority but the Yozi and must only obey an Unquestionable who's speaking on a Yozi's behalf... though the Unquestionable are free to revenge an Infernal's disrespect as they might a peer's.

Infernals are awarded fiefdoms upon Exaltation. This may be an existing principality or one founded specifically for the new Infernal. While citizens are sometimes appointed to assist their newfound peer as a castellan or regent, most chafe at having to divided their attention between their own affairs and those of another. The Infernal may instead elevate a serf to citizenship, awarding them the post. This offers its own obstacles. Newly minted citizens lack experience and gravitas; Second Circle demons don't view them as peers, and even serfs may show little respect to a citizen elevated solely on an absentee Infernal's say-so.

Serfs' reactions to an Infernal master depend on many factors — most notably, the differences between the fiefdom's former rule (or lack thereof) and the Infernal's policies. Whether initiating wars of conquest or offering unfamiliar rights to serfs, new policies appeal strongly to some kindreds and repulse others. A hedonistic Chosen's bacchanals draw gilmyne to dance and swarms of sesseljae and passion morays to feed, while reclusive luminita steer clear and haughty teodizjia turn away with disdain. Bloodthirsty erymanthoi throng to growing armies, scheming chrysogonae to gatherings of conspiratorial courtiers, and prison-building remenyke to budding police states.

And there's more to Hell for Infernals than fief-building. Abolitionists can take a stand against Cecelyne's laws by politicking with citizen-princes, engaging with the *bella axiomata*, building a revolutionary cadre among serfs, or confronting the Endless Desert herself. There are fortunes to be won and lost, religions and philosophies to promulgate, arcane secrets to learn, wild places to explore, and wonders to witness that no human has ever laid eyes on.

Scarred by a lifetime of privation, Twice-Born Emerald's insatiable appetite for luxury drives him to new heights of excess. Wealth and favors cascade from his coffers across neighboring fiefdoms as he procures an ever-expanding host of chefs, musicians, dancers, and gladiators. His palace-ziggurat looms over the skyline, webbed in brazen scaffolding as master architects construct new wings to accommodate his vast collection of vehicles, curiosities, and artwork. Today he repays debts accrued to silver-tongued Ruzha, the Voice of the Shell, by marching troops across the District of Whirling Vanes to subdue its rebellious serfs.

Hungry for vengeance against her nomadic people's foes in Creation, Shomari Break-the-Lion's-Back garrisons her growing army through the anarchic districts of Malfeas's 19th layer, recruiting serfs by the thousands. The rulers of neighboring fiefs, such as bramble-eyed Nicanor, the Tamer of Thralls, and fever-crowned Lilja, the Prince of Nine Wounds, move swiftly to conquer precincts thus denuded of opposition. They send her lavish gifts and invite her to grand galas, seeking to win her favor for aid against their peers — and to sway her from her stated plan to lead her army across the Endless Desert, lest some violent response from Cecelyne ravage the layer.

Once labeled a crackpot by the Violet Meadow's scholars, Valeritya of Klaithe immerses himself in the *bella caelestia* to better order Hell's skies in accordance with his interpretation of *Astraeon Symmetries*, an obscure First Age philosophical text. He champions the implacable Leodegar, the Pillar That Heralds the Dawn, and the ambitious Viorel, the Parasite Star, supporting them with his fiefdom's aerial legions and his own flamboyant sorceries. They've recently forced Ululaya, the Blood-Red Moon, to withdraw from the skies of the 41st layer, razing half of the Clashing Winds District and earning Ululaya's enmity.

While the Infernal's Away

Much like any other locale that a player defines as their home base, the Storyteller should handle an Infernal's fief carefully when the character is in Creation. Don't destroy the place offscreen, and allow followers and retainers to perform useful tasks — training troops, constructing a manse, or the like — with well-telegraphed (or well-earned) complications.

The Conventicle Malfeasant

Rising more than a mile into Hell's sky, the Conventicle Malfeasant is equally nightmarish and majestic — a sky-defying basalt dome that serves as a headquarters and residence for the Infernal Exalted. It contains an entire city of demons who serve the Green Sun Princes. It is theirs to rule over as they wish; if this was meant as a kindness, it has more often been a burden, for they are young and unsettled, quick to

argue and slow to agree. Nonetheless, it stands. It moves. It serves.

Structure

The Conventicle is a marvelous city unlike any in Creation. Fifty manses can be found equally spaces around its perimeter, each intended for one of the Green Sun Princes and gifted to them in the order they are Chosen. A legion of demonic craftsfolk are at their disposal to customize these homes in whatever way they like. The flesh of Malfeas is especially malleable within the Conventicle, and a great show is made of how the Yozis have given of their bodies for their comfort of their new champions.

Plant life is drawn from throughout the Demon City, including the eerie bell-trees of Vitalius and the milk-white poppies that sometimes grow among the heartroots of Pribosyl. Clean water is brought in via miraculous oases in deepest Cecelyne, heated by hellfire or cooled by ice in secret coldhouses. Fantastical drugs are imported from Hegra's many souls at fabulous expense, and Erembor trumpets for the start of night on a mostly regular schedule that approximates Creation's own.

Its residents include those serfs fortunate enough to survive its hasty but meticulous construction and tens of thousands more specially chosen to serve and delight their new Infernal masters. Some citizens have taken up residence as well, to be nearer to the Infernals and the tumult they herald; Unquestionables visit, but none have yet taken up permanent quarters, instead expecting lavish hospitality from any Exalt who would dare to claim their friendship.

Rules of the Conventicle

The Infernals most in favor of the Conventicle seek to mediate rules between the Infernal Exalted, often with the help and support of their demonic allies. They find themselves opposed, however, by other Infernals and demons who have no wish for laws or codes of conduct. Still others are paranoid and don't want possible rivals determining the laws, and so they struggle amongst themselves.

Thus far, the only significant rules that have been negotiated are prohibitions against murder and theft within the Conventicle, to be punished by Sylik, the Dessicating Wind, 17th Soul of Cecelyne. This Third Circle Demon is an exceptional warrior in the context of punishing those that the law has deemed guilty and loathes the chaos she feels the Exalted bring.

While fighting and even assault are allowed in the Conventicle, most Infernals show a measure of restraint, recognizing that they exist within a society of monsters. When a feud cannot end in anything but slaughter, parties find recourse in the Arena of the Deeper Covenant; there, they may fight and kill one another with impunity from the law.

The Althing Infernal

The most recent Calibration saw a grand event to which all Infernal Exalted were invited: The Althing Infernal. There, among their peers and allies, they may boast of their accomplishments and announce their plans. The Infernals need no consent to undertake their schemes, but many take the opinions of the Althing seriously, helping to coordinate their affairs in Creation to prevent duplicated effort or unintended sabotage. More than thirty among Hell's Champions attended, some with great passion and others with tepid interest or even distrust. Those who refused saw no value in a community of the damned, withholding their tacit approval in their absence.

During the Althing, the Conventicle becomes a festival. The Infernals are feted by their patrons, allies, and well-wishers, lavished with gifts and praise. Even the lowliest serfs may find time to indulge, bartering away hell-scrip for honeyed dream-candy or skewers of grilled behemoth-meat spiced with stimulants. Musicians host ecstatic performances on every street corner; serfs sing and brawl and dance

without restraint.

It is also a time when alliances are brokered, especially by those citizens and Unquestionables who otherwise could not bring themselves to bargain with the Infernals without losing face. Covens are formed among those of compatible plans, useful agents are secured for the years to come, and bribes exchange hands under the pretense of patronage, homage, or gift-giving.

The first Althing was a response to early violence among the Infernal Exalted. The Horizon Caste Brazen Dove sought to assassinate one of the sorcerer-princes of Ysyr, but the prince's demonic lover turned out to be an alias for the Nadir Caste otherwise known simply as Malice. Their grudge drew in their respective allies and Circles in a series of rapid escalations — espionage, sabotage, and attempted assassination. Brazen Dove sought to make an overture of peace, which Malice ultimately accepted. The two hated one another, but thought alike in one regard: If the Infernal Exalted were to prosper, there must be some means of settling these inevitable vendettas. Thus they became the first proponents of the Althing Infernal.

Those among the Host of Hell who find merit in the Althing see it as a useful tool to ensure their plans go unperturbed by peers. Some see it as a useful tool to change one form of conflict into another and back again; others glimpse in it a useful tool to leverage political influence. To its truest believers, though, it is that rarest of things: A coalition of equals. Acting in coordination — or at least, with a minimum of strife — the Infernal Exalted could bring to bare a power that none in Creation could possibly deny.

Whether they signed on as pragmatists, politicians, or idealists, the Althing's members struggle against the apathy, hostility, skepticism, and paranoia of those among the Infernal Exalted who would prefer the Althing simply not exist, while also managing the opportunism and sabotage from those who believe the project should serve their passions and goals instead. The efforts to grow the Althing Infernal have inspired nearly three dozen Infernals to attend both the Althing itself and a number of lesser gatherings throughout the year in which burgeoning Infernal factions can touch base with each other and arrange alliances or negotiate compromises.

Other Denizens

The Conventicle has much more to offer the Infernal Exalted than just comfort. Magdolna, Horizon's End, is a soul of Isidoros whose control over space helped to raise the material to build the tower so quickly. She is eager to work with Hell's Chosen, seeking to test them in matters of speed, strength, and the construction of obstacles that she might tear down. Erembour, That Which Calls to the Shadows, has established a grimly beautiful theater and seraglio of shadows and magic within the base of the tower, and offers instruction in the arts of music, seduction, curses, and the masking of monsters to any Infernal who would learn from her. Orsolya, Whose Court is Grasping Vines, is a soul of Metagaos whose mastery of Hell's geomancy helps to keep the flesh of the Conventicle alive. She can teach formidable lore in the shepherding of demesnes and the construction manses of terrible power that feed on the very land itself, and is eagerly collecting Infernal students. Perelu, the Prophet of the Distant Day, is Qaf's only representative in the Conventicle. A master of sorcery who can infallibly teach the art as a series of personal crucibles that confront students with the deepest flaws of their character, Perelu preaches self-mastery as a means of obtaining mastery over Creation, and by his aid students can reach the slopes of Qaf from the Conventicle. Even great Ligier keeps a great forge here, offering a rare lesson to those Green Sun Princes who best represent the title he has so magnanimously given them.

Inhuman Resources

The aid of the Unquestionable on Sorcerous Workings can always provide at least

one Means, or two if their nature is complementary to the project; such help also changes a Working's expression in some way reflecting their influence. They can also provide unique reagents and components for the construction of artifacts with relevant themes, and many have Charms that make such projects easier.

Hellish Locales

There are many wondrous and terrible vistas to behold within the breadth of the Demon Realm. What follows are only a fraction of a fraction — adventuresome places where Infernals might find opportunity and intrigue.

Devil's Hair

The Crimson Vine is a mighty behemoth who crawls through the layers of Malfeas like a maggot through flesh. Born in the depths of Metagaos' swamps, it drags with it a massive township called Devil's Hair. A dense net of living roots and vines is affixed to the rear of the behemoth by great spikes of Malfean brass, and many buildings are grown on the uppermost layer. The behemoth excretes nutrient-rich waters and a light, hard mineral stained the many colors of Kimbery. The waters are caught by the dense roots of Devil's Hair and held until it becomes a sort of marsh from which many plants can grow — some useful, most dangerous. The material is worked into tools and weapons, then sold to communities who often need such materials desperately once the Crimson Vine has passed through their settlements.

Many First Circle demons come to Devil's Hair seeking safety and opportunity. As a mobile community, it is less vulnerable to the crashing of layers or the sudden calamities of Adorjan or Isidoros, and as an old community, it has learned many useful lessons about surviving and prospering in Hell. Many great merchants owe their success to time spent learning negotiation and opportunism from the people of Devil's Hair. A group of neomah matriarchs have also gathered in Devil's Hair to experiment with the living flesh of the behemoth; they provide powerful familiars to those who can make it worth their while.

Yarlinuh the Night Briar, Wisdom Soul of Pribosyl, is the mistress of Devil's Hair. She has sworn an oath to her Unquestionable progenitor to tame the Crimson Vine and return it to her master. More than a thousand years of effort have brought Yarlinuh only limited success. The brass spikes that carry the township were her innovation, and through it she has obtained a rudimentary influence over the Crimson Vine's rhizomatic nerve system. Yarlinuh works with Devil's Hair's neomah matriarchs to refine and improve her control, even though they subtly withhold essential principles from her — for they understand what would happen if their usefulness came to an end.

Octavian's Empire

Octavian's Empire has many names — Tor Unassailable, the Quarter, the Octavo, or simply the Empire to its residents. A regimented, authoritarian state, it exists to serve its lord's military ambitions, using Hell's bizarre residents and resources as best it may.

Many of Malfeas's natural structures here have been torn down and reshaped into fortifications. Broad avenues for troop movements wend through every district, the greatest of them carved by Jacint in exchange for giving a neighboring state a century's truce.

Every demon useful to Octavian has its place and task. In the empire's eleven central districts, weapons clash amid glittering parade grounds and cavernous colosseums as tomescu footsoldiers drill against one another. Undisciplined blood ape shock troops brawl and roister in their squat, reeking barracks. In manufactories, fanjaus and firmin broken to obedience churn out arms and armor. Parklands thick with

tarnished brass foliage throng with ahnules and luminita, compelled into service as trackers and light cavalry. In scattered towers, angyalkae forever play a victory march on the harp of Time. Demon serfs of every stripe who exhibit exceptional intelligence, loyalty, skill, and initiative receive promotions, ranging from squad leaders and manufactory foremen to generals and castellans.

Demons deemed ineffectual but harmless, like gilmyne and passion morays, are left to their own devices. Potentially troublesome demons — whether voracious antlion-like antha, scheming chrysogonae, or the rare loyalist to the old regime — are killed if necessary, but preferentially exiled to become some neighboring citizen's problem. A few tractable schemers, like the fawning chrysogona Eodora and the voyeuristic vicusca Myclu, instead eke out a hidden existence in the district's cacophonous bazaars and labyrinthine alleys as informants and black marketeers in service to Octavian's spymasters.

When not on campaign or summoned to Creation, Octavian resides in **the Citadel Imperator**, a central palace-fortress meant to intimidate and overawe. Its jagged basalt towers bristle with siege engines; regiments of demon troops march in and out of its brazen gates at every hour. Here reside Octavian's personal guard and a small army of bureaucrats. He rarely attends privy council meetings, nor the echoing throne room used to impress visiting dignitaries. Instead, he devises battle plans in his war room, admires military trophies in his labyrinthine armory, or takes his rest beneath an ancient oak rooted in the black stone of a secret garden. Those Infernals who seek him out there may bargain for the service of his legions, though he demands tribute and exacts a princely price for their service. Foremost among his favorites is the weakening of a neighboring district that resists conquest; free of Hell's laws, the Infernals may soften defenses or commit sabotage with relative impunity.

Out on the Town

Ziz is the unspoken leader of a small clique of young tomescu, mistmates born from the same smolderpit a century ago. They serve in Octavian's Seventh Army, currently on garrison duty in the District of Glass Arms. Creatures of the moment, tomescu typically go their own way when opportunity allows, each pursuing their own inscrutable whims. But Ziz finds satisfaction in directing and observing her kin, so at odd moments she gathers them up and chivvies them together among the district's clamorous entertainments, seeking out the diversions that each finds most compelling.

Bádo rejoices in tragic plays and melancholy music, punctuating them with agonizing cries seemingly at random. Ompol enjoys scratching rows of perfectly parallel lines across walls and pavements. Paton relishes falling into and out of obsession; they're currently infatuated with a gilmyne dancer, gifting him a severed fragment of one of their own blade-limbs after each performance. Lastly, Gyöz cannot resist games of chance; they owe favors to numerous demons, and find inexplicable joy in fulfilling these forfeits.

The blood ape Virá, unwelcome among her kin for unspoken reasons, accompanies the clique on its excursions of late. She favors grand guignol theater and gore-dance performances. Craving the sense of community found among blood-ape packs, she howls along with the tomescu when they cry out in pain at dawn.

Port of Ten

The glassy, angular turrets of the Port of Ten rise from a rocky cove along the tempestuous Demon Sea. This cosmopolitan harbor evokes an odd sense of familiarity in Infernal visitors; they glimpse human faces among the demon crowds and hear snatches of Flametongue or fragments of Southern melodies in clamorous bazaars and cantinas.

Over a century ago, the port caught the attention of Gervesin, the Grieving Lord, a soul of Ligier devoted to blighting the things of the sun. Something about it reminded him of Chiaroscuro, the city he'd sworn to protect in the name of Kinnojo, the mortal Chiaroscuran man he'd loved and slain. Ever since, Gervesin has spent much of his time in Hell brooding over the port from a nearby headland.

Gervesin regularly sends decanthropes to the Port of Ten so that its populace superficially appears more human. Their desire for new hosts makes this a profitable stop for dealers in mortal slaves. The decanthropes' simmering, irrational distrust for their peers also makes the port a viper's nest of politics and schemes.

Other citizens acknowledge the port as Gervesin's. He largely leaves it to its own devices, allowing it a rare independence. Reminders that it isn't *actually* Chiaroscuro drive him to terrible rages; taking on his aerial form of a living emerald spear, he topples buildings that alter its skyline or butchers flying demons who nest too visibly among its roofs. The port welcomes demon scholars whose nebulous knowledge of Creation can help them better simulate the city of Gervesin's desire. Infernals who can bolster those efforts would find him a distant but grateful ally.

Respite of Shadow

The Respite of Shadow is a famous theater and wine house, its towering obsidian roof many-tiered like a glossy black confection. This manse, crafted by the Third Circle demon Erembour, occasionally makes unexpected appearances in Hell where failed revolutionaries are about to give up on their ideals. A few times it has even appeared to offer sanctuary to entire mobs or armies, swelling in size to accommodate their numbers and protect them from would-be vanquishers. Even Hell's nobility would hesitate to attack unprovoked within the manse's walls, for it holds the power to lay terrible curses on those who break its melancholy peace.

Many wonders can be found within the Respite, for its mistress prides herself on it on having something for everyone who might walk through its doors. There are draughts that can cure almost any illness, at the cost of one's form and mind becoming ratlike, debased and cunning. There are minstrel-demons whose songs can break curses, and dancers whose displays can inspire creativity in even the most burnt-out of artisans. It is also a source of gossip and intelligence, for though the performers and servers know much and speak little, a clever tongue and careful bribes can still reveal crucial secrets about where the Respite has been.

The plotting of its mistress, the mighty warlock Ragara Mysela, a sorceress with a body of living shadow, is centered around rising in Erembour's esteem. She is one of the few humans alive today with the knowledge to spawn a new kindred of demon, a service she plies for clients in Hell and Creation alike. She is eager to create bespoke species for the Infernal Exalted, working alongside them to create their ideal soldiers, courtiers, or spies. There, working shoulder to shoulder, she may extol her mistress' many virtues, gently nudging them in Erembour's direction.

The Ferike Stem District

The **Ferike Stem District** wends across the Great Layer. A segment of the Iron Stem sky-elevator crashed here centuries ago, demolishing colossal basalt ziggurats and toppling mountainous brazen trees. This attracted a colony of ferike, a recently created demon kindred. Resembling giant crows with fat

tentacles for legs, these artisans forge alloys from corrupted things that were gathered or stolen rather than freely given or traded. Bright, rancid smoke rises from rubble-strewn eyries where ferike smiths hammer rust and verdigris together with rotten meat, spoilt demon wine, and the like to craft unnaturally strong and light metals.

A marketplace has sprung up alongside the ruins, its buildings and plazas assembled from basaltic rubble and roofed with enormous brazen leaves. Here, demon merchants gather ingots casually strewn about by the ferike, who in turn steal pure things from the merchants' supplies — food and drink, texts, artwork, sacred icons, hopeful slaves — which they can mar for use as raw materials.

The district has few other semi-permanent residents. These currently include the neomah Mateje, who hasn't yet tired of combining the unfamiliar ferike with other demons' flesh; the remenykes Abriell and Icholau, gleefully competing to entomb sesseljae who'd feed on the ferikes' raw materials; the metody Klaudiu, who takes the role of a taciturn merchant for unspoken reasons; and a hopping puppeteer, their name a bewildering series of gestures, who constructs weird architectural follies atop the shattered ziggurats for their own amusement.

For all their usefulness, the ferike and their neighbors are bedeviled on all sides by principalities that covet their exports. They hustle desperately to buy another year's independence. Their envoys have approached several among the Green Sun Princes as potential patrons, though they have yet to find anyone who relishes the challenge of claiming such a tiny nest from its many circling predators.

The Cell of Self-Scrutiny

The Cell of Self-Scrutiny is a whispered rumor of a school that will teach even the least among demons the power of sorcery and of the truths of Hell's history. The Priests of Cecelyne ruthlessly hunt and destroy those who speak of it. Many hopeful and ambitious demons die seeking it, often at the hands of those same priests, but the legends persist of what can be accomplished by those who find it, of heroic demon-sorcerers whose powers could match even those among the Second Circle.

These legends are exaggerated, but not *false*. The Cell of Self-Scrutiny lies within the body of Perelu, a Third Circle demon of Qaf, the Heaven-Violating Spear. The Cell draws in seekers of knowledge who would change not only their circumstances, but also their very selfhood. On the path to finding it, Perelu appears to worthy applicants in some guise of utmost wisdom. Demons see elders of their own species, or someone who looks like a renegade Priest of Cecelyne; warlocks see someone who could be a House Matriarch or a fabled shaman from their homeland. Regardless of what they see, the figure engages the seeker in debate and riddle, interrogating their motivations. If they are pleasing, the figure will guide them to an unassuming door into darkness. Once entered, the door vanishes behind the seeker, and they are in the Cell of Self-Scrutiny. No matter how many people enter, when the door closes, they are all alone.

Some find themselves alone for years or decades in a plain room in which they will starve and thirst, but never die, having only dense books of the histories of Hell for company. Others are confronted with the past they left behind, lost loves and old friends who interrogate them as to why they left home for such a prize as this. A rare few might find a reptilian man, tall and wizened, with eyes flecked with bits of golden sunlight. This is the form of the Prophet of Distant Day, who once studied at the feet of the Unconquered Sun before the Yozis became the Yozis, and learned much about discipline, valor, war and rule. He will ruthlessly confront anyone trapped within him with their fears and flaws, as the Yozis have been trapped in a Hell of their own bodies. The only escape is through transformation — only once they are no longer the creature who entered will they find themselves free again, initiated into the high art of sorcery.

Lake of Empty Reflection

The Lake of Empty Reflection is one of the quicksilver lakes of Szoreny, beneath one of his outermost roots. A crashing layer cracked the root above, and it drips quicksilver endlessly into a vast crater below. The Lake of Empty Reflection is home to a thriving community of demonic thaumaturges and fortune tellers thanks to its particular qualities. The quicksilver which bleeds from the root above is especially psychoactive, containing echoes and qualities from any exposed to it. Many thaumaturgical rites exploiting these properties have been developed, such as excising unwanted feelings or poisoning others with a mental emetic.

A village of crystal houses surrounds the lake, the largest of which is home to Nyagy, a silver-carapaced agatae who is a powerful and respected thaumaturge. Nyagy was once submerged in a vast droplet of quicksilver while flying above the Lake, and while submerged, they were confronted with visions of every struggle they've ever had within themselves. Now, they preach of the war within every demon, a war to obtain freedom from chains within the self. They are uncommonly calm for an agatae, claiming to have tamed their passions. They know many arts of using quicksilver to affect both body and mind, and their sting delivers a venom that attacks with the strength of their victim's greatest passions.

Merchants employed by Makarios, the Sigil's Dreamer and other demon merchants, such as the Festive Cornucopia and the Floatsam Palace, frequently come to trade for the venoms and tinctures produced by the community. Other times, the unencumbered adepts of Adorjan's Ways or seekers of Qaf will arrive as pilgrims to purge themselves of attachment or transform themselves to better fit on that strange mountain. Religious violence frequently breaks out between the adepts and seekers, which occasionally will drag in the armed escorts of the demon merchants and bring much strife to the Lake of Empty Reflection.

Quicksilver Thaumaturgy

Perspire The Passions (••)

Via the rites taught at the Lake, one may ingest quicksilver to sweat out specific memories or Intimacies, which can be bottled and ingested to reclaim them. Quicksilver is a poison (damage of 2B, interval one day, penalty -2, and duration 10). One may choose to suffer the full duration to remove the maximum number of memories or Intimacies: one day per scene of memory, two days for a minor Intimacy, three days for a Major.

Scatterfang

Scatterfang is an archipelago of jagged isles and reefs of debris, lashed together by a net of stormwind and sizzling blue static. It is home to Svarna, once the greatest warrior-soul of Hegra. Mutilated in the Divine Revolution, he languishes now in a fugue of melancholy and delusion. Three of his souls — kind-faced Acad, many-winged Valna, and patient-minded Remenkye — tend to him, especially when his tantrums reshape the isles in a kaleidoscope of geometric impossibilities — for Svarna is the Puppeteer of Angles, and the sword called Space is just another weapon in his rheumy-eyed frenzies. These fits have grown all the worse in recent years, and his soul-custodians are desperate to see their progenitor made whole.

To this end, the island welcomes demons of all circles with knowledge of healing arts; without the First Circle prodigies who form the Collegium of the Seven-Sided Square, Svarna would be in far worse shape today. Though none have yet cured him, their toilsome and inventive treatments have given him a measure of respite (and resulted in many interesting alchemical discoveries). Serfs sometimes come and

prostrate themselves before the Collegium and the Svarna's soul-pantheon to beg for tutelage; those of promise find their request granted at the cost of eternal indenture.

While Acad and Valna oversee the affairs of healing, Remenkye attends to the island's other industry. In the cyclopean Smeltry of Sorrows, she oversees legions of demonic glaziers in putting to use the rain of crystallized melancholy that accompanies Svarna's darkest moods. From this, they craft treasures — singing-blades, sorrow-revealing mirrors, and flutes whose notes are so mournful that Malfean theater troupes have gone to war for them. These are the coin by which Scatterfang pays for its security while its Unquestionable languishes in fever, but Remenkye knows that if Svarna were to be made whole, the industry — and her leverage over her soft-hearted siblings — would be undone in a single stroke.

Scatterfang — or at least Acad and Valna — would prostrate themselves before an Infernal healer who could restore their progenitor to health. Fearful that such an interloper may discover how she has adulterated many of Svarna's remedies, Remenkye has undermined their every effort, assassinating couriers before they can deliver her siblings' entreaties.

The Spectacle

Hell has many performances which claim to be the greatest, but one of the most famed contenders is the Spectacle, a grand event held six times a year by Ilivia, the Black Diamond Comet. Demons gather at grand arenas constructed rapidly from Malfear's flesh to see the greatest among them outwit death traps, clash against each other in duels, survive deadly hazards, and eat and drink until they risk bursting.

There are grand and terrible rewards for victory. Those who survive find their Essence growing, thanks to the presence of Ilivia's comet overhead. In exchange, Ilivia draws any shed blood from the contestants, survivors and casualties alike, up to her comet in streaming ribbons, where their talents become one with her own. While demons of the Second and Third Circles sometimes compete in her games, this is a rare and perilous delight — the Spectacle is *sometimes* lethal even such greater spirits, slaying them forevermore and adding their magnificence to Ilivia. For her part, the Black Diamond Comet has no control over this, nor does she stack the deck in her favor against powerful contestants.

Ilivia is a Third Circle demon descended from Isidoros. She is one of the Eight Masterful Demon Generals who survived the Divine Revolution; in the years since, she has attempted to outdo all of her siblings in their own arts and obsessions. The Spectacle serves this end, for it is how she finds masters to learn from and surpass, as well as apprentices to pass down her knowledge and showmanship. She has a particular rivalry with the Coruscant Emissary, a constellation of sentient mathematics and soul of She Who Lives in Her Name who feels that the power drawn from the Spectacle has allowed Ilivia undue dominance in the skies. He sends saboteurs to plague her events with weaponized banality and a foul, cloying miasma known as the Obvious Outcome.

While Ilivia's true form is her namesake comet — a frequent party to the bella caelstia — she is most often seen as a tall, lithe woman dense with muscle and covered in scars. She has been enticing the Infernal Exalted to take part in her spectacles, offering tutelage in any art they would choose and the rich rewards of winning. It is unclear to all whether an Infernal victor would reap the same benefits as a demon. There is little doubt that a failed Infernal would die, but whether his death would fuel Ilivia... well, the demon has hopes, curiosities, and deep reservations.

The Street of Golden Lanterns

The Street of Golden Lanterns is one of the few sight in Hell that might be considered uncomplicatedly beautiful by Creationborn. Golden lanterns light the street with a warm glow not unlike Creation's sun, and the street is paved with a smooth golden bricks that never erode or degrade. The houses and

residences are all constructed of similar materials, but in silver, in red and white and black and green, and in blue that is always covered with stone or tarps as soon as it appears, before the Priests of Cecelyne can punish those who look upon it.

Demons with nowhere else to go, or those whose miseries have become too great to bear, flock to the Street of Golden Lanterns because it welcomes anyone who wishes to trade what they have for a better life. On the Street, one may trade away their hopes and dreams, their sorrow and misery, their very flesh and bones, or even their Essence itself. The price they get in return is never fair, but it is often more than they could hope to gain by any other means. Weary blood apes trade their ferocity to Second Circle demons whose nature precludes personal strength, and are protected in their weakness by a newly empowered citizen, given blood and rest and comfort while they slowly age and die as mortals. Sesseljae trade their power of healing to princes in exchange for endless intoxicants to drink and fine silks to luxuriate upon, often perishing from overdose in their weakened state.

Such miracles are possible because the Street of Golden Lanterns is the body of Unquestionable Ipithymia, a soul of Malfeas. The houses and streets are her flesh and bones, raised in the colors of those who mutilated Malfeas and cast the Yozis into Hell. Ipithymia remembers the lessons the Exalted taught her, for she was born in the Demon City; her first memories are Malfeas' cries of pain and rage as he was cast away from Creation's golden light. She is keenly aware that to live in Hell is to suffer, but all the same, she knows that there are ways to suffer less.

Ipithymia is an advocate of the Althing and speaks kindly to the Infernals. She and her souls entreat them to visit the Street and see all there is to buy and sell. She offers them tutelage in the arts of commerce, fashion, and manipulation — of minds, of souls, and of flesh. In exchange, she requires only their troubles, their nightmares, and their broken dreams.

The Teind

A dozen opalescent citadels rise gleaming from the basaltic cityscape of Malfeas's 33rd layer. These are the palaces of the Teind — a legion of Fair Folk beneath the banner of Natarani Cleaves-the-Sky — who lost their way during the Contagion, wandering through Cecelyne into the Demon City. They have never left.

They thrive here in these alien environs, bathing in towering cisterns arrayed to catch Hegra's dream-rain. Lesser fae tend eel-cotes amid the palace towers, unleashing tamed passion morays to steal demons' dreams from neighboring districts. Hobgoblins scurry through the streets bearing jugs to harvest dream-rain and similar stuffs; some goetic texts mistake them for demons, calling them Water-Bearers. Though many have died (often due to their own vainglory in the face of citizens and Unquestionable), the dream-rain fuels the birth of new fae in extravagant abundance.

Fair Folk workmanship maintains a niche presence in Hell's bazaars. Cobweb cloth, silver flutes, and gossamer blades change hands in exchange for distilled desires, demon liquors, and mortal dreams gathered by demons such as the merchant Makarios. And fae dancers and musicians find themselves welcome everywhere.

Of late, the feuding courts of the Teind have drawn the unwanted attention of Baribatos, a powerful Second Circle warrior-poet. He raids the Teind from atop a leather-winged monstrosity, catching hobgoblins and nobles alike in nets of woven iron. He seeks increasing niche uses for them — as resources in the making of demons, reagents for exotic chalcant, and living statues in his dozen pleasure-galleries. An Infernal able to dissuade Baribatos — or put the Teind under their own protection — would find a ready-made army of grateful Fair Folk, armed with chaos and clad in nightmares.

The Vermicule

The Vermicule is the petrified corpse of a mile-long parasitic worm that burrowed into Malfeas's stony flesh during the Carceral War. Its rump rises from the landscape as a towering hill of blue-green stone. Over the centuries, all manner of demons have inhabited its coiling digestive tract and carved lairs into its rocky flesh. Its current inhabitants are largely assorted ahnules who festoon its innards with artful webbing. The small, highly sociable "ivory dancer" ahnules predominate, though they give way before the more aggressive "star-spinner" breed. Travelers seek out the ancient, green-furred ahnule Klemenī Silken-Seer to view the cryptic prophetic imagery embedded in her webbing-tapestries — knowing that the prophecy sometimes reads, "Klemenī will eat you."

Demons descend through the Vermicule to probe the Demon City's lightless depths. During the First Age, Malfeas smashed two layers together to crush an Exalted prince's nascent empire, burying its structures in a tortuous underground labyrinth. Venturesome serfs and the occasional citizen plunder the ruins, mine strange ores, retrieve demons trapped for millennia, and so forth. But monsters lurk here, such as demons transformed into night creatures by Erembour's song, brass legionnaires driven mad by the passing ages, and predatory living angles drawn by long-lost Claudian, the eschatological Geometer of Occulted Infinities.

A Miscellany of Demons

Aurelian, He Who Seized the Moon, half moth and half mushroom, dwells in the golden forest Vitalius, where he directs his progeny to gather the trees' bell-like seeds. Of limited quantity, impossible to profitably forge, and repellent to Adorjan, he deems the seeds to be the perfect currency and has spent millennia agitating for their use across the Demon City.

"A dream for a dream," says the lure invitingly as it dangles before you, an apple-sized swirl of lights and music. A million lures drift across the Demon City, each dangling from a tendril of radiant smoke. A million tendrils converge overhead into the thousand-colored gelatinous cumulonimbus that is **Esperte, the Dream Hydra**. Devour a lure; it tastes of honey and lightning. In doing so, some small fragment of you becomes part of Esperte. Through her you share dreams and memories with a million demons, as though a new sense blossomed within you.

This flood of imagery is both hypnotic and overwhelming. Some demons break under its weight. Others withdraw from the Demon City into their own minds, finding reality a pale shadow of this cascade of dreams. Most find it a useful tool. But as you become part of Esperte, she becomes part of you. She tastes your every thought, experiencing everything you've ever known. And those things she tastes erode. In time, all but the strongest of will become hollow shells filled with her thoughts, her dreams.

Isary, the Verdigris Tempest, drifts overhead as a shifting web of glittering lines and threads. Her nature and purpose is to shift passion and prosperity to the powerful from the powerless. When she passes over the Demon City's poorer districts, her verdigris cloudbursts corrode structures and streets, droplets pocking serfs' skin and leaving them enervated and numb. Upon wealthy estates, she offers gentle copper rains that burnish the rooftops and leave citizens energized and refreshed. Demon alchemists follow her path, distilling her puddled remnants into elixirs to balance melancholy and sanguinary humors.

All hail **Leodegar, the Pillar That Heralds the Dawn!** He is the Time Before come again. He looms overhead as an obelisk of rosy quartz, vast and terrible. Behind him burns the light of a forever-rising alabaster sun, casting his grotesquely writhing shadow across the length of the Demon City. His flanks are inscribed with the Six Implacable Principles that define how all things are made for submission to the Yozis. He engraves his words upon spears of stone that rain down from the sky. Thus do his edicts stand

for a thousand years, for all demons to read and rejoice.

The raucous disorder of the Demon City ill suits Leodegar. He desires for the demon host to have one will — his will. In submission to him, and through him the Yozis, a new day will dawn over Hell. All shall embrace tradition, unity, violence, and death. And when the demon host has been flensed of corruption and weakness, they shall march forth through Cecelyne and lay waste to Creation, bringing the depraved rule of the gods to an end.

Impossibly tall and thin, possessed of far too many joints beneath his vibrant finery, **Tirell, the Painter of Plagues**, traverses the Demon City in his spider-legged studio. With a few strokes of the brush, he offers a painting to anyone who asks. Each painting displays an entire world of imagery. Each leaf on a tree and each face in the crowd tells its own story; a brief study suffices to absorb all manner of strange lore.

But his art is as treacherous as it is captivating. The more you study a painting, the more lurid it seems, its stories growing pustulent with crime, disease, poison, and disaster. And the compulsion to admire it sharpens even as its brokenness spreads to the admirer's body and soul. The owner is often found curled up around the painting, body twisted and contorted into impossible shapes, putrid flesh festering with mephitic colors, yet still alive and feverish with ghastly, unbearable wisdom.

Noteworthy Demon Kindreds

Hell is home to hundreds, if not thousands, of distinct demon species. The following examples serve as a reference, but by no means an exclusive list.

Aalu, the Cannibal Bureaucrat: Blind, child-sized locusts with clockwork limbs, these prattling ministerial functionaries weave silken memoranda from their spinnerets and read by devouring texts — and deceased peers.

Amphelisia, the Teakettle Courtier: Normally playful, these murmuring, sparkling seven-foot lizards absorb nearby vermin when excited, becoming a whistling, seething black congeries of tentacles and poison spittle.

Anuhles, the Spinners Myriad: A species of arachnid demon with widely divergent breeds, from furred gray “dog-spiders” whose soporific bite makes victims suggestible to dazzling blue “star-spinners” that devour victims from within.

Angyalka, the Harpist: With a dozen overlong fingers per hand, these beautiful figures play Time like a harp, evoking music as satisfying or unsettling as each listener's self-image.

Chrysogona, the Crying Woman: Wooden masks whose limbs burn away as they move, they feed on ambition and betrayal, but weep at shattered love and innocence lost.

Decanthrope: Each of these hateful, scaly green ribbon-demons nestles within 10 once-human hosts, launching itself from a mouth or finger to switch between hosts and strike at foes.

Fanjaus, the Collagist: Resembling giant caterpillars writhing with human infants' faces and hands, they obsessively and bloodlessly disassemble mechanisms and creatures to rearrange them into more aesthetically pleasing configurations.

Firmin, the Needlemaker: Animalistic humanoids whose backs bristle with spines. They exude black ichor from their fingernails that hardens into needles, with which they build nests and impale living prey.

Fulope, the Choral Equestrian: A bundle of glassy, flame-colored filaments, a fulope inserts nerve-fibers into the base of a host's skull, seizing control in order to sing. Fiercely musically competitive.

Gilmyne, the Dancer at the Saigoth Gates: Charismatic living silver flames that others mistake for kin, they celebrate the Saigoth Gates in Creation's farthest West — which have never existed — through their countless dances.

Landri, the Brooding Carriage: Living wind-wagons driven by numerous leonine legs and membranous sails covered in blinking eyes. Objects left in the wagonbed crystallize and hatch into bizarre living prodigies.

Luminita, the Deer that Hunts the Man: Wriggling white tendrils massed into a magnificent deer's shape, a luminita toys with its hunters to exhaust them before turning upon them. Wood burns it.

Maroje, the Hopping Puppeteer: Like a slimy bezoar with dozens of hundred-yard hair-thin limbs, a hopping puppeteer staggers across the Demon City, chaotically tearing down structures and building new ones.

Metody, the Malfean Elemental: A twisted shapeshifter formed of acid and spite. Calm, self-assured, and fearless, each metody plots endlessly against whoever it currently deems its rival.

Nocolau, the Passion Moray: Visible only in mirrors, these gelatinous flying lampreys consume memories of passion and ardor; their mere presence drains the world of color. Tin poisons them.

Oldrasek, the Eternal Wheel: A mass of concentric rings spinning around a fire-opal core, an oldrasek speeds across Hell delivering messages, smashing through all obstacles. Obsessed with linguistics.

Perronele, the Living Armor: Shapeless puddles in various fleshly hues, perroneles mold themselves to their wearers, hardening to ward off blows. They sprout mouths and sensory organs at will.

Pleurat, the Alarming Counselor: Dozens of eyes orbit a hovering lamprey-like mouth whose many serrated tongues forever utter contradictory prophecies. A pleurat feeds on rage and despair, weeping soporific tears all the while.

Remenyke, the Gaoler: Elegant emerald-eyed fungoids with skin like wrinkled ivory leather, the remenyke compete with childlike joy over how many outsiders each can entomb in their waxen-celled labyrinths.

Sesselja, the Stomach Bottle Bug: Fist-sized, childlike insects that swim through flesh, which they can mold to heal or harm. They crave tainted things, devouring poisons and intoxicants at every opportunity.

Teodozji, the Lion Sent Into the World: Mighty jade lions synchronized in a hive mind, the teodozjia live to spread their scripture of apathy and doubt. Their presence despoils sacred things.

Tomescu, the Clamorous Cloud Arsenal: A tomescu's swirling vapors conceal dozens of weapon-tipped insectile limbs. Obsessed with transient pleasure. Foreseeing their violent ends, they scream at dusk and dawn.

Vicuska, the Dream-Feaster: These blind, creeping sea-anemones hear through their chameleon-like skin and extend long tendrils to eavesdrop. They enter sleeping minds to gorge upon nightmares.

Hell and Creation

When the Exalted Host defeated the Yozis and sealed them in a prison of their own tortured flesh, it was with a promise: Never shall you escape. Yet Creation and Hell have never truly been apart, each one ever reaching and leaking into the other, for good and for ill.

Demons through Mortal Eyes

Ignorant as most mortals are to the nature of spirits, there exists a lay understanding of demons across most cultures as wicked, dangerous spirits. Creation's spiritual authorities — primarily Immaculate monks and terrestrial gods — teach that demons are at once dangerous and pitiful, wretched beings righteously condemned long ago for their crimes against Heaven. Demons are said to seek to tempt and wreak havoc, and threaten the physical, psychological, and spiritual integrity of mortals and Creation.

This is not an abstract spiritual taint; rather demons are dark creatures practicing wicked arts, and so there's no justification for a mortal seeking their aid that would not be morally dubious at best. Anything a demon could give you, the Immaculates teach, you should be seeking from the Exalted instead. For this reason, the Immaculate Order promulgates the notion that only Princes of the Earth should treat with them, though always with a master's firm hand; demons are to be slaves, not friends, lovers, or pets.

When encountering the demonic, mortals are taught to immediately seek aid from their spiritual authorities — ideally Dragon-Blooded monks, for Immaculates — and are allowed to offer empty promises or answer demands if necessary in the meantime. It has been the surprise of some demons, standing unbound in the glory of their power, to look upon an infinitely weaker mortal monk and see not only fear, but also pity.

The vast majority of mortals only experience demons in stories and religious scriptures. For those who do so in the flesh, the encounter is usually a terrifying disruption of normal life. Terrifying omens, like blood pooling around windows and whispers on the wind, herald demons' immaterial presence before they make themselves seen. A blood ape devours a remote village's field god and, stained with divine ichor, demands they now give it tribute. A soldier watches helplessly as his comrades are pulled into a roving mist cloud and torn apart screaming. A childless couple wakes in the night to a beautiful, mauve-skinned creature offering them a child in exchange for flesh, before it disappears without any explanation for this disturbing miracle.

Mortals who interact with demons more regularly seldom shake off the primal fear they inspire, but nonetheless grow accustomed to them. They learn coping strategies, how to appease demons' strange psychologies, and what taboos to observe, such as keeping babies away from marottes or liquor stashed out of reach of sesseljae. Monks, exorcists, and scholars are among such mortals, but not all are so lofty: they also include the servant-staff of the Heptagram, officers attached to a Legion sorcerer, or stable hands tasked with keeping demonic steeds comfortable.

Immaculates teach that demons lie categorically and can only be trusted under the binding of sorcery. The truth is that demons are as honest and as duplicitous as humans are: Some are honest to a fault, some mean not a word they say, and many more default to honoring promises but will break them under duress.

Unknowing Worship

With every kill, Anuya the huntress takes a trophy to dedicate to her goddess, the Ebon Pursuer, whom her ancestors have worshipped for generations. She places them in a makeshift shrine deep in the forest, hidden from Immaculates, who claim her goddess a foul demon. Unbeknownst to her, they are right; the Ebon Pursuer is a mantle worn by Zsofika, the Kite Flute. But even if she knew, Anuya would see little difference between the demoness and the other gods of her people. And every time she sees a monk tear down a shrine to her goddess and burn its trophies, she grows closer to taking up her bow and arrow and hunt a new kind of prey.

Infernalism

Past the fear, past alien desires and incomprehensible minds, past the veil between worlds, humans have always sought out the demonic. For power, for knowledge, for love, for transgression's own sake, mortals break society's taboos and call forth Hell's power. And Hell does answer. Imprisoned beyond the world and eternally vengeful, the Yozis seek to spread their pain and brokenness across Creation. Though their progeny are suited only to the torments of the Demon City, and not for a gentle golden sun and clean air, demons yearn to indulge their natures in Creation and feel like the world's masters once again, however fleetingly.

Those Creation-born who engage with Hell in this fashion are said to practice *infernalism*. Any form of commerce with Hell and demonkind that is not enslavement under spiritual sanction can be considered a form of infernalism (sometimes "diabolism") and is generally considered taboo. This most obviously concerns demon-worshippers, but a mortal who sires a Demon-Blood, a warrior transformed into an unnatural shape by a fell idol, a scholar who simply *knows too much* about Hell and its denizens, are all infernalists. Who would believe that someone would know the way to beckon an unfettered demon and not be tempted in time to use it? Hell is taboo, and in taboo lies its allure: It creeps into mortal minds and mortal dreams, seducing with offers of power, riches, revenge, freedom, so that to even know it is to be in peril. At its core, infernalism makes one promise:

"This world is unjust, and deserves breaking. Behold, I offer you a knife."

The Yoke Upon their Necks

By their alien natures, demons know truths both historical and metaphysical that are denied most Creation-born. Demons know who gave the first bird its wings; they know who first imagined the concept of kingship; some were there when Creation saw its first sunrise. They even know the way to the human heart. Through their counsel, princes become emperors, mortals achieve might they could never have otherwise, and scholars pen treatises on the true nature of the world. Demons may not part with such secrets easily, but they rarely have need to lie when the truth has such potent allure.

In this, demons perpetuate an echo of an ancient dance between Creation and Hell. The First Age was built on the back of sorcerous artifice. Demons raised the palaces of the Exalted, led their armies to war, and taught them sorcerous mysteries; some might argue they were far closer and more intimate companions than any gods, aloof in their Heaven. Bound demons were bid to fight for or slay the Solar Exalted in the Usurpation, and they remember these battles. For some demons, the current era in which they have not been summoned into Creation to be bound in many centuries is a historical novelty they've come to relish, yet whose end they fatalistically expect, for they know this rule: for all of demons' terrible majesty, Hell has ever been Creation's slave, not the other way around.

Yes, demons are alien minds with wicked delights. That is where their appeal resides. They are not of this world. They are not of its order. They promise, above all, something else. A way out. A way through. Do you not look at the Princes of the Earth reclining on silken cushions, and wish for such grandeur? Do you not see the taxman beating your mother bloody for hiding a bushel of grain, and long for the taste of his blood? Do you not watch your rivals outplay you at court, and dream of a greater prince who would raise you to your rightful place? Infernalism grows in the faultlines of society, among the poor, the downtrodden, the spurned, bandits and peasants and thieves and deposed royals and leftover children. In your dreams, the sky is lit by a green sun.

It asks you, "Do you not deserve more?"

You know the answer. You reach up, into the fire.

The danger of treating with demons is not that they lie, it is that they might give you exactly what you want.

Insidious Worship

Tonight Ledaal Ramun is taken to bed by another Dragon-Blooded lover. In the throes of their embrace he will drink their breath, sapping a little of their vitality to extend his youth. This is a gift from Mara, whom the mortal Dynast worships in secret. Beautiful and harmless-looking, Ramun embodies all the idle hedonism of the stereotypical male Dynast, the better to be underestimated. His cult is scattered, woven through Dynastic society. Members meet rarely and only know at most three other members. The altar Ramun keeps in his bedchamber behind a false wall is a liability, but the thrill of danger is a pleasure of its own. Once a year, the Shadow Lover visits Ramun in his dreams, and he will commit any sacrilege that he might see approval in her eyes.

Infernalist Cults

How does one worship Hell and its powers? In a world where gods are at hand and Exalted princes stride across the land, why reach for such distant masters? Hell is never truly distant. Though the Yozis may never escape their prisons, they reach into the dreams of humankind, seeding their minds with visions of a grand and terrible realm beyond, tastes of passions beyond mortal ken, whispers of secrets lost to the ages. From these dreams mortals awake, moved to set down the first stones of new temples and preach new revelations. They dedicate themselves to the searing truths they glimpse their patrons embodying, to order, to the lie of law, to the doom of all things, to the love that kills, and set out to reshape the world accordingly. This churn of dreams ensures that infernalist cults will arise anew from virgin soil, no matter how many times stamped out.

Demons, of course, provide for more concrete seeds to build around. Some demonic cults are *ad hoc* affairs, spontaneously occurring as a demon escapes Malfeas unbound. This is the main way in which First Circle demons are worshipped, taking over some remote village, whispering advice to a queen, seducing mortals with promises of Hell's secrets. Such cults rarely expand farther than the demon can travel and rarely endure past their patron's demise or banishment.

Citizens and Unquestionables cultivate more durable cults, a few of which date as far back as the First Age, when their Exalted masters regularly enslaved them to build their wonders upon Creation. These are inevitably changed by time, sometimes splintering into off-shoots and heresies or losing track of their patron's true identity as their founding becomes myth. Most cults exist in-between: They're creations of the Age of Sorrows, born in the strife and spiritual loss that followed the Shogunate. The Seven-Stranded Vine of An-Teng (**Across the Eight Directions**, p. 236), for instance, has its roots in a deposed royal family seeking redress against its late Shogunate conquerors.

Though demons find prayer as pleasing as gods do, their cults do not worship for worship's own sake. Cults are tools through which demons may enact their alien agendas even while trapped in Hell, and there is no prayer greater than to act upon the world in their patron's name. Poison in an inquisitorial satrap's cup, a play that subtly embeds Cecelinian principles in an ostensibly Immaculate tale, or falsifying historical records to tar the actions of the gods as base treachery: All these are ways in which cultist please and advance the goals of their master.

But not all are so directly practical. Imprisoned within Malfeas, the Yozis seek through their cults to visit torments upon Creation, to remake it into a shape more pleasing to them. Demons serve these desires

knowingly or not, for by expressing their nature within Creation, they express an echo of the Demon Princes' innermost self. When cults' behavior seems bizarre and unsettling, it is often because their actions reflect a deeper, stranger truth of the beings whose will ultimately commands their motions. Because Second Circle demons' have an easier time slipping through the cracks in their prison, their cults are often more vivacious and more frequently blessed with visitations than those of their more powerful Third Circle brethren; yet all Circles ultimately reflect, in their own way, the will of the circles above, and that of the great will which has borne them.

Whatever their form and patron, all infernalist cults share the same primal, infectious appeal. They resonate with awful sweetness in the darkest and worst corners of human hearts, for Hell knows what it is to be broken. These feelings they speak to and inflame to feverish intensity, seducing people to succumb to and embrace their darkest urges. There is the magic of asking: *Why shouldn't you?* Why not burn the wretched and ill-made world around you, and enjoy dancing in the ashes? Break your chains, rage against your fate, rot from indulging your spiteful and wicked delights. When mankind's masters claim that this is the best of all worlds, when the powers that be move to violently suppress infernalism, Hell laughs. The sins of man drive more to them than their seductions could ever pull down.

Open Worship

Sunrise Promise has never known secrecy or normalcy. Every day she awakes, gives thanks to the Green Sun, and renews her oath to bring about an emerald dawn. Then she greets the soldier-monks on the sparring grounds to review their form before withdrawing to her counsel room, where she reviews the success of another raid on the neighboring satrapy or assassination of a Dynastic official. Promise has not left her Southern fortress-monastery since she Exalted as a Wood Aspect at fifteen; her considerable fighting prowess is less valuable than her skill at planning, logistics, and training others. Her life is war, and should it take three hundred years, she will bring about the green dawn.

Cults and the Infernal Exalted

Infernalist cults provide a ready source of aid, manpower, and resources for the newly-Exalted Green Sun Princes. In the years leading up to RY 763, demons began to preach to their cults of the coming of Hell's Chosen, who would finally shatter the world's corrupt order. When the Infernal Exalted emerge from the Chrysalis Grotesque, they often find themselves surrounded by willing worshipers who moved their cocoon to safety and watched over it in prayer. Others who make their way to Hell for initiation may be pointed towards a waiting cult on their return to Creation. Either way, it is a rare Infernal who cannot find an existing cult to assist her, if she wants it.

Infernalist cults offer much more to Infernals than a cohort of slavish minions. Cults are dedicated, typically secret societies with pre-existing cultures and capacities. They await Hell's Chosen not merely as masters, but as a culmination of their devotion, a reward and a new power that makes the impossible possible. An Infernal might come to a mountain-fortress and find its army of devil-warriors ready to take up arms in her name, but they will expect her to lead from the front and awe them with her strength, and should she dither in setting them to war, they will come to doubt her. Some cults may end up bringing more to the Infernals than she to them: Dynastic infernalists might instruct a common-born Infernal in Realm dress, manner, and etiquette, that she might pass as a Dynast despite lacking the appropriate background, and provide her with a cultivated cover identity.

An Infernal who goes with the flow of her newfound cult, granting them their heart's desire, leading them

to previously unthinkable victories, and smoothly integrating her actions within their doctrine will soon find herself leading a sect of utterly loyal, highly competent servants, soldiers, spies, and worshippers. One who tries to assert control too brutishly or who fails to deliver the expected successes will instead face dissent; the cult's primary master is the demon or Yozi they worship, whose authority supersedes that of their Chosen. Like hellfire, a cult is a potent weapon to be channeled and harnessed, but to try and grasp it as one might a sword will only burn one's hand.

Infernalist Cults Across Creation

Infernalism in Creation tends to dwell underground and at society's margins. As they are often built around a particular demon or an aspect of a Yozi, cults vary wildly in form, but some tendencies hold true across Directions.

Infernalism on the **Blessed Isle** exists at the extremes of society, among the poorest peasants or the elevated ranks of the Dynasty, with little in-between. To the former it offers a promise of escaping their wretched condition; to the latter, weapons to wield in their intricate political feuds. Cults must operate with the deepest secrecy, always at risk of Immaculate repression, but they have adapted into a deadly and subtle corruption. The Isle's infernalism is characterized above all by *fear* — both the external fear of temporal and religious authorities and the internal fear of one's soul being tarnished: many Blessed Isle infernalists are also devout Immaculates who have resorted to a fell power due to extenuating circumstances, and they must somehow make sense of that contradiction.

In the **North**, infernalism often emerges from the frozen wastes and the ruins of the past, artifacts or sealed demons buried under the ice for hundreds of years before someone finds them. In a place where nature itself is hostile and humans scattered and isolated, it offers protection, companionship, a fire around which to build a new community, at the cost of turning the rest of the world into an enemy.

Northwestern infernalism's primary appeal is in protection from the horrors lurking between the cold seas, offering oneself to the devil one knows against the one outside. In a region rife with fantastical powers, demons walk among stranger things, and end up paradoxically offering safety and familiarity.

Northeastern infernalism bloomed in the wake of the Second Contagion, offering safety from the disease and the strength to rebuild. With the Realm's influence withdrawn for centuries, it has lingered ever since, budding into new forms, embedding itself into societies in ways that can never be truly extirpated.

Infernalism in the **Scavenger Lands** takes a hundred forms, forsaken knowledge everywhere for the taking. Here more than anywhere else, humans believe they can make themselves masters of Hell's power or treat infernalism as a transaction. The line between exorcist, occultist, and infernalist is blurrier than anywhere else, many crossing it back and forth. This too serves Hell's purposes, leaving little clarity as to infernalism's dangers and much temptation in the opportunity it provides.

Far Eastern infernalism is as vivacious as the element of Wood, spreading like kudzu over the region it affects. The marshes and rivers of the Near East and the deep forests of the Far East lead to isolated and scattered society, in which infernalism often festers in one core, warping an entire community around its ways, until it reaches a critical mass and starts to spread out into new directions along rivers and pathways.

Infernalism in the **Dreaming Sea** is ever-present, with mighty sorcerer-princes and pre-human species believing themselves fit to hold demoniac leashes. Cults spread because they are overlooked by masters who believe themselves greater than the things which serve them, who cannot imagine the vistas of Hell being any more woundrous than the Dreaming Sea's own. They are all, in time, proven wrong.

Southern infernalism has ancient roots, many of its cults having endured through centuries. In a

Direction dominated by hierarchies of power and wealth and home to mighty tyrants, it offers a hope of breaking one's chains — and perhaps to elevate oneself as the new ruler. In some ways, infernalism may act as a safety valves, offering a release from oppression that ultimately fails to truly upend the status quo, but one underestimates infernalist rebels at one's peril.

Southwestern infernalism grows in the cracks of crumbling palaces, spreads over ancient monuments like moss. Decaying empires seek ever darker means to halt their downfall and revivify their power, deposed monarchs seek to reclaim their thrones with infernal aid, and fading bloodlines mythologize a past when the Yozis held them up at the top of the world. The question they all ask is one and the same: How to hold back the march of time? Hell is all too pleased to give answers.

Western infernalism is unusually overt, for it is easy for demonic powers to seize a scattered island and transform its society in Hell's image. Immaculates have little reach this far, and when they come, it is inevitably in compromise with the venal interests of the Great Houses' navies. Here, infernalism blurs the line between Heaven and Hell, demon and god, and seeks to make of the Direction a place where the worlds begin to intermingle.

Warlocks

While all infernalists bargain with Hell for power, striking deals for wealth, social status, the removal of rivals, or similar external endowments, these things do not fundamentally change their nature. There exists a rarer sort of bargain a demonic patron can offer, one that provides greater power at the cost of fundamentally changing a person's nature. That is the investiture of a *warlock*.

As the Yozis are bound within the oaths of their own surrender, so too may they swear their own oaths of binding. By pacting with a demon or Yozi directly, a mortal may become invested with a fragment of their cosmic power. Her soul becomes subsumed in that Yozi's grand soul-structure, no longer fully her own, beholden on some level to her patron's wishes.

Before the Infernal Exalted were a dream in the Yozis' hateful minds, their warlocks were their first instruments of vengeance upon Creation. From their genesis in the First Age, they have served the Yozis' will. The first and most terrible was Feng Huang Dawnglory, a sorcerer of vast wisdom and boundless pride. Over many years, he was seduced by the Green Sun into offering his soul for power, and when he did, he lost himself. It was he who shared with his fellow Chosen the secret of becoming a warlock. The Exalted Host did not believe any power could bend their will, and infernalism swept the First Deliberative like a wildfire. This Viridian Sunrise Era brought about endless catastrophes, accelerating the First Deliberative's decline and scarring Creation in ways that linger still.

Warlocks continued to plague the First Age, with the federation of sorcerers known as the Hexmanse both disseminating and caching infernalism's secrets so that they might be born anew in a later age. The Lunar warlock Red Crescent Shadowed haunted the Shogunate, his summoning of unfettered demons worsening the deterioration of Creation's borders, while the Queen of Rustling Leave emerged in the Age of Sorrows as a rare Solar whose pact allowed her to survive the Wyld Hunt for many years and seed heresies that still endure.

To this day, the warlock Dynast is a stock character in the Realm's tragedies, romances, and action novels, betraying a pervasive anxiety. Though rare, some Dynasts do pact with Hell's powers and work henceforth to subvert the very society that raised and empowers them. Unlike demon-binding, there is no spiritual permission for this, and a discovered warlock faces either forced service in the Immaculate Order under close surveillance or death. Investiture is one of the most potent promises demons can offer their cultists, and one of the most rarely granted, driving cult zealots to extreme action to prove themselves

worthy.

Becoming a warlock requires a demon's physical presence, though the Yozis are sometimes able to reach out in dreams or through a possessing a specially anointed First Circle demon. The demon sets out terms, outlining the warlock's duties and the powers they'll receive, and the human must agree. Then the demon lays his hand upon the human, becoming a conduit for the powers of Hell. The human's Essence is irrevocably changed by this power, commingling with that of her patron. Because the investiture of a warlock requires the intercession of a Yozi — even if only as a distant voice of consent — bound demons cannot be ordered to give the investiture.

Demons pay a price for pacting with a warlock, though it is never predictable. Most are weakened for a time, their Essence diminishing for weeks, months, or sometimes centuries. Others find their own souls intermingle with the warlock's, inheriting their passions and hatreds. Yozis suffer the same effects, but are vast enough that they may disperse any wounds or unwanted influence across their myriad infinities, diluting them to almost nothing. Still, it is rare for them to stoop to such direct attention; Lintha Ng Hut Dukantha (**Across the Eight Directions**, p. 241) is a rare modern example.

Becoming a warlock grants the unique Merit called Investiture of Hellish Glory.

New Merit: Investiture of Hellish Glory (•••, ••••• or N/A)

Type: Story

Prerequisites: Characters must pact directly with a patron demon or Yozi, either directly or in their dreams. Minor Investiture requires at least a First Circle patron; Major requires at least a Second Circle patron; Defining requires a Third Circle patron. A Yozi can grant any level of Investiture on their own. Characters who have already bargained away their souls or pledged themselves to grand masters, like the Abyssal Exalted, cannot learn this Merit; neither can the Infernal Exalted, whose Exaltations are already saturated with Hell's power.

Investiture comes in tiers of Minor, Major, and Defining, like Intimacies, with Major being the most common. Defining Investiture is rarest, as the Yozis are loathe to invest so much of their power in any human without being certain they will get what they paid for.

Minor Investiture grants two of the following benefits:

- One free Eclipse Charm the patron demon or its direct progenitor possesses.
- Six dots of mutations, demonic in nature and appearance.
- Once per story, she may draw on her nature as an additional Means towards a sorcerous working.

As the blessings of Hell are myriad, different benefits are possible, such as authority over demons, a discount to casting spells that derive from Hellish magic, slowed aging, and the like. Storytellers and players can work together to design other options.

Major Investiture additionally grants the following benefits:

- She treats her Essence rating as one step higher for the purpose of qualifying for a single Charm or Evocation. This can't let her learn higher Circles of sorcery or necromancy. She gains this benefit again every time her Essence rating increases naturally.
- She learns one Eclipse Charm for free from any demon descended from the Yozi her soul is a part of. She can purchase further Eclipse Charms for eight experience points each.
- She becomes immune to Shaping (Soul) effects; her soul has already been claimed.

Defining Investiture works as Major Investiture, but is additionally accompanied by a transformative miracle of hellish grandeur. She may receive tremendous wealth and an army to retake her throne (five-dot Resources and Command); spread green sun wasting (p. XX) with a touch, and become immune to mundane flame; or she may cease to age entirely and reform after a death not brought with spirit-killing magics.

As a guideline, Second Circle Demon can grant miracles roughly equivalent to Celestial Circle sorcerous workings and Third Circle Demons miracles equivalent to Solar Circle workings. The miracles of the Yozis exceed these limits, but only within Malfeas, where a warlock might be made prince of a layer.

Mortals who receive an Investiture also gain a pool of 10 motes and Exalted Healing (**Exalted**, p. 165).

Drawback: Hell does not offer its powers for free. The warlock gains a corresponding Intimacy of equivalent intensity to her Investiture, which cannot be eroded or reduced by any means, mundane or magical. The relevant demon or Yozi declares what the nature of this Intimacy will be during the pacting process. This Intimacy may represent a specific agenda or shift in worldview, such as a Principle of “I will undermine the Immaculate Order wherever I encounter it”, or a change in worldview such as “Beauty is not true without suffering”. It may also represent a Tie the pact’s patron, such as love for Mara or filial devotion to Kimbery. This is treated as a Flaw for earning an Expression Bonus (**Exalted**, p. 167).

Once per story or as is narratively appropriate, the warlock’s patron or its representatives may reach into her mind and convey social influence, eager to compel her to serve. The stronger a warlock’s Investiture, the more often she should be called upon to serve her masters.

It is possible to break Minor or Major Investitures through powerful, dedicated magics such as Soul Projection Method (**Exalted**, p. 358), annulling the warlock’s oaths and revoking the Merit entirely. The player character loses both the power and obligations of the Merit, and is refunded its experience cost.

Undoing Defining Investiture

Defining Investiture is thought to be impossible to undo, and has (by default) never been accomplished before. Were such a thing to be possible, it would be the subject of an entire chronicle to discover then enact, whether through secret weaknesses of the patron Yozi, forgotten magic from prehistory, or some esoteric property of the oaths that bind the Yozis.

Gazetteer of Hell’s Reach

Below are a number of plot hooks relating to Hell intruding upon Creation, including sample infernalist cults, strange relics, unbound demons, and more.

House Manosque

House Manosque (**The Realm**, p. 18) fell more than five hundred years ago. Yet with demonic intervention, one household survived, granted false names and faces in return for their worship. Eventually, some of their descendants clawed back a sliver of power, becoming patricians then marrying into House Nellens, where they have continued to hide in shame. Yet they’ve never forgotten who they are, or what they have done. Generations of secret Manosques have come of age hearing the story of Manosque Viridian; how his pride damned them to hide from the cruel Empress, and how for generations they engaged in infernalism to survive, until abandoning these old ways upon being reintroduced into the Dynasty.

Tragedy struck shortly after young Nellens Cyan’s graduation from the Spiral Academy, as an assassin

slew her mother and nearly killed Cyan too before the timely arrival of the demon which bore her Exaltation, killing the assassin and offering Cyan the power to take revenge for both her mother's death and her family's ancient grudge. Still covered in her mother's blood, Cyan needed little persuading. A member of the Lesser Chamber of the Deliberative, Cyan has become infamous as a charismatic, populist firebrand denouncing the excesses of the Great Houses, capable of single-handedly killing a motion or allowing it to pass, and widely popular with the lower classes. She has expanded her influence through blackmail and the odd assassination and is now seeking to place a pliable agent in the Greater Chamber.

Within the secret Manosque lineage, Cyan's rise is as thrilling as it is worrying. She has revived the long-faded infernalist practices of her ancestors among her close relatives and stokes passion for a feud that many had left behind, content to merely be restored to wealth and status. Some already see her as a second coming of Manosque Viridian, here to set right what went wrong, while those who wish to forget they were ever Manosque and simply be Nellens have little means of pushing back without bringing undue scrutiny on their whole lineage.

It is not only her family who must deal with Cyan's forceful personality: She claims for herself the mantle of Hell's preeminent Chosen on the Blessed Isle, that all other Infernals must go through if they are to act in the Realm's heartland. Though lacking formal authority over her fellow Infernals, Cyan can use her reach and influence to make life extremely difficult for anyone not willing to pay deference, while opening doors and greasing wheels for anyone who obtains her approval.

The Society of Wise Learning

The **Society of Wise Learning** is a gentlewomen's association spreading across several satrapies of the North, among them Clovina and Rultea (**Across the Eight Directions**, p. 37). Its members are bureaucrats and magistrates who lend one another mutual support in dry matters of administration, with a hobbyist's interest in archeology and ancient history; and until five years ago, that's all they were. The organization transformed when chairwoman Sesus Valin unearthed a tome of secret history, penned by no human hand; she, along with everyone she brought the book in contact with, began to experience strange dreams of a slumbering dragon.

The history revealed by the book shattered Valin's understanding of her reality, and she began to dig deeper, slowly pulling the whole Society into her wake. They now understand that the Scarlet Empress was an elaborate artificial construct controlled by dark masters with stars for brains, that she only "disappeared" because her masters deemed the time ripe to unbalance the Realm and bring about an apocalypse, and that House Iselsi, turned to immortal undead, lurk in the shadows of the Realm to kill those who find the truth.

Now a paranoid den of conspiracy, the Society spy on their masters, collecting and leaking sensitive information to rebels or political rivals, sabotaging infrastructure, and misleading the Wyld Hunt. This they do in pursuit of a pattern of "constructive chaos," accelerating the decay of satrapial institutions so that when they come forward with the hidden truth, their satraps have no choice but to sign on to the Society's greater schemes: To break from the Realm and awaken the terrible sorcerous devices the Society has unearthed from frozen devil-barrows, protecting their slice of a new world while the rest of Creation burns.

Infernal Exalts have already made attempts to co-opt the cult, but its conspiratorial theology has proven resilient; they must be engaged on their own terms or not at all. The book has taught the Society's members to weave blindfolds which reveal the true aspects of things and endowed their upper echelons with eerie powers to peer into others' minds and reshape their thoughts, and no small part of the cult is now composed of hierarchical superiors who have been abducted and "educated" to the hidden truth

behind the world before being released back to their positions as sleeper agents. Anyone who can harness the Society would find it a potent weapon, but to engage with its members for too long is a hazard in itself.

Hidden Hand Path

Linowan society (**Across the Eight Directions**, p. 58) expects most adults to train in the defense of their village, and elevates masked nobles based on their individual excellence at certain skills. Those who pursue martial excellence but fall short of expectations may be approached by emissaries of the **Hidden Hand Path**, who wear masks of ebony in the effigy of demons. They offer a second chance: to train the pupil in secret martial arts, promising excellence in combat, hunting, or athletics at the cost of physical pain and spiritual devotion. Those who agree meet in hidden places within the marshes, beginning each training session with rites of propitiation to the Path's patron: Perelu, the Prophet of a Distant Day (p. XX).

Their training is as grueling as it is effective, and pupils come out of it strengthened enough to defend their community, often indeed enough to earn a noble's mask... And the guarantee of a summons to Rubylak, which hints at the cult's deep penetration in Linowan politics. Pupils entering nobility receive a second mask carved out of ebony and are expected to find valuable new prospects and train them as they once were. Because Linowan society constitutes mostly of small villages, secrecy is difficult to maintain and the Hidden Hand Path is spread out: emissaries recruit in outside settlements rather than their own, often using hunting expeditions as a pretext.

In truth, the Hidden Hand Path is a complex ideological project meant to instill into Linowan society a precept of Hell's philosophy: That not only does victory come through suffering, but victory *without* suffering is false. Pupils are taught to seek always the path of most resistance, to shun easy solutions and peaceful settlements, to venerate trauma as enlightenment. Pupils who show sufficient devotion and understanding of this principle have one final ordeal revealed to them: to walk out into the redwood forest alone until the trees fade to silver sand. They must survive the five days of crossing Cecelyne, and there they will find a doorway to the Cell of Self-Scrutiny. In this way does the Prophet seek out those with the potential to become its warlocks. Few meet this standard, but the remainders still come out of the Cell transformed. It is they who carve the ebony masks, refine their training regimens, and build hidden shrines.

A few now wander afield from the Linowan, spreading their ideology of grueling self-improvement across the Northeast. This is a complicated affair, for the cult's beliefs are rooted in Linowan cultural anxieties about personal skill that do not necessarily echo elsewhere; emissaries adapt their philosophy, but wherever they go, they carry their devil-masks. Meanwhile at home, the spear-noble Nakadna, now warlock of the cult, vies for royalty. Nakadna believes in her people's ways of excellence and their skill-based nobility and is loyal to her high queen, but if less scrupulous cultists could arrange an ill fate for high queen Arkasi, Nakadna would be in a perfect position to become the first Linowan high queen sworn to the Hidden Hand Path.

Illuminated Grafts

Fifteen years ago, a demon passed through the forested lands of the Maremé people, and from its coat fell a single spore, which was breathed in by an unknowing washer-woman. That spore was an emanation of Pribosyl, the Maze of Nations (p. XX), and the washer-woman was doomed before she knew it. The spores grew within her flesh, spread, and in time her entire village was united in worship of the Maze, calling themselves the **Illuminated Grafts**. The first victim, her body consumed from within, now stands at the heart of the village as a tree of fungal flesh. But though the Grafts wished to bring their master into

Creation, they had not the power, and so half of their numbers left to wander the Far East, spread the infection, and bring more worshippers into their fold. Their farthest-reaching emissaries are now prodding at the edges of the Scavenger Lands, where their infection might spread to the lifeblood of all Creation.

The Grafts do not act as a traditional cult. Rather they are an infectious presence, insinuating themselves into a new society, finding menial work that brings them in close proximity with others, scheming when possible to become handmaid to a prince or waiting staff in some courtly kitchen. They locate individuals in positions adjacent to power and cause them to inhale or ingest the spores which their bodies produce, whether it's by sneaking them into a meal or by simply finding them alone and blowing them in their face. If successful, the infection takes root, and the victim soon comes to share their obsessions. The Grafts are afraid of discovery more than anything else and take months preparing for any given victim, rarely taking more than two people from any given place: One to return to their home village to prepare the coming of Pribosyl, the other to remain in place and advance the cult's agenda.

The House of Thirty Seals

The **House of Thirty Seals** (*Across the Eight Directions*, p. 116)'s star of fortune waxes and wanes according to the fate of its city-state home of Nathir. When Nathir kneels under neighbouring Vahena's yoke, the House withdraws in the shadows as known insurgents. When Nathir stands free, the House flourishes and plies its trade openly: Occultism and demonology on sale for the highest bidder.

A handful of sorcerers sit atop the House's hierarchy, task-binding demons for their clients. Others must prove their occult talents to open the First Seal and be allowed entry into the secretive association. They are taught mortal arts to beckon unfettered demons who can be bargained with, to write in blood-ink that makes contracts magically binding, to bring down rain during a draught or turn fertile soil barren.

The House is not a cult, and they do not worship demons; they serve a darker master known as greed. Frequent associates of the Guild, the House has no code of honor and no limit to the services they grant other than their own power and the depth of their clients' purse. They trade heavily in slaves, for their frequent dealings with unbound demons has a steep cost in human lives. Yet they are too important to Nathir's continued independence to ever face sanction while the city stands free. Now that Nathir is under siege, the House seeks to recruit the aid of one of the rumored Infernal Exalts, whom they expect to be no more difficult to deal with than their demonic associates.

The Beautiful Bereaved

The **Beautiful Bereaved** are a group of self-made widows, each one liberated from abusive or burdensome husbands. Ten years ago, the honorable lady Anake of the holy city of **Fallen Petal** (*Exigents*, p. 40) woke from fitful dreams in which a great shadow blotted out of the sun and whispered that all deeds were safe in its darkness. On an impulse, she slit her violent husband's throat in his sleep. Her attempts at covering up the murder were sloppy and should have seen her hang; that she instead walked free with the murder pinned on a home invader was proof to her of a miraculous divine help. Soon followed, inspired to emancipatory murder by dreams or another Bereaved's whispers.

Still young, the cult's doctrine is in flux and its organization loose, but the first Bereaved were women of wealth and status who channeled much silver into the cult and were rewarded with greater wealth still, which they attribute to their dark patron. They meet over tea to discuss who best deserves the next sharp blade or dose of poison: The art of murder has become a pastime for them, the creation of elaborate alibis a game unto itself. Unbeknownst to them, the Exigent Thousand Venoms Mistress has recently been sent to Fallen Petal by her patron goddess, who senses the density of unnatural deaths and wants her Chosen to coopt this new cult for her own.

The Beautiful Bereaved themselves do not fully grasp the nature of their patron and might be seduced away from him. For this reason, he seeks to send an Infernal among them to bring them under his shadow for good, and catalyze their transformation into a new, farther-reaching and more esoteric sect.

Lathe

Within the Realm-held corpse-city of **Lathe** (*Exalted*, p. 101) dwell demon cults old as the city's founding. The city might have already been lost to an infernalist uprising were it not for the fractiousness of the cults. The Bright Journeymen, who worship Ligier as a patron of crafts and artistic madness, are widely represented among the artisans and literati of the city and have profited considerably from its trade with the Realm. Opposite them stands the Unwavering Indigo Admiralty, a military cult of the demon-general Madelrada with deep roots within the old noble families of Lathe, who see the Journeymen as a gaggle of paupers and traitors who every day sell out the city's hope of freedom. Both cults watch with dread and contempt the Far-Seeing Ones, an elusive, decentralized cult to Qaf, the Heaven-Violating Spear, mostly found within the poorest classes of the city and among its astrologers. Its adherents seek enlightenment through ascetism, drugs, and martial practices, and their beliefs spread like a contagion, heralded by dreams of an inverted mountain within the depths of Lathe which awaits one enlightened enough to reach it.

Any attempt to bring together these cults as loyal to some shared idea of "Hell" is likely doomed to failure, and each will go to any length to bring a Green Sun Prince to their side. Furthermore, Lathe is of vital economic and religious importance to the Realm; it cannot afford to lose the trade port, and that means, should tensions with the infernalists threaten the satrap's grasp, it may bring down the full strength of the Order and the Legions to cleanse the corruption by fire. Inducing the Realm to bring ruin to Lathe might be easy and cost it an invaluable asset it cannot hope to replace; ensuring the city survives the ordeal, let alone as an independent infernalist stronghold and trade port, may prove much more difficult.

Unyabar

After almost three hundred years, the island nation of **Unyabar** is free. For centuries, the Realm enslaved most of Unyabar's inhabitants to work on plantations growing the fragile seven-petaled lily. When processed in massive quantities, the lilies can be used to make potent anagathic drugs that sell for absurd sums. The ways of the Unya people, tattooed reed-weavers wandering the islands' steep hills in sacred patterns, were ruthlessly crushed through forced sedentarization and enslavement to the land. The most recent rebellion turned to Hell for aid, and the Red Moon herself answered, appearing in the night sky. Her rain blessed Unya warriors with violent passions and secret powers, teaching them the way to beckon demons to aid them. With these powers, the revolutionaries reclaimed the island over three bloody years, eventually driving out their Peleps satrap with the last ship off the island several months ago.

The Unya celebrated their freedom and gave praise to the Red Moon, but the demons did not leave once their work was done. Firmin packs now nest in the forests, neomah towers rise from villages' central plazas, jade lions go among the people to spread the gospel of the Yozis. All these present challenges or outright threats to Unya peace, but there is one greater challenge still. The majority of the Unya want to divide the land and return to their traditional nomadic ways. But their revolutionary leaders, chief among them Prince Sever-the-Wind, see the lily as a source of fabulous wealth which can now be bestowed upon the Unya people. How could they simply let it go and return to ancestral poverty? Only, there's no alternative to farming the lily that doesn't amount to grueling physical labor.

Sever-the-Wind has an army of restless demons at his calling, and the blood apes chafe now that the violence has ended. Sever-the-Wind is of a mind to agree; like all blessed by the Red Moon, he and his

fellow warriors are consumed with a blood-fever that now hungers to be fed. Perhaps the Unya people need to be forced to work for their own greater good. Or perhaps the weaker neighboring islands, who have never lent a finger to help the enslaved people, may be made to work in their stead. Either would please Ululaya, who watches the proceedings through blood spilled in ritual, and who grows dull with peace; she seeks to send one of Hell's Chosen to bring about another grand libation. All the while, House Peleps plans its counterattack.

The Night Celebrants

The **Night Celebrants** are exiles from gleaming Randan (*Across the Eight Direction*, p. 269), land of warrior-artisans. In defiance of their people's history, the Celebrants worship the three Night Queens which legend says ruled their people at the dawn of time. Their own tales attribute to the demon queens the very gifts of art which their people prize so much and castigate native Randani society as ungrateful and treacherous. Most live in nomadic fleets that go from port to port to trade their wares. The Celebrants have as much pride in their craft as the Randani, but without the infrastructure and materials available back home, they must take shortcuts.

They often prioritize beauty over durability or use cosmetic tricks to disguise cheap materials. If such sleight of hand damages the reputation of their Randani kindred, all the better. The Celebrants' best wares are crafted in night rituals entreating the help of one of the Night Queens and blessed during their mad dances. These have supernatural powers but always conceal a catch or hidden curse of the Queens' liking: a shawl that silences its wearer's footsteps will betray a secret told in confidence, a jar of perpetual cold must one day claim a child's fingers from frostbite.

The first Night Celebrants left Randan in exile hundreds of years ago, but ever since they've existed as both a cautionary tale and a dangerous allure. Every now and then, a *pekumi* family threatened with losing status or wealth gathers its members, takes its belongings, and sails off to join the Celebrants. They are always welcome, as long as they are not scared away by the first revel: the Celebrants owe their name to their ritualistic dances, in which alcohol and drugs flow and the worshippers aim to lose themselves in the music and the motion and be as the teeming hordes of Hell. It is not rare for a crew to awaken from these revels with a member bearing a demon-blooded child, or with an extra hand whom no one recognizes but all accept.

The Celebrants decant their own drugs from strange sources, and the visions they induce can change the course of a life. One such life is that of ship-master Mayara the Unspoken, who in trance gave Berengiere her voice and was blessed in return. In gesture and tapestry, she now inflames her kin's hearts, for she believes the time has come for the Celebrants to turn around and bring the Night Queens' wise rule again to Randan. In preparation she has begun to seed Celebrant agents in Randani outposts, to spread sabotage and dissent, but she is gathering a fleet for much more direct action.

Chapter Three: Character Creation and Traits

Character Creation

Step 1: Concept and Caste

Start out by talking with your Storyteller and fellow players about their plans for the game and character concepts. Think about your character's origin, personality, skills, and the heroic archetypes that inspire her. Once you've done that, choose your character's Caste (p. XX).

Step 2: Attributes

Each Attribute begins with one dot (**Exalted**, p. 148). They're divided into three categories: Physical (Dexterity, Stamina, Strength), Social (Appearance, Charisma, Manipulation), and Mental (Intelligence, Perception, Wits). Choose one category as primary, another as secondary, and the third as tertiary. Distribute eight dots between your primary Attributes, six dots between your secondary Attributes, and four dots between your tertiary Attributes. Attributes can't be raised above five.

Step 3: Abilities

Choose five of your Caste's associated Abilities as Caste Abilities (**Exalted**, p. 149).

Azimuth: Archery, Athletics, Awareness, Brawl, Melee, Resistance, Thrown, War.

Ascendant: Integrity, Lore, Medicine, Occult, Performance, Presence, Resistance, Survival.

Horizon: Bureaucracy, Craft, Investigation, Linguistics, Lore, Medicine, Occult, War.

Nadir: Athletics, Awareness, Dodge, Integrity, Larceny, Ride, Sail, Stealth.

Penumbra: Bureaucracy, Investigation, Larceny, Linguistics, Performance, Presence, Stealth, Socialize.

Next, pick five other Abilities as Favored Abilities. Taking Brawl as a Caste or Favored Ability also makes Martial Arts a Caste or Favored Ability.

Choose a Caste Ability as your **Primordial Ability**. You can learn Charms of your Primordial Ability as though you had Essence 5, and qualify for repurchases and automatic upgrades as if you had Essence 5 as well. Azimuth Castes may choose Martial Arts as their Primordial Ability. A Primordial Ability's benefits don't apply to sorcery, necromancy, or Sidereal Martial Arts.

Divide 28 dots among your Abilities. Each starts at zero, and can't be raised above three without spending bonus points. Abilities can't be raised above five. Each Favored Ability must have at least one dot assigned to it.

Assign four specialties (**Exalted**, p. 123). You must have at least one dot in an Ability to take a specialty in it.

Step 4: Merits

Choose ten dots of Merits (**Exalted**, p. 157). Many Infernals have mutations reflecting the unwoven coadjutor they merged with. Infernals who embrace their status as Hell's Green Sun Princes distribute five additional dots among the Backing, Influence, Manse, Resources, and

Retainers Merits.

Step 5: Charms

Choose fifteen Charms (p. XX). Most Infernal Charms require a minimum rating in their associated Ability — if you don't qualify, you'll need to raise that Ability's rating with bonus points. You can use your starting Charms to select keys, which upgrade other Charms (p. XX)

You may choose Martial Arts Charms or Evocations in place of Infernal Charms. If you choose an initiation (p. XX) as a starting Charm, you may also learn spells in place of Charms.

Step 6: Devil-Body (Optional)

Choose the appearance of your character's Devil-Body (p. XX). If you want, you can skip designing a Devil-Body at character creation. You can only enter your Devil-Body once per story, so you'll have time to design it after the first session or two.

Step 7: Intimacies

Choose Intimacies to represent your Infernal's beliefs and relationships (**Exalted**, p. 170). Many Infernals have Principles or Ties related to those who wronged them and how they seek to obtain vengeance or justice. Ties to specific demons or Yozis are also common.

Starting characters must have at least four Intimacies. At least one must be Defining, and one must be Major. Likewise, at least one must be positive, and one must be negative. There's no maximum on how many Intimacies you may choose.

Step 8: Bonus Points

You have 15 bonus points that can be spent any time during character creation.

<BEGIN TABLE>

TRAIT	COST
Primary/Secondary Attribute	4 per dot
Tertiary Attribute	3 per dot
Caste/Favored Ability	1 per dot
Other Ability	2 per dot
Specialty	1
Merits	1 per dot
Caste/Favored Charm	4
Other Charm	5
Spell (Occult Caste/Favored)	4
Spell (Occult non-Caste/Favored)	5

Evocation 4

Willpower 2 per dot

<END TABLE>

It's most cost-effective to spend bonus points on Caste and Favored Abilities or to raise Abilities above 3. Using them to buy Charms, Evocations, or spells is the least efficient option.

Step 8: Finishing Touches

You begin at Essence 1. Infernal have $(10 + [\text{Essence} \times 3])$ personal motes and $(26 + [\text{Essence} \times 7])$ peripheral motes, for 13 personal motes and 33 peripheral motes at Essence 1.

You begin with five Willpower, which can be raised with bonus points.

You begin with seven health levels: a -0 level, two -1 levels, two -2 levels, a -4 level, and an Incapacitated level. You may gain additional health levels with Hardened Devil Body (p. XX).

Lords of Hell

The above rules are for creating Infernal who've been Exalted for no more than a year. For more experienced Infernals, make the following changes:

- Your starting Essence is 2.
- Choose thirteen dots of Merits, in addition to bonus Merits from being a Green Sun Prince.
- Choose twenty Charms.
- Spend eighteen bonus points.

The Chrysalis Opens

A mortal player character (**Exalted**, p. 125) who Exalts as an Infernal during play gains the following benefits once they emerge from their Chrysalis Grotesque.

- An Infernal Caste and Caste Abilities.
- Five favored Abilities, each of which she must have at least one dot in.
- Ten Charms.

At the story's end, the Infernal gains five Charms and two dots of Willpower for free. She assigns two dots among primary Attributes, two dots among secondary Attributes, and one dot among tertiary Attributes.

Character Creation Summary

Step 1: Concept and Caste

- Determine your character concept.
- Pick a Caste. Note its anima powers.

Step 2: Attributes

- Place one dot in each Attribute.

- Divide 8 dots among primary Attributes, 6 dots among secondary Attributes, and 4 dots among tertiary Attributes.

Step 3: Abilities

- Choose five Caste Abilities and five Favored Abilities.
- Select one of your Caste Abilities to be your Primordial Ability.
- Divide 28 dots among all Abilities. None may be raised above 3 without spending bonus points, and each Favored Ability must have at least one dot.
- Assign four specialties.

Step 4: Merits

- Select 10 dots of Merits.
- Green Sun Princes distribute an additional five dots among Influence, Manse, Mentor, Resources, and Retainers.

Step 5: Charms

- Select 15 Charms.

Step 6 (Optional): Devil-Body

- Determine your Devil-Body's appearance.

Step 6: Intimacies

- Choose at least four Intimacies, including at least one Defining Intimacy, one Major Intimacy, one positive, and one negative.

Step 7: Bonus Points

- Spend 15 bonus points.

Step 8: Finishing Touches

- Record Essence (1), personal notes (10 + [Essence x3]), peripheral notes (26 + [Essence x7]), health levels (-0/-1x2/-2x2/-4/Incapacitated) and Willpower (5).

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Infernal Nature

Creatures of Darkness

As the Chosen of the Yozis, the Infernals are marked as creatures of darkness by their very nature. They're vulnerable to certain magic — especially that of the Solar Exalted.

An Infernal who proves herself an ally of Creation might eventually cease to be a creature of darkness. This is a narrative milestone rather than a mechanical one, something that should come at the resolution of a narrative arc or at an especially dramatic moment.

Enemies of Fate

The Infernals transcend Creation's web of fate, obscuring them from some divinations, but also leaving them vulnerable to certain Sidereal Charms.

The Lunar Bond

The Lunar Bond endures in the Green Sun Princes, untouched by the Yozis' power. When an Infernal first encounters her Lunar mate, she usually experiences a flash of recognition, forming a Minor Tie to him — often a negative one.

A Lunar mate is a five-dot Ally. Otherwise, the mate's role in the story is up to the Storyteller. Not all Infernals have Lunar mates.

Martial Arts

Infernals have Mastery with Martial Arts. They can learn Sidereal Martial Arts from a Sidereal mentor.

Sorcery

Infernals can initiate into Solar Circle sorcery and Shadow Circle Necromancy.

Evocations

Infernals are resonant with orichalcum and exotic substances of Hell (**Arms of the Chosen**, p. 16). They're neutral with other materials

Merits

Allies

Most First Circle demons are three-dot Allies, while Second Circle demons are five-dot Allies.

Allies

Infernal Charms like Temple-Self Apotheosis (p. XX) draw additional benefits from this Charm.

Demesne/Manse

Infernal demesnes and manses use the same hearthstones as other places of power, with whatever aspect best fits the site's nature: an island-manse upon the Demon Sea yields a water-aspected hearthstone, while a brazen palace blazing with emerald light yields a Solar hearthstone. Overt manifestations of a hearthstone's power may be altered to align with Malfean aesthetics.

Familiar

Infernals with Demon-Thrall Goetia (p. XX) can claim First Circle demons as familiars.

Language

Old Realm is the common tongue of demons. Infernals don't need Lore or Occult dots to learn it.

Mentor

Second Circle demons are two-dot Mentors, while Third Circle demons are three-dot mentors.

Mutations

Mutations are a wide range of Merits: any Innate or Purchased Merit, mundane or supernatural, that alters or improves a character's physical body. Examples include Ambidextrous, Giant, and Wings.

Retainers

First Circle demons and Demon-Blooded are two-dot Retainers.

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Azimuth Caste

The Yozis understand violence. The Exalted of the traitor gods stained their blades with Primordial ichor and slaughtered their pantheons of souls. They watched in horror as the Neverborn were murdered, an atrocity that shook the entire cosmos. And when at last the Primordials were forced to surrender, were they shown the dignity due to them in defeat? No. They were mutilated, tortured, and remade, forced to bind themselves with oaths of surrender sworn upon their own names.

The Yozis seek their Azimuth Castes from those who share the same scars: the maimed, the defeated, those laid low and those left to grieve the dead. It might be a battle-hardened soldier, bearing wounds from countless battles, or the victim of that soldier's army as it pillaged the countryside. For other candidates, their torment might have been violent bullying, corporeal punishment, or beatings at the hands of parents, spouses, or slave masters. Some bear the wounds of grief at the violent death of another — the war widow who craves the power to avenge her beloved, the idealist whose life is shattered when a beloved friend is murdered. The demons who come to them offer strength beyond imagining, the power to cut down those who've wronged them and to never again suffer such pain.

The Yozis delight in the carnage wrought by their Slayers, no matter whose blood is shed. They are masters of violence, whether it's a skill honed by years of experience or an aptitude newly discovered with their Exaltation. They are warriors and champions, strategists and warleaders, hired killers and war-sorcerers. Some shed blood in pursuit of passions or ambition, while others turn their blades to nobler ends as monstrous guardians of the weak or vigilantes who slaughter the wicked.

The Demon City offers a grand battlefield for Brass Tigers who seek one, whether carving out a fiefdom of their own or leading an army of the damned at the behest of a demonic patron. Others find employ as champions, bodyguards, enforcers, assassins, or military advisors. Some Slayers seek tutelage from demon mentors, whether learning warcraft from Madelrada, That Which Wears Down the Mountains, or studying forbidden martial arts styles within the Forty-Nine Chambers of the living academy Suntarankal.

Caste Mark: An emerald sunburst with eight rays, with the larger diagonal cross rays emphasizing a center without a circle.

Anima Banner: An Azimuth Caste's blazing green anima banner glints like brass. Some roar or scream as they flare to light, while others might sound of brazen war drums, the marching-chants of demonic armies, or fires burning on the battlefield. Their anima banners might smell of blood, brass, or thick smoke.

Iconic Anima: The Infernal's Devil-Body; a horde of monstrous figures that march behind the Infernal; a demonic siege engine that spits blood and molten brass; a wrathful behemoth whose rampage mirrors the Infernal's movements; a rain of rune-etched blades or sizzling blood falling from the sky; a many-headed tiger of verdigrised brass; demonic arms emanating from the Infernal, each bearing a weapon or posed in a martial technique.

Anima Effects: An Azimuth Caste's anima enhances her killing prowess and lets her enter her Devil-Body when wounded.

Caste Abilities: Azimuth Castes choose their Caste Abilities from Archery, Athletics, Awareness, Brawl, Melee, Resistance, Thrown, and War.

Sobriquets: Princes of Infernal Wrath, the Unbowed, Slayers, Brass Tigers, Swords of Hell

Concepts: Conquering warlord, former child soldier, janissary pressed into the Realm's service, leader of a slave rebellion, retired gladiator, self-made widow, vigilante in pursuit of justice, war-weary veteran, war orphan, wrathful berserker.

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Ascendant Caste

The Primordials were once the highest of holies, the cosmic absolute, the makers of the universe. The gods offered them homage and obeisance; all living things bowed before them in holy dread. Then the traitor gods and their Exalted cast them down. They were twisted into wretched, unholy things, tainted by the foul workings of the gods. No longer Primordials, they were named Yozis, Demon Princes, enemies of the gods. They who made Heaven were condemned forevermore to Hell.

The Yozis seek their Ascendant Caste saints and prophets from the downtrodden, the persecuted, and the wretched, those who might understand the faintest sliver of the Yozis' suffering. A rebel struggling to free his satrapy from beneath the Realm's bootheel; a priest of a forbidden Yozi cult; those who've never escaped being born into crushing poverty or a lowly caste; a slave willing to die to escape a Guild plantation; an outcast told that they were impure, than abomination, yearning to be holy. The demons sent to them offer to raise them up from this, tempting them with the power to create a better world, to change the course of history for the better.

The Revelators emerge from Hell to impose their vision upon the world. They preach blasphemous dogmas antithetical to established orders and the traitorous gods, promising their disciples a better way. They spread their blasphemous cults across Creation, revered as god-kings, saints, or messiahs, and sway mortals to the worship of Yozis and demons. All worldly power is theirs to claim and command in furtherance of their ambitions.

The Demon City is a holy place for Ascendant Castes. How could it be otherwise, when they walk upon the very flesh of the Yozis who set them on high? How could it be otherwise, when Hell's alien bounty fuels their grand endeavors? They easily find allies and patrons among demonkind, who'll eagerly trade favors for a Revelator's evangelism. Other demons seek silver-tongued Ascendant Castes to speak on their behalf in political dealings or act as a leader in their stead. Some might pursue mystical paths to ineffable communion with the Demon Princes: performing austerities while scaling the slopes of Qaf; ecstatic revelry in the demon-forest Hrotsvitha; meditating in the acidic depths of the Demon Sea.

Caste Mark: An empty green circle with a smaller partial disc cresting over the upper right side.

Anima Banner: The emerald green of an Azimuth Caste's anima banner is filled with swirling turquoise, faint tones of cerulean, and tarnished silver light. Some are accompanied by the sound

of frenzied worship, demonic hymns, or ecstatic glossolalia; others boom like thunder or hiss like swarming locusts. Some smell of the incense burnt at demonic altars or perfumed oils of anointment, while others carry the smell of barren, desolate wilderness.

Iconic Anima: The Infernal's Devil-Body; a dust devil of whirling silver sand in the shape of the Infernal's face; a thunderstorm born of Hell's skies; a tree of living gold bearing blood-red fruit; a sacrificial altar upon which a god perpetually burns in emerald flame; a jeweled treasure-wheel that breaks under the Infernal's will; basalt tables engraved with the laws of Hell.

Anima Effects: An Ascendant Caste's anima heightens her powers of persuasion, makes her words a weapon against the existing order, and lets her enter Devil-Body under profound duress or degradation.

Caste Abilities: Ascendant Castes choose their Caste Abilities from Integrity, Lore, Medicine, Occult, Performance, Presence, Resistance, and Survival.

Sobriquets: Princes of Hell's Majesty, the Unwavering, Revelators, Quartz Bulls, Hammers of Hell

Concepts: Ascetic mystic, evangelist of the Yozis, Lintha pirate captain, priest of an outlawed religion, refugee in a foreign land, revolutionary seditionist, royal bastard, street urchin, transgressive artist, wizened hermit.

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Horizon Caste

Once, the Primordials wielded power beyond imagining. They shaped worlds from raw chaos, scribed their will into the laws of the cosmos, and brought forth Creation's gods that they might take their leisure at the Games of Divinity. It was a golden age, a paradise razed by the treachery of the gods. Such wonders are lost to the Yozis now, mutilated and diminished at the hands of the Exalted. They are still mighty, they are still powerful beyond imagining — but they are lesser.

The Yozis find their Horizon Castes among those who've also been deprived of the chance to fulfill their intellectual potential. A child whose stern parents refused to let him study at an academy. A prodigy barred from education by poverty, caste, or stigma. A farmhand who could have been a genius mathematician if anyone ever taught him. Others lost the chance to make use of the talents they had: an alchemist forced out of her career by illness; a student disgraced by an academic rival; a savant whose studies are censored. The demons that appear to them tempt them with knowledge they've been denied, and the power to make use of it.

Nothing is beyond the Demiurges' grasp. They decipher secrets hidden in forbidden tomes and solve enigmas that have baffled savants for centuries. They may rightfully count themselves as rivals of Ligier in artifice, crafting hellish wonders worthy of the Green Sun's approval. The greatest of sorceries are theirs to master; the laws of the cosmos are as mere suggestions before the Demiurges' power. Some undertake grand plans in pursuit of their ideals or ambitions, but it's easy to simply revel in the possibilities of power, without thought for their purpose or consequence. A Horizon Caste might treat Creation as a testing ground for reality-warping magics and weapons of incomprehensible horror, with the worst of them seeing mortals as nothing more than test subjects.

Hell is where many Horizon Castes undertake their greatest labors. Here are their forges, their laboratories, their sorcerous sanctums. Malfeas abounds in wondrous reagents, from its verdigrised flora to the Yozis themselves. Demons covet their services: esoteric knowledge, healing arts, bespoke artifacts, and wonders of sorcery. Some may be called upon to investigate the Demon City's crimes. Horizon Castes, for their part, can find something to learn from almost any demon, whether seeking Ligier's critique on a work of artifice or recording confessions cast into the ravine of Munaxes.

Caste Mark: An empty green ring on the bottom, with a closed horizontal line erupting upward into a starburst.

Anima Banner: A Horizon Caste's anima banner glows white and green. They might sound of crystalline chimes, crackling electricity, or ceaseless hammering. Some smell of ozone, acidic fumes, or strange alchemical reagents.

Iconic Anima: The Infernal's Devil-Body; demonic eyes that open in mid-air; a crystalline clockwork model of the cosmos; floating glass scrolls held shut by brazen seals; geometric patterns in dimensions beyond mortal ken; a cauldron overflowing with ichor and vitriol; a monstrous contraption of grotesquely impossible artifice.

Anima Effects: A Horizon Caste's anima lets her understand mystical forces, bind demons, and enter her Devil-Body when her works are threatened.

Caste Abilities: Horizon Castes choose their Caste Abilities from Bureaucracy, Craft, Investigation, Linguistics, Lore, Medicine, Occult, and War.

Sobriquets: Princes of Primordial Genius, the Unleashed, Demiurges, Glass Spiders, Arrows of Hell

Concepts: Amoral weaponsmith, disreputable academic, eccentric demonologist, Heptagram dropout, mendicant philosopher, seditious intellectual, unconventional physician, wandering teacher, wrathful sorcerer-king.

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Nadir Caste

The Yozis will never escape Hell. The Exalted made of Malfeas a prison that no power in the cosmos can breach, a prison to hold the Yozis until the end of eternity. They have resigned themselves to this captivity, abandoned all hopes of freedom — all save the Ebon Dragon, who labors in eternal futility. Who can say which is more piteous? It might be the greatest insult of all, that they should be defined by their imprisonment.

The Yozis seek their Nadir Castes among others who are prisoners. They care not for laws or morality, making no distinction between persecuted innocents and cold-hearted murderers. The Nadir Castes receive an offer of freedom — freedom from their bondage, and freedom beyond mortal imagining. Never again will a chain or prison hold them. They could be criminals, slaves, prisoners of war, political hostages, those held against their will or still scarred by their imprisonment. For others, the imprisonment is metaphorical — a cruel family's overbearing expectations, religious vows, a loveless marriage, crushing debt, or strictures of class or caste.

Chainbreakers are peerless in stealth, unseen by their pursuers. They cannot be constrained,

escaping all restraints by deft trickery or brute strength. They are swift beyond compare, whether outpacing would-be captors on foot, riding behind enemy lines by night, or weaving through blockades at sea. Such skills find many uses in Creation, whether as an assassin, spy, smuggler, or master thief. Some find personal vengeance isn't enough. They might turn their blades against those who subject others to the same imprisonment, undertake covert ventures to free others held in bondage, or work in the shadows to sabotage the institutions of imprisonment. They need not share the Yozis' indifference for innocence, though some may eschew conventional morality as yet another prison.

Hell is bittersweet for Nadir Castes. They mourn, for it is the place of Yozis' eternal imprisonment; they rejoice, for it is the place where they were set free. Demons prize their services as agents of intrigue, espionage, and assassination, while others turn to them to make perilous journeys in pursuit of wonders or riches. Some Nadir Castes prize the chance to hone their skills under a demonic patron's tutelage: learning theft from Erembour, shipcraft from Florivet, or the wicked arts of Mara.

Caste Mark: An empty green ring, with a gap on the bottom enclosed by two small green vertical slashes.

Anima Banner: Streaks of red light whirl within the green flame of a Nadir Caste's anima banner. They're rarely accompanied by any sound, though they might bring an eerie hush instead. Some smell like clean, fresh air — albeit the air of Hell — while others evoke the scent of road's dust or the saltwater sea.

Iconic Anima: The Infernal's Devil-Body; shattered chains that trail behind the Infernal from manacles of anima around her wrists; a prayer wheel of spinning knives; a guillotine stained with the blood of gods; a wolf-headed battering ram; an eerie fog filled with strange, inhuman shadows; a heaped hoard of bloodstained treasures.

Anima Effects: A Nadir Caste's anima lets her evade restraints and confinement, conceal her supernatural power, and enter her Devil-Body to escape imprisonment.

Caste Abilities: Nadir Castes choose their Caste Abilities from Athletics, Awareness, Dodge, Integrity, Larceny, Ride, Sail, and Stealth.

Sobriquets: Princes of the Shattered Prison, the Unfettered, Chainbreakers, Basalt Wolves, Daggers of Hell

Concepts: Assassin for the revolution, charismatic outlaw, fugitive from justice, heretical ex-monk, liberator of slaves, outcast scion of a controlling family, political dissident, pirate captain, reformed con artist, wanton killer.

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Penumbra Caste

When the Primordials created the world, they imposed a perfect order upon it. The makers of the universe reigned supreme, taking their leisure at the Games of Divinity. The gods served their makers, attending to the world they had made and upholding its order. The lesser things knelt in holy dread to worship their creators. But a rot grew unseen beneath this perfect order, the festering perfidy of the gods that drove them to defy the rightful order of the world. What betrayal

could be greater?

Penumbra Castes, too, have seen the rot within their own societies, the hypocrisy of the righteous, the bloodstains on the throne. Some might hold power and prominence among the same societal elite they've come to despise, making weapons of wealth and influence. Others were cast down from lofty positions, betrayed by their allies or inferiors: exiled nobles, courtiers ruined by scandal, deposed tyrants. Others were born into a lowly position but climbed society's echelons, reaching for the power to sabotage it from within. Demonic envoys offer them the power to tear down the diseased society, to sow discord and chaos to orchestrate the ruin of hypocrites, traitors, and dynasties.

The Quills of Hell are subtle in their schemes and designs, moving their pieces in games that others never realize they're playing. It's easy to embrace the power offered to them, scheming to lay low princes, judges, and gods they deem unjust. Economies collapse at the stroke of a pen; bureaucracies fall into crisis under ill-conceived policies; carefully cultivated outrage boils over into mob violence. Not all their works must be destructive or malign, but it is the Penumbra Caste's remit to destroy that which is wrong, not to create what comes after it.

Hell is the greatest game of all for Penumbra Castes, a labyrinth of political intrigue, shifting webs of vendettas and alliances, alien economies, treaties riddled with treacherously-worded loopholes, and the wildly unpredictable opposition of other players. Demons employ them to mediate disputes, interpret arcane laws, navigate demonic bureaucracies, make legal problems disappear, or advocate for them as diplomats, heralds, or negotiators. Not all Penumbra Castes demand payment — a favor owed by the City of Mirrors or the Prince Upon the Tower can be more valuable than any coin.

Caste Mark: An emerald disc, limned with fiery green sparks.

Anima Banner: A Penumbra Caste's anima banner burns with dark greens and purples, with a pure black often spilling outward like ink. They might sound of barely-audible whispering, the clinking of coins in a counting house, or the music of Hell. Some might smell of ink, fragrant perfume, or a sumptuous feast.

Iconic Anima: The Infernal's Devil-Body; a scroll inscribed with the Yozis' surrender oaths, slowly burning to ash; an abacus of brass and bone that tallies the Infernal's treacheries; a palace crumbling into ruin; a twisting labyrinth of shadows; a Gateway board filled with grotesque piece; a serpent with painted masks for scales.

Anima Effects: A Penumbra Caste's anima lets her seal oaths, invoke pacts of hospitality, and enter her Devil-Body to punish hypocrisy.

Caste Abilities: Penumbra Castes choose their Caste Abilities from Bureaucracy, Investigation, Larceny, Linguistics, Performance, Presence, Stealth, and Socialize.

Sobriquets: Princes of the Brazen Tower, the Unforgiving, Iconoclasts, Acidic Falcons, Quills of Hell.

Concepts: Demonic ambassador, devious blackmailer, disgraced aristocrat, exiled prince, jaded courtier, merchant prince bankrolling political dissidents, renegade Dynast, persuasive shaman, scheming spymaster, uncompromising satirist.

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Anima Banner

As an Infernal expend Essence, she become wreathed in the blazing radiance of their anima banner. **For every five motes of Peripheral Essence she spends in an instant, her anima banner rises one level.**

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Anima Level Effects

Dim The Infernal's anima is invisible.

Glowing The Infernal's anima outlines her body in light. Her Caste Mark shines through anything placed over it. Stealth and disguise rolls suffer a -3 penalty.

Burning The Infernal's anima flares into a blazing aura. Stealth is impossible.

Bonfire/Iconic The Infernal's anima ignites into a bonfire stretching into the sky, visible for miles around. Upon reaching bonfire and at suitably dramatic moments, her anima manifests a personalized iconic display: her anima completely illuminates her surroundings within short range. Stealth is impossible.

END TABLE

Anima Effects

For one mote, an Infernal can:

- Manifest her Caste Mark for as long as she desires.
- Sense the approximate location of nearby pathways into Hell.
- Discern how many days remain until Calibration.

Azimuth Anima Effects

Ceaseless Slaughter Momentum (Permanent): At bonfire anima, the Infernal adds (Essence/2, rounded up) to her base Initiative when she resets to base Initiative after a **decisive** attack.

Green Sun Dawning (—; Reflexive; Instant): While the Infernal is at burning anima or higher, she rolls (Essence + highest Physical Attribute) dice and gains peripheral motes. They can only be spent on magic that creates or enhances attacks, and can be used as sorcerous motes instead for spells that do so. Once per day

Towering Demon Emperor (Permanent): The Infernal can enter her Devil-Body when she suffers great physical agony, such as taking a crippling injury, being tortured, or falling into lava.

Ascendant Anima Effects

Eschaton Sermon Intensity (5m; Supplemental; Instant): Once per day, the Infernal can add a

free full Excellency on a roll to instill a negative Tie or weaken a positive Tie toward a god, authority figure, a political or religious institution, a legal code or similar prohibition, or a similar power structure. The level of Intimacy needed to support the influence is lowered by one (**Exalted**, p. 215). If the target already has a supporting Intimacy of sufficient intensity, the Willpower cost to resist the influence is increased by (Intimacy/2, rounded up).

Wrath of the Most High (Permanent): The Infernal can enter her Devil-Body when she's coerced or magically compelled to violate one of her Major or Defining Intimacies or suffers humiliation, mockery, or degradation of comparable emotional severity.

Voice of the Yozis (5m; Supplemental; Instant): The Infernal adds (higher of Essence or 3) non-Charms dice on an inspire, instill, or persuade roll. First Circle demons count as having a Minor Tie that supports her influence. This power's cost is waived at bonfire anima.

Horizon Anima Effects

Devil-Thrall Binding (10m, 1wp; Simple; Instant): The Infernal binds a First Circle demon to carry out a specific task, as if by sorcery (**Exalted**, p. 473). She must touch it and roll (Intelligence + Occult) against its Resolve. If she knows spells for summoning demons, she adds a non-Charms success each of the three spells that she's learned. The Infernal can only use it once ever on the same demon. It can't be used on demons bound by another character.

Eye of Elder Magics (5m; Simple; Instant): The Infernal rolls ([Perception or Intelligence] + [Awareness, Investigation, Lore, or Occult]) against the Guile of a supernatural being to discern a useful detail about his magical power. This might reveal that a Zenith Caste with numerous Integrity Charms will be difficult to persuade or that a Dragon-Blood's daiklave can smite creatures of darkness. She must already be aware a character is supernatural to use this power on him. This power's cost is waived at bonfire anima.

Incomparable Genius Apotheosis (Permanent): The Infernal can enter her Devil-Body when she witnesses someone damage, destroy, or gravely threaten a lasting work of her knowledge and power: a manse she's created, a sorcerous working, an academy she's founded, or the like.

Nadir Anima Effects

Devil-Shroud Subtlety (2m; Reflexive; Instant; Mute): The Infernal mutes all motes spent in an instant.

Gaol-Sundering Juggernaut Rampage (Permanent): The Infernal can enter her Devil-Body when she makes a meaningful attempt to escape from imprisonment or confinement and fails.

Never Caged Again (5m; Reflexive; Until next turn; Mute): The Infernal gains +1 non-Charms Evasion. Rolls to restrain or confine her in any way suffer a penalty of (higher of Essence or 3) dice. This includes both the attack roll and control roll of a grapple gambit against her. This power's cost is waived at bonfire anima.

Penumbra Anima Effects

Hypocrisy-Tramplng Outrage Judgment (Permanent): The Infernal can enter her Devil-Body when she recognizes that a significant character opposing her interests or Intimacies has acted against one of his own Major or Defining Intimacies.

Infernal Embassy Pact (Permanent): While conducting diplomacy or other legitimate business with spirits or the Fair Folk, the Infernal and her companions are protected by ancient pacts,

requiring her hosts to observe local customs of hospitality and preventing them from attacking her or her entourage. If the Infernal or one of her companions breaks the peace first, they lose this protection.

Traitor-Binding Oath (10m, 1wp; Reflexive; Instant): When the Infernal hears someone make a promise or swear an oath, she may seal the pact by her authority as a Green Sun Prince. She may manifest her Caste Mark and anima banner in a brief display if she wishes. Those who violate the pact suffer consequences chosen by the Storyteller, often a punishment that reflects the nature of their violation.

Devil-Body Apotheosis

Each Infernal Exalt contains the hidden potential for a terrible transformation. In times of great need, the raw Essence of Hell catalyzes around their corrupted Exaltation like amber, warping them physically and spiritually into a ruinous and majestic demon form. Devil-Bodies can be almost anything, from a hundred-limbed colossus with an immolating third eye to a ziggurat of ever-growing black glass that drives its victims to despair with its maddening chimes.

The Infernal can enter her Devil-Body reflexively upon suffering damage to a -4 health level. She can also assume her Devil-Body under a circumstance dependent on her Caste (p. XX). The transformation lasts one scene. She can only enter her Devil-Body once per story.

While in her Devil-Body, the Infernal's health track is replaced by an alternative track of (Essence + 7) -0 health levels. If this track is filled with damage, her Devil-Body Apotheosis ends, but none of the damage to these health levels carries over to her true health track. Any equipment that's incompatible with her new form is banished Elsewhere until she reverts.

If the Infernal's Devil-Body is triggered by damage that incapacitates her, she doesn't suffer the effects of incapacitation until she leaves her Devil-Body.

Designing Devil-Bodies

Infernals receive five dots to spend on the powers below to create their Devil-Body, along with five dots of mutations that manifest while transformed. Players should work with their Storyteller to come up with a distinctive Devil-Body that they feel reflects their character's inner demon.

Dice Pools

Several Devil-Body powers require that the Infernal selects an (Attribute + Ability) pool for the effect. She can choose any Attribute. For Abilities, she chooses from Archery, Athletics, Brawl, Lore, Linguistics, Martial Arts, Medicine, Melee, Occult, Performance, Presence, or Thrown.

Torments

Devil-Body powers marked as *Torments* share a common set of rules for inflicting harmful effects. When the Infernal chooses a Torment, she selects a vector for it:

Devil Aura: An area within short range of the Infernal is exposed to her Torment. Anyone within range at the start of their turn, or who moves into the area during their turn, suffers the Torment unless they avoid it through a limitation the Infernal previously established. This always costs an extra dot.

Hellish Touch: A character is subject to the Torment if she hits him with an attack or touches him, or if he starts his turn grappling or being grappled by her. For an extra dot, the Infernal

exposes anyone who hits her with an attack at close range to the Torment.

Profane Words: A character is subject to the Torment if Infernal beats his Resolve with an influence roll. For an extra dot, anyone within short range who hears the Infernal speak is exposed, even if she doesn't attempt social influence.

Terrible Gaze: The Infernal can reflexively direct her Torment at an individual within short range once per turn. She rolls (Attribute + Ability) against his Guile, inflicting the Torment on success. For an extra dot, the range extends to long.

Other: Stranger vectors exist, like glyphic curses spread through the written word or spiritual vapors that poison those who expend Essence. The limitations and costs of these are subject to the Storyteller's approval. Generally speaking, they cost an extra dot if they do more than one of the following: reliably target more than one victim per turn, extend beyond short range, or do not require an action to utilize.

The Infernal can also choose a circumstance under which characters are exempt from her vector: her aura of heart-searing flame doesn't burn those with positive Ties towards her; her rune-body can't mesmerize illiterate characters; her land-blighting curse can't touch people in the air. If a nontrivial enemy takes advantage of this weakness, she gains a Role Bonus as if it were a Flaw (**Exalted**, p. 167).

If the Infernal has multiple Torments with the same vector, she can decide that they are both inflicted on the same targets, using the same rolls if necessary.

More Mutations

For additional mutations, see **Lunars**, pp. 118-121.

Devil-Body Powers

Adaptive Defense (•)

The Infernal's body adapts as it is attacked, strengthening her mutagenic flesh as it is damaged or adjusting crackling fields of Essence to intercept known techniques. After taking damage from an attack, she increases her durability against further attacks from the same enemy during the scene. Against subsequent **withering** attacks, she increases her soak by (Essence + 5) and reduces their Overwhelming by one, to a minimum of one. Against **decisive** attacks, she gains a Hardness of (Essence + 12) and reduces the damage roll by one success. The Infernal's Adaptive Defense is reset if she's crashed. She can't adapt to new attacks while crashed.

Area Attack (•)

The Infernal can attack several enemies at once, either because she possesses a vast body, many swarming limbs, or can unleash devastating supernatural forces like a bone-breaking harmony sung by many mouths. She chooses one of her natural attacks or an attack from the Enhanced Attack feature. She can use it to make attacks against all enemies within close range of a point within its range:

- On **withering** attacks, only the highest damage roll awards Initiative.
- On **decisive** attacks, she divides her Initiative evenly among all hit enemies, rounding up, to determine the damage rolled against them.
- On gambits, she divides her Initiative evenly among hit enemies, rounding up, for

Initiative rolls. She only needs to pay the gambit's Initiative cost once.

Area attacks are incompatible with Simple Charms.

An alternative version of this power lets the Infernal roll her full Initiative against each enemy hit by a **decisive** attack or gambit or gain the Initiative from all enemies hit by a **withering** attack. However, she can only do so once per scene. She can purchase both versions separately.

Axiomatic Mind (•)

The Infernal's mind is reshaped by her transformation, whether she becomes an unfeeling god-machine or an abstract congeries of arcane mathematics and tonal sorcery. She's immune to social influence based on emotion. Her Major and Defining Intimacies can't be weakened or altered by any means, nor can new Intimacies be raised to Major or Defining intensity.

Barrier Defense (• or ••)

The Infernal deflects attacks by projecting shimmering planes of mental force, conjuring basalt edifices from the Demon City or otherwise obstructing her enemies' fire. Ranged attacks against the Infernal suffer a -2 penalty. She can focus her defenses with an unrolled take cover action, providing light cover against close-range attacks and heavy cover against others until she next moves from her current location.

For two dots, the Infernal's defences are more expansive. Against attacks from medium range or further, the attack roll penalty increases to -(higher of Essence or 3). Allies within close range of her can use a take cover action to shelter behind her, gaining this feature's benefits for as long as they remain within close range.

Body-Warping Blight (Torment) (••)

This Torment inflicts a body-altering Shaping effect: transforming a victim to a brass statue, burning out his eyes in a flash of viridian fire, transmuting him into a lowly demon beast, etc. The Infernal chooses an appropriate (Attribute + Ability) pool for this transformation. She rolls her pool against her target's Resolve whenever he would be exposed to her Torment, inflicting the curse on a success. For mortals, First Circle demons and trivial characters, the curse takes effect immediately, warping her target's body as described.

A nontrivial character suffers a lesser version of the curse. He first suffers a -3 penalty to any dice pool appropriate to the curse's effect. This reflects the curse slowly taking hold in a way that is still reversable, e.g., his body is slowed by partially transforming to brass.

When the time is right, the Shaping runs its course and inflicts the full version of the curse. This is represented by the Infernal making a special gambit using this power's dice pool against her target's Resolve. Its difficulty is (target's Essence), or (target's Essence +3) for curses whose effects will be incapacitating or fatal within the course of the scene. This gambit can be made from short range, though it's limited to close range if it this power has a touch vector. Success inflicts the full transformation.

Partial transformations end once the Infernal leaves Devil-Body. Completed transformations are permanent, though the Infernal can name circumstances under which they can be broken.

Dematerialized Form (•••)

The Infernal's Devil-Body is naturally dematerialized. She can only be harmed by attacks that can affect dematerialized characters, and can only be seen by those who can perceive such

characters. However, she can't affect the material world either. To make an attack, make social influence, or otherwise act affect material things, she needs to partially waive her intangibility. Doing so renders her visible and semi-corporeal until the end of her next turn, though attack rolls and Awareness rolls against her suffer a -3 penalty unless they benefit from magic that can interact with dematerialized beings.

Dispersed Form (••)

The Infernal's body is distributed out over an area. She could be a numinous being of prismatic lightning, an amorphous monstrosity of acidic sludge, or a swarm of mirror-shards reflecting her true visage. She gains the following advantages:

- She gains the Area Attack power for free.
- She halves the minimum damage of **withering** attacks against her, rounded down, and subtracts one level of damage from **decisive** attacks against her. These benefits don't apply against weapons with the Flame or Siege tags, attacks enhanced by magic capable of striking multiple enemies or an area of effect, or other effects the Storyteller deems capable of harming her body. She's immune to grapples, unless enhanced with magic that could let them constrain her dispersed body, and she cannot be knocked prone.
- Human-sized or smaller characters suffer a -3 penalty on rolls opposing her rushes or disengages, and rolls to disengage from her.

Displacement (•)

The Infernal moves by vanishing through shadowy portals, transforming into a bolt of viridian lightning or otherwise flashing instantly to her destination. This has the following benefits:

- She can take reflexive move actions by teleporting without crossing the intervening space, avoiding difficult terrain, hazards, walls, or any other obstacle that would constrain her movement.
- She can take a miscellaneous action to move to a location within medium range without crossing the space between. This uses her movement action.
- She adds two non-Charm successes on any opposed movement rolls.

Divided Focus (• or ••)

With the one-dot version of this power, the Infernal rolls an additional Initiative track. This can represent a demonic twin grafted gruesomely onto her body, a living shadow that acts in concert with her, or the like. This has the following effects:

- She can still take only one turn, but can choose which of her Initiative tracks to use at the start of each round.
- When she gains Initiative, she can choose to divide it equally between her tracks, rounded up.
- She can flurry two actions without penalty.

If one of her Initiative tracks is crashed, it is lost, and she loses access to this power.

A two-dot version of this power lets the Infernal roll two additional Initiative tracks, and flurry three actions without penalty. If she loses one of her three Initiative tracks the power is

downgraded to the one dot version, and lost if two are crashed.

Enhanced Attack (•)

The Infernal can slash with metallic claws, burn with a fiery gaze or crush her foes with grinding spires of basalt that rise from the ground. She chooses an (Attribute + Ability) pool appropriate for her form of attack and the traits of any artifact weapon for it.

If the Infernal chooses a non-combat Ability, she can't use any of that Ability's Charms to enhance attacks except for the Excellency. Instead, she can use Charms from a combat Ability of her choice that fits her attack's nature — e.g., if she rolls Performance to attack with needles of rhapsodical sound, she could choose to make it compatible with Archery or Thrown.

Enhanced Attacks are compatible with Martial Arts that use the weapon whose traits they're modeled on. They don't count as unarmed attacks.

Evolved Sense (•)

One of the Infernal's senses is transformed and enhanced to an extreme degree, such as a body studded with unblinking eyes. This has the following effects:

- She adds (Perception/2, rounded up) dice on rolls with the chosen sense. These dice are non-Charm if she has the Enhanced Sense mutation for that sense (**Exalted**, p. 165).
- She succeeds automatically on unopposed Perception rolls with a difficulty of (Perception + 2) or lower.
- She succeeds automatically on Perception rolls against mortals, First Circle demons, and trivial characters.

Exotic Sense (•)

The Infernal's Devil-Body exhibits a new sensory organ, such as a luminous forked tongue capable of tasting souls or vibrating crystalline tines that can detect emotion. On selecting this power, the Infernal's player describes an area of sensory specialty that her new senses cover that would not be evident to her conventional senses, like the presence of intelligent thought, emotions, souls, or Essence. It has the following effects:

- The Storyteller should inform the Infernal if the subjects of her sense are present and where they can be found. This doesn't circumvent other characters' Stealth, Guile, or other relevant traits — e.g., if the Infernal wants to sample a character's thoughts, she still needs a read intentions roll.
- The Infernal can use (Perception + Awareness) rolls to detect and examine details related to her area of sensory specialty at a difficulty set by the Storyteller. A third eye that can detect the presence of thoughts might roll against a character's Guile to glean information from their surface thoughts, while a soul-tasting tongue could detect the presence of spiritual maladies, pacts and other magic that affects the soul, rolling against the Essence of their originator.
- The Infernal adds (higher of Essence or 3) on Perception rolls within her area of sensory expertise and ignores penalties.

Expansive Form (•••)

The Infernal encompasses a wide area, allowing her to become a living tidal wave, a veinous root system or profane temple. This has the following benefits:

- When she transforms, she can choose to displace terrain within short range, pushing it back one range band to make way for her grandeur. Depending on how this power manifests, this can be temporary, as she warps the boundaries of space for the duration of her transformation in the manner of Hell's arcane topography, or permanent, as she crushes erodes away that which would confine her or crushes it like a layer of the Demon City.
- The area within short range of her counts as difficult terrain for her enemies.
- When she attacks an enemy, she can count as being one range band closer or further away from him, whichever is more advantageous. She gains the same benefit when enemies make ranged attacks against her.
- She gains Dispersed Form and Area Attack for free.
- Some variants of Expansive Form are immobile but encompass a much larger area. The Infernal cannot move from her location, but she destroys or displaces terrain within long range when she transforms, can count as being three range bands closer (but not further away) for the purposes of attacks, and can count any area within long range as difficult terrain for her enemies.

Extreme Transformation (•)

The Devil-Body manifests six additional point of mutations and (Essence + 3) additional –2 health levels.

Fate-Suborning Doom (Torment) (••)

The Infernal's dark magic seizes and tangles the threads of fate around her victim, inflicting a fate-altering Shaping effect: condemning him to never be granted hospitality, to die at the hands of those he trusts most under the new moon, to be hunted by a thousand dread beasts come Calibration. The Infernal chooses an appropriate (Attribute + Ability) pool and a specific curse. The effect otherwise functions like Body-Warping Blight.

Flight (•)

The Infernal's Devil-Body can soar through the air on enormous wings or levitate on waves of eldritch force, intangible threads strung from the sky or stranger means. She's capable of flight with her movement actions. When she enters her Devil-Body, she can reflexively ascend one range band and move up to one range band horizontally.

Fluid Form (• or ••)

The Infernal's Devil-Body is liquid, amorphous, or otherwise able to easily alter its size and shape. This has the following effects:

- She can move through the smallest gaps without inconvenience and effortlessly escape physical restraints such as manacles that logically would not be capable of restraining her body.
- If she has Legendary Size, she can compress or displace excess mass to count as her normal size if it's advantageous to her, like when hiding behind a low wall, before returning to her full size.

For two dots, the Infernal can also reflexively shrink or compress her body to gain the Tiny Creature Merit, adding +2 non-Charm Evasion against enemies larger than a small animal and inflicting a two-success penalty on their Awareness rolls against her. Doing so is reflexive, as is reverting the change. It costs one Initiative when used in response to an attack.

Impassable Domain (Torment) (•)

Those exposed to the Torment suffer the effects of difficult terrain until the end of their next turn, representing shifting ground, webs of glassy fiber, an impairing sense of vertigo, etc. The Infernal can stunt to create new terrain appropriate to her powers within the area of her Torment, such as creating a jagged wall she can conceal herself behind by touching the ground with her Hellish Touch.

If this Torment has an Area vector, or if the Infernal has the Expansive Form power, those affected by her difficult terrain lose a point of Initiative when they enter it or start their turn in it.

Inscrutable Form (•)

The Infernal has effectively infinite Guile. Any attempts to read her intentions or other rolls against her Guile automatically fail. Effects that are calculated using her Guile instead count it as being (Essence) higher than its normal value.

Legendary Size (••)

The Infernal grows to enormous scale and gains the benefits of Legendary Size while transformed.

- Smaller enemies' attacks don't inflict onslaught penalties. Magically inflicted onslaught penalties still apply.
- She can't be reduced below Initiative 1 by smaller characters' **withering** attacks unless they have 10+ dice of post-soak damage. Such attacks still award the full amount of Initiative damage rolled.
- She can't take more than (attacker's Strength + 3) levels of **decisive** damage from smaller characters' attacks. Levels of damage added by magic don't count against this limit.
- She can't be grappled by smaller enemies unless they use magic that lets them do so, nor resist her grapple control rolls without such magic.
- She can't be knocked back by smaller foes' smash attacks, and is more difficult to knock back with magic (**Exalted**, p. 274)

Mind-Corrupting Puissance (••)

The Infernal's curse seeps into her victim's mind as a Psyche effect, condemning him to never feel hope, burning away his memories in pale fire, dooming him to forever love her, etc. The Infernal chooses an appropriate (Attribute + Ability) pool appropriate to the effect, and a specific curse she wishes to inflict. The otherwise functions like Body-Warping Blight.

Overwhelming Passion (Torment) (•)

This Torment imposes an emotional effect on those exposed to it as a Psyche effect, compelling them to adore the Infernal, succumb to mindless rage, sink into crushing despair, etc. The Infernal chooses an appropriate (Attribute + Ability) pool and a specific emotion she wishes to inspire. When a target is subject to her Torment, she can make an inspire roll with this pool. Affected characters suffer a -3 penalty on all rolls that aren't in accordance with the imposed emotion. Even if a character spends Willpower to resist, he's affected by this influence until the end of his next turn. This influence doesn't need to be reset before using it again if it fails.

Paramount Body (•)

The Infernal's ascended body is beyond the weakness of lesser forms. As long as she isn't crashed, she's immune to crippling penalties, body-altering Shaping effects, poison, disease, deprivation, and other frailties of flesh. She ignores any such ongoing effects as long as she is in her Devil-Body form.

While crashed, the Infernal halves such penalties instead, rounded down and adds (higher of Essence or 3) to her static values or in automatic successes on rolls against such effects.

Paramount Mind (•)

Changed as she is, the Infernal's mind is truly at rest as at no other time. As long as she isn't crashed, she's immune to Derangements, Psyche effects and mind-altering Shaping effects. If she was under the influence of any of these before her transformation, she ignores them for the duration even if she is crashed. The first time she would spend Willpower to resist social influence in the scene, she waives the Willpower cost.

While crashed, the Infernal can be subjected to new effects, though she adds (higher of Essence or 3) to her static values or in automatic successes on rolls against such effects.

Perilous Domain (Torment) (•)

This Torment damages those exposed to it as an environmental hazard. The Infernal can choose a hazard with difficulty 5, Damage 4L/round or difficulty 4, Damage 4A/round, representing scouring flame, chilling darkness, acidic vapors or any number of other hellish perils.

Pestilent Apotheosis (Torment) (• or ••)

The Infernal's Torment spreads a mundane or magical disease of her choice. Magical diseases cost two dots.

Power Overwhelming (•)

The Infernal's Devil-Body overflows with unholy power. She chooses an (Attribute + Ability) dice pool and a range of actions comparable in scope to a specialty, like "Swords", "Music" or "Mockery".

Upon transforming, the Infernal rolls the chosen pool with (Essence) bonus dice and gains that many peripheral motes, which can put her above her normal maximum mote pool. At the end of each round in combat, she gains an additional mote if she succeeded on an action within the scope of the chosen "specialty." She doesn't gain this extra recovery while crashed.

Siphoning Attack (•-••)

The Infernal can drain her opponent's soul with her touch, drink his blood through spindly probosces, or otherwise siphon his vitality. She chooses whether she can drain Essence, health levels, or Willpower when this power is selected.

Essence: When the Infernal deals 2+ **decisive** damage, she steals a mote of Essence from her victim for every two levels of damage dealt, maximum (target's Essence). Alternatively, she can make a gambit at difficulty (target's Essence) to drain (his Essence) motes.

Health: When the Infernal deals 3+ **decisive** damage, she heals one non-aggravated health level for every three levels of damage dealt, maximum (higher of her Essence or 3).

Willpower: When the Infernal deals 4+ **decisive** damage, she steals a point of Willpower from her victim for every four levels of damage dealt, maximum (higher of her Essence or 3). She can make a difficulty 3 gambit to steal one point of Willpower.

A two-dot version lets the Infernal drain all three qualities, though she can only siphon one per attack.

Thousand-Armed Titan (•)

The Infernal's reach is wide-ranging and destructive, either through grotesque physical might, emitting waves of disintegrating force, or summoning otherworldly tendrils, or the like. She gains the following benefits:

- She can make close-ranged attacks out to short range.
- Enemies within short range must disengage to move away from her.
- She adds (Essence + Strength) non-Charisma dice on feats of Strength and adds (Willpower) to her effective Strength to determine what feats she can accomplish.
- She can complete feats of destruction in a miscellaneous action, even if they would normally take longer.
- If her Devil-Body has Legendary Size, she gains Area Attack for free.

Toxic Apotheosis (Torment) (• or ••)

This Torment inflicts a poison. For the one-dot version, the Infernal chooses Damage 3i/round, Duration 5 rounds, and –2 penalty, or a variant with Damage 2i/round, Duration 3 rounds, and a –3 penalty. For two dots, it has Damage 1L/minute, Duration 10 minutes, and a –5 penalty.

The Infernal's player can work with the Storyteller to design alternative poisons with comparable traits.

Unquestionable Imperative (Torment) (••)

This Torment works like Overwhelming Passion, but compels victims to take a specific course of action: kneeling, turning on their allies, revealing their secrets. This is rolled as either a persuade or threaten action. Trivial characters and First Circle demons automatically succumb to the effect. The Infernal chooses what course of action she can compel and whether it's a persuade or threaten roll when she purchases this power.

Example Devil-Bodies

All-Devouring Depths Transcendence: The Infernal dissolves into a mass of vitriolic ooze and pseudopods that can quickly corrode through steel, flesh and bone. It has Dispersed Form, Fluid Form, and Thousand-Armed Titan. It also has Perilous Domain with an upgraded Hellish Touch vector. Its mutations are Inhuman Visage, Slippery, and two-dot Unusual Hide.

Cloud-Wreathed Colossus: The Infernal becomes a brass colossus that stretches into the sky, with a prismatic sun for a face and a crown of clouds. It has Adaptive Defense, Legendary Size, and Thousand-Armed Titan, as well as a Brawl Enhanced Attack with Area Attack. It has five-dot Unusual Hide.

Endless Desert Embodiment: The Infernal expands into an expanse of silver sand that stretches to the horizon. It has the immobile variant of Expansive Form and Legendary Size. Its mutations

are Enhanced Sense (Touch), Natural Immunity, and Vibration Sense.

Demon Emperor Apotheosis: The Infernal transforms her body into shifting basalt and radiates an all-consuming green light. It has Pestilent Apotheosis, inflicting green sun wasting (p. XX) through a Terrible Gaze vector. It also has Perilous Domain as a Devil Aura, which can be avoided by kneeling and accepting a Minor Tie of terrified awe towards the Infernal. Its mutations are Carapace and three-dot Unusual Hide.

Heuristic Logos Supremacy: The Infernal becomes a dispersed field of pure thought that can take any image she wishes, resolving into different shapes moment by moment within the area of effect. It has Axiomatic Mind, Dispersed Form, Flight, and a ranged Enhanced Attack using (Lore + Intelligence) for telekinetic attacks. Its mutations are Enhanced Sight, Inhuman Visage, and Thermal Vision.

Character Advancement

Infernals gain five experience points per session.

BEGIN TABLE

Attribute current rating x 4

Caste/Favored Ability (current rating x 2) – 1

Other Ability current rating x 2

New Ability 3

Specialty 3

Purchased Merit new rating x3

Willpower 8

Infernal Charm 10 (8 if Ability is Caste/Favored)

Martial Arts Charm 10 (8 if Martial Arts is Caste/Favored)

Sidereal Martial Arts Charm 12 (10 if Martial Arts is Caste/Favored)

Spell 10 (8 if Occult is Caste/Favored)

Evocation 10

END TABLE

Infernal Experience

An Infernal can earn Infernal Experience by fulfilling Experience and Role Bonuses. Each can be achieved once per session, which grants two Infernal Experience. It can be spent on any experience cost except learning Infernal Charms.

Expression Bonus

Once per session, an Infernal can earn two Infernal Experience from:

- Expressing or upholding Major or Defining Intimacies in a way that reveals something significant about her or provides character growth.
- Facing significant challenges or danger to uphold Major or Defining Intimacies.
- Facing significant obstacles from Flaws (**Exalted**, p. 167).

Role Bonus

Once per session, an Infernal can earn two Infernal Experience from:

- Intentionally ceding the scene's "spotlight" to another player character to set him up for an interesting or dramatic moment or directly supporting him in such a moment.
- **Azimuth Caste:** Defeating a powerful enemy; harming, killing, or destroying someone or something the Infernal has a negative Major or Defining Tie toward; provoking others to violence to advance her or her Circle's goals; or refusing to show mercy to someone the Infernal believes doesn't deserve it.
- **Ascendant Caste:** Accomplishing a major character or story goal through social influence or leadership; enduring great hardship for the sake of a Major or Defining Intimacy; convincing another character to take a meaningful action that supports one of the Infernal's Major or Defining Intimacies; providing meaningful help to those who are oppressed, ostracized, persecuted, or seen as worthless by the society they live in.
- **Horizon Caste:** Learning something that helps advance the Infernal's or her Circle's goals; upholding a Major or Defining Intimacy through intellect or knowledge; creating or restoring a lasting work of supernatural power, like an artifact or necromantic working; or besting or humiliating an intellectual rival or someone who doubts the Infernal's abilities.
- **Nadir Caste:** Escaping from literal or metaphorical imprisonment or helping someone else do so; upholding a Major or Defining Intimacy through infiltration, surveillance, or subterfuge; defeating an enemy who's imprisoned or restrained the Infernal or someone she has a positive Tie toward; overcoming legal or geographical obstacles that impede her or her Circle's goals.
- **Penumbra Caste:** Convincing someone to back out of or break a meaningful contract, oath or deal or leveraging such an agreement against him; accomplishing a major character or story goal through betrayal or backstabbing; gain an advantage against someone by uncovering his secrets; or inspiring or taking part in the destruction or transformation of a social institution.

Training Times

Raising traits with experience points requires training or time spent gaining practical experience. Multiple traits can be trained simultaneously if it makes sense. A mentor can reduce the times listed below, as can devoting one's time fully to training.

BEGIN TABLE

Attribute (new rating) months

Non-Caste/Favored Ability (new rating) weeks

Caste/Favored Ability (new rating) days

Specialty two weeks

Purchased Merit (new rating) weeks

Willpower one month

Charm (Ability + Essence minimum) days, or (Ability minimum) days if Caste/Favored

Spell (Circle x2) weeks

Evocation (Essence minimum x4) days

END TABLE

Raising Essence

An Infernal's Essence increases once she's spent a certain amount of experience (not including Infernal experience). She must then cultivate her Essence while meditating in Malfeas or other places that are tainted by demonic Essence or that resonate with a Yozi's nature. A player character's Essence may increase instantly in dramatic, character-defining moments.

BEGIN TABLE

Essence 2 50 xp

Essence 3 125 xp

Essence 4: 200 xp

Essence 5: 300 xp

Essence 6: Only available at Storyteller's discretion.

END TABLE

When using experienced character creation rules (p. XX), reduce these thresholds by 50.

The Great Curse

Though remade as the Exalted of Hell, the Infernals have not escaped the Great Curse. As their trauma and rage overwhelm them, they are driven to monstrous cruelty, arrogance, and excess, mirroring the worst impulses of their First Age Solar predecessors. Infernals can resist or embrace these urges, but either way, the temptations of pride and hubris are only as distant as the next obstacle in their path. Remade in terrible glory as they are, why should they not reign?

Gaining Limit

Infernals gain Limit under the following circumstances, rolling dice and gaining Limit equal to their successes:

- Once per scene, when an Infernal acts against a Major Intimacy, she rolls one die, (unless

she's already rolled for acting against a Defining Intimacy). Voluntarily weakening an Intimacy or spending Willpower to resist influence it supports counts as acting against it.

- Once per scene, when an Infernal acts against a Defining Intimacy, she rolls two dice, (or one die, if she's already rolled for acting against a Major Intimacy).
- Each Infernal has a Limit trigger, a specific condition under which she gains Limit. When it's met, she rolls three dice.

An Infernal loses one Limit when she accomplishes a legendary social goal (**Exalted**, p. 134). Her Limit resets at a Limit Break's end.

Limit Triggers

Infernal Limit Triggers are usually situations that stoke resentment, envy, spite or wrath, and drive them to disproportionate response, or situations that impede their drives towards urgent and violent change or hedonistic indulgence.

Examples include:

- The Infernal is physically outmatched by another character.
- The Infernal is insulted, belittled, or deliberately frustrated by another character.
- The Infernal has their honesty, credibility or intelligence questioned.
- The Infernal has their actions limited by coercion or physical restraint.
- The Infernal suffers a public failure or setback.
- Someone the Infernal has a positive Tie towards has a negative reaction to her Infernal nature or her acting on her Principles.
- The Infernal is praised sincerely by someone she has a negative Tie towards.
- Someone the Infernal has a negative Tie towards escapes just punishment for their actions.

Wicked Excesses

When the Infernal reaches Limit 10, she indulges in a Wicked Excess. This may occur immediately or be delayed until a suitable moment, at the Storyteller's discretion. The Storyteller can choose a Wicked Excess from those below or create a new one, although she should discuss the choice with the Infernal's player to ensure it sets the Infernal up for dramatic moments and character development. Some Solar Limit Breaks can be adapted as Wicked Excesses, like Berserk Anger and Deliberate Cruelty (**Exalted**, pp.134-137).

All Wicked Excesses share the following features:

- An Infernal's Wicked Excess counts as a Defining Intimacy. If it would let her treat influence as unacceptable (**Exalted**, p. 220), she must do so.
- Each Wicked Excess lasts either for one scene or one session but may end early if a specific condition is met. If a Wicked Excess occurs towards a scene or session's end and wouldn't have an opportunity to impact the game, the Storyteller can have it spill over into the next scene or session.
- Once a Wicked Excess ends, the Infernal's Limit resets to 0, and her temporary

Willpower resets to equal to her permanent Willpower.

Crown-Seizing Conceit

The Infernal was born to reign, not to serve. She seeks to supplant the leadership of the most powerful organization in her vicinity, stopping at nothing to take her rightful place as ruler by the most expedient means, including murder, intimidation and blackmail. If she is already a subordinate in an organization, she will prioritize taking over that one.

Duration: Session. Crown-Seizing Conceit can be ended prematurely if the Infernal's efforts cause her to lose power within the organization or disrupts her future plans for it.

Heaven-Shaming Idolatry

The idea of venerating other, lesser beings offends the Infernal. She seeks to prove herself as the superior object of worship, disrupting organized religion by displaying her diabolic miracles and denouncing or performatively humbling religious figures. She will aggressively promote her personal cult at the expense of others, stealing or desecrating relics, vandalizing shrines, and otherwise laying waste to the trappings and architecture of any faith that does not give her rightful reverence.

Duration: Session. Heaven-Shaming Idolatry can be ended prematurely if the Infernal's actions result in a character towards whom the Infernal has a positive Major or Defining Intimacy rejecting her.

Hellish Tyrant Presence

That mortals and lesser beings would not join the Infernal's cause is unthinkable. She attempts to coerce, suborn, or otherwise demand support, patronage, or service from others, resorting to violence in the case of serious opposition. If she receives compliance the Infernal becomes determined to put her allies and subjects to use, devising taxing and strenuous tasks for her new minions.

Duration: Session. Hellish Tyrant Presence can end prematurely if the Infernal is bested in some way by those she is attempting to subjugate.

Iron Devil Judgment

Only the Infernal is fit to judge the crimes she sees in the world. She selects the subject of one of her Ties who has been wronged in some way during the story and stops at nothing to punish those responsible for this crime. The punishment is elaborate, excessively harsh, and pleasingly ironic. The Infernal will go to any lengths to make sure the stage is set for her judgment to play out perfectly.

Duration: Session. Iron Devil Judgment can be ended early if the Infernal harms the subject of her Tie in her schemes, or that she learns she has punished someone who is innocent.

Luxurious Hoarding Tendency

All that exists belongs to the Infernal by right. She attempts to acquire anything of particular value or desirable quality in her presence, and then seeks out more, never satisfied. Treasures she considers priceless and worth killing for in one moment are discarded as mere baubles the next, her insatiable avarice always driving her on to the next prize.

Duration: Session. Luxurious Hoarding Tendency can be ended prematurely if the Infernal

suffers injury due to her acquisitive efforts.

One Before All

The Infernal has no peers, and has no time to coddle her inferiors. She pursues her goals with utmost selfishness, cynically exploiting her allies and acquaintances to further her agenda and paying no heed to objections. She will unapologetically steal and cheat to get what she wants and avoid rendering even the most trivial assistance to others. Her positive Ties are suppressed for the duration.

Duration: Session. One Before All can be ended prematurely if the Infernal suffers material harm as a consequence of alienating her allies.

Palace-Razing Spite

Why should there be any beauty in the world, while the Infernal is denied her just rewards? She sets out to destroy a precious thing, burning a holy temple, crushing a beautiful jewel, slaying a sacred beast. Why it is valued does not matter, all that matters is that the Infernal wishes to deny that value to others. If there is nothing sufficiently precious to satisfy her ire, she can settle for multiple lesser targets, such as defacing every statue in a Great Forks street or spearing every rare carp in an ornamental lake.

Duration: Scene. Palace-Razing Spite can end prematurely if another would benefit from her destructive act.

Sky-Challenging Thunder

The Infernal demonstrates her supernatural power over the world, employing her most obvious and impressive powers. She will pursue her ambitions unrelentingly, with a complete lack of subtlety and utilizing mystical power if at all possible: doors blown open by bolts of Essence, crowds dispersed by dread magics, messages delivered by carving the earth with summoned demons, etc. She will use forceful and overtly magical means even when they will obviously draw trouble, or where subtler approaches might be more effective.

Duration: Session. Sky-Challenging Thunder can be ended prematurely if the Infernal's use of her powers frightens a character she has a Major or Defining positive Tie towards.

Strive for the Forbidden

No power is beyond the Infernal's reach. She fixates on a goal that is perilous, costly or forbidden, such as knowledge from the glass libraries of Orabilis, attuning to an obviously accursed artifact or ransacking the treasures of a god-queen's vault. She will pursue this goal at all costs, ignoring any appeal or threat to the contrary.

Duration: Session. Strive for the Forbidden can be ended prematurely if the Infernal seizes her prize or loses more than she stood to gain in pursuit of it.

Throne-Toppling Tumult

The Infernal turns her wrath upon those in authority. She works actively to oppose and destroy rulers and states through the most efficacious means available, rousing dissident activity, sabotaging civic infrastructure, undermining bureaucracies, stoking destructive riots and ultimately executing princes and ministers.

Duration: Session. Throne-Toppling Tumult can be ended prematurely if the Infernal's efforts

result in serious damage to her long-term plans.

World-Shunning Reprieve

The world can wait a while as the Infernal partakes in pleasures long overdue. She indulges in all manner of hedonistic revelry and carnal pursuits, enjoying life to the fullest at the expense of any other concerns. No amount of urgency or impassioned appeals can pull her away from her debauchery.

Duration: Scene. World-Shunning Reprieve can be ended prematurely if the Infernal is attacked or if she witnesses the subject of one of her Major or Defining Ties being incapacitated.

Chapter Four: Charms

The Green Sun Princes equal the Solar's raw might, but their Exaltation is tainted by Hell's Essence. Some Infernal Charms express their monstrous and malevolent power, while others are alien miracles that evoke the Yozis and their soul pantheons.

Excellencies

The Infernals' simplest powers are their Excellencies. When an Infernal makes an (Attribute + Ability) roll, she may add dice to it for one mote each with that Ability's Excellency. She may also use Excellencies to raise her static values — Evasion, Parry, Resolve, and Guile — paying two motes for each +1 bonus.

Gaining Excellencies: An Infernal automatically gains the Excellency of any of her Caste or Favored Abilities she has at least one dot in, as well as any other Abilities she knows at least one Charm from.

Dice Limit

Infernals can't add more than (Attribute + Ability) dice from Excellencies or other magic to a roll, or more than $(\lceil \text{Attribute} + \text{Ability} \rceil / 2, \text{rounded down})$ to a static value.

Charms and Ability Restrictions

By default, Infernal Charms can only enhance actions and static values that use their associated Ability. Simple and Reflexive Charms that create actions must use the Charm's Ability: a Melee Charm can't be used to counterattack with Brawl unless it specifies otherwise.

Some exceptions exist. If a Charm enhances or creates a roll or static value that normally doesn't use that Charm's Ability — e.g., Occult Charms that enhance attacks — it can be used with the normal Ability for that action. Additionally, some Charms allow the Infernal to substitute one Ability for another for certain rolls or values. They can enhance such actions with Charms of both Abilities.

Infernal Charms can be freely combined with Evocations.

Keys

Some Infernal Charms have *keys* that unlock greater power. Keys are Charms that permanently upgrade the Charm they're listed beneath. They're still Charms for all purposes — they're listed as keys purely for clarity and ease of reference. Some keys have no cost; those that do list their cost or surcharge.

New Keywords

Infernal Charms use the following keywords in addition to those listed on **Exalted**, p. 253.

Blasphemy

Infernal Charms with this keyword gain additional benefits while an Infernal is in her Devil-Body form (p. XX).

Versatile

Combat Ability Charms with this keyword can enhance attacks and parries with Martial Arts if the Infernal uses a weapon compatible with that Ability. Versatile Charms from multiple combat Abilities can't enhanced the same action.

Charm Concepts

Bound Demons

Some Infernal Charms refer to “bound demons.” These include demons that the Infernal has summoned and bound using sorcery or similar magic, demons that she’s claimed as familiars with magic like Demon-Thrall Goetia (p. XX), and her own demonic souls created with Charms like The Path of a Thousand Whispers (p. XX).

Experience Debt

Certain Charms let player characters purchase traits by incurring experience debt equal to their experience point cost. Any experience they subsequently receive goes toward paying off the debt until it’s paid in full. An Exalt’s player can choose to pay off a debt solely with Infernal Experience or the like, as long as it can be spent to buy that trait. A character can’t incur additional experience debt until her existing debt is fully paid. Storyteller characters can’t incur experience debt; instead, they can benefit from such Charms only once per story.

Negative Intimacies

Both Ties and Principles can be negative. Like negative Ties, negative Principles express or are based on a negative emotion or the like. Examples include “Pay violence unto violence” or “Trust no one.”

Universal

Universal Charms don’t belong to any Ability. They count as being Favored for all Infernals.

Soul Pantheon

Swallowing the Scorpion

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal has fully consumed her unwoven coadjutor, subsuming it into her being as a new and nascent soul.

The Infernal’s unwoven coadjutor (p. XX) awakens to consciousness or coherence, acting as an inner, guiding voice. For some, this is literal, mentally conversing with their coadjutor. For others, it is a wordless intuition, an unconscious link to Hell’s Essence. The coadjutor becomes an emanation of the Infernal’s soul rather than a creation of its demonic progenitor.

Once per scene, the Infernal may call on her coadjutor for one of the following benefits:

- The coadjutor shares its knowledge of Hell, granting the Infernal a Lore specialty in a related topic for the rest of the scene.
- The coadjutor notices threats that Infernal might not, adding two dice on Join Battle rolls and

Awareness rolls to detect hidden threats for the rest of the scene.

- The coadjutor guides the Infernal in interactions with demons, adding two dice on influence rolls and read intentions rolls against demons for the rest of the scene.
- As an aspect of the Infernal, her coadjutor knows her true self. Its voice reminds her of this, granting +1 Resolve against an influence roll that opposes one of her Defining Intimacies or a Psyche effect.

Sun-Heart Furnace Soul

Cost: 1wp or 3i; **Mins:** Essence 1

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Swallowing the Scorpion

The Infernal's unwoven coadjutor burns within her, the central flame that is the beating heart of her power.

The Infernal rolls (Essence + current temporary Willpower) dice, unmodified by any other effects, and gains motes equal to her successes.

Reset: Once per day.

Triumphant Howl of the Devil-Tiger

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Sun-Heart Furnace Soul

The universe trembles as the Infernal and her unwoven coadjutor undergo a shared apotheosis, becoming oversoul and emanation.

The Infernal's unwoven coadjutor becomes her fetich soul, expressing an aspect of her personality or identity chosen by her player. Her new fetich changes even further, sloughing off almost all traces of its past demonic nature to become an embodiment of the Infernal's self.

The Infernal gains a Defining Principle that expresses the chosen facet of herself. It can't be weakened or altered by any means, not even voluntarily. Her fetich soul's personality may shift or change to better express this Intimacy, but it doesn't "gain" that Intimacy directly. If she already has a suitable Defining Principle, she can express it through her fetich instead.

The Infernal is no longer limited to using Swallowing the Scorpion once per scene, gaining all of its benefits permanently. She waives Sun-Heart Furnace Soul's cost.

The Path of a Thousand Whispers

Cost: 20m, 1wp, 2xp; **Mins:** Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Triumphant Howl of the Devil-Tiger

The Infernal's cosmic might is too vast to be contained within herself, manifesting a pantheon of souls that emanate from within her Essence.

The Infernal creates a Chrysalis Grotesque, within which the nascent demon takes form. After five days, it emerges. The Infernal's player uses the Second Circle demon template (p. XX) for the demon's base traits, with the following difference:

- It comes into being with Essence equal to the Infernal's own, and loses any Charms from the template whose Essence minimums it no longer meets. Note that a spirit's mote pool is $([Essence \times 10] + 50)$.
- It has a total of $(Essence + 3)$ Charms, including any Charms it retains from the template. It can use Hurry Home to appear at the Infernal's side.
- While no Intimacy of loyalty toward the Infernal is imposed on it, it is an aspect of her very self, naturally inclined to serve her interests in its own way. Disloyalty is possible, but only in dramatic and extreme circumstances.
- If it's slain, it will reform at the Infernal's side. It can still be permanently destroyed with appropriate magic, but will be replaced by a new Second Circle demon, expressing the same aspect of the fetich in a different way, often causing the fetich's personality to subtly change to match.
- It can't be summoned or bound with sorcery.

These Second Circle demons gain an additional spirit Charm at the end of each story in which they play a significant role. When the Infernal increases her own Essence, each of her Second Circle demons gains both a dot of Essence and a spirit Charm. (Regaining Essence doesn't automatically restore Charms from the template that they lost.) Their Essence can't be raised above 7.

The Infernal can create up to seven Second Circle demons for her fetich. If she has Immortal Soul Multiplicity, she can also create Second Circle demons that emanate from her other Third Circle souls, up to seven each.

The first time the Infernal uses this Charm, its experience point cost is waived.

Reset: Once per session.

Keys

Infernal Aeon Emanation (Essence 3): The Infernal adds +2 to the Essence of these Second Circle demons, including demons she's already created. This also applies to Third Circle demons created with Primordial Essence Ascension. Their greater Essence doesn't mean they're superior to their creator — they draw from the untapped well of infinite potential within her, heralds of what she may one day

become.

Primordial Essence Ascension

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: The Path of a Thousand Whispers

The Infernal has become a thing far beyond human, recasting herself in the Yozis' image as she walks the path to transcending them.

Before the Infernal can learn this Charm, she must manifest all seven of her fetich's Second Circle demons with The Path of a Thousand Whispers. She externalizes her fetich soul within a Chrysalis Grotesque, where it takes form over this Charm's training time. Once this is complete, it emerges as a Third Circle demon. The player and Storyteller should work together to determine the fetich's traits, using the Third Circle demons in Chapter Seven as examples. It's subject to the same rules and restrictions as Second Circle souls created with The Path of a Thousand Whispers, except that it starts with an Essence rating of (Infernal's Essence + 1). It's not limited to a maximum of Essence 7. She doesn't lose the benefits of Swallowing the Scorpion, drawing on her entire soul pantheon through it.

Permanently destroying the Infernal's fetich deals her a grievous spiritual wound, even as its successor-soul reforms. She loses all temporary Willpower and rolls (fetich's Essence) dice, gaining Limit equal to her successes. She loses all Intimacies except for those embodied by her other Third Circle souls, and must choose that many new Intimacies. They can't be similar to any of the Intimacies, although they don't need to be a radical overhaul of her entire personality.

Keys

Immortal Soul Multiplicity (Essence 4): The Infernal forms a nascent Third Circle soul within herself, like an unwoven coadjutor budded off from her soul. Once she's used The Path of a Thousand Whispers to form its seven Second Circle souls, she can manifest a Chrysalis Grotesque within which the new soul takes form. Each one embodies an aspect of the Infernal, like her fetich soul (p. XX). However, the Principles the Infernal gains from them are only Major. There's no training time to learn this key — instead, the demon spends that time developing within the chrysalis. The spiritual backlash of their permanent destruction is less extreme than her fetich. She loses only the Principle embodied by the slain Third Circle soul, and any other Intimacies similar or directly related to it. She loses Willpower equal to her successes on the Limit roll, instead of losing all Willpower. This key can be repurchased up to (Essence – 1) times, but only once per story.

Cosmic Pantheon Unfurling (Essence 5): The Infernal's Third Circle souls gain +1 Essence, including demons she's already created. This stacks with the bonus from Infernal Aeon Emanation.

Inner World

Spirit of the Living World

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal has carved a world from the substance of her own soul, an otherworldly realm made in her image.

The Infernal creates an inner world within her soul, a strange, uncanny place: a city of cyclopean basalt towers beneath a perpetually jet-black sky, lit only by a staring red eye. A ziggurat-tree of living ivory, swaying to the beat of the Infernal's soul. A land of green and gold beyond the horizon, where the sun falls beneath the sea. The Infernal's player should work with the Storyteller to create a concept for the inner world. The Storyteller builds on this concept in fleshing out any broader details about the world, but is encouraged to consult the Infernal's player or delegate to him. If the Infernal has created her own demonic souls, they may have a separate existence within her inner world, often in geographical forms. This includes her fetich and other Third Circle souls even before she manifests them externally.

The Infernal may mentally enter her inner world while meditating, appearing at its center or a point of similar significance. She can't bring anything from the outside world into her inner world physically, nor can she take anything out of it. (For now.) She gains (higher of Essence or 3) additional motes per hour while within her inner world.

The Infernal can use introduce fact rolls to add new details to her inner world or revise existing ones. She can use any Attribute and Ability that fit for the roll and doesn't need a Lore background, but introduced facts should build on the inner world's concept or express the Infernal's identity (and potentially soul hierarchy) through the world. The difficulty depends on how great a benefit it provides to the Infernal and how much of the inner world it defines:

Difficulty 1-3: Facts that provide a small, immediate benefits or plot advancements: the existence of edible dream-crystals; a situationally advantageous custom of the world's denizens; the presence of an ancient ruin in a plausible location.

Difficulty 4-6: Facts that provide long-term benefits or plot advancements, typically on the scale of a city-like region, but require further effort to realize: veins of precious metal; a species of strange beasts and how to tame them; a mysterious ruin's history.

Difficulty 7-9: Facts that involve broad swathes of the world, typically providing new opportunities rather than direct benefits: a season of raining magma; a culture of denizens inhabiting a distant region; a vitreous ocean dotted by mosaic archipelagos.

Difficulty 10: Facts that involve the inner world as a whole and its underlying metaphysics.

Herald of the World to Come

Cost: 1m (+2m, 1wp); **Mins:** Essence 1

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Spirit of the Living World

The boundaries of the Infernal's inner world extend outward into reality, reshaping it piece by piece into a mirror of her soul.

The Infernal manifests an aspect of her inner world as an eerie omen or an insubstantial, illusory presence within close range. Each individual feature that she manifests can be as large as a person — or as large as the Infernal, if she's bigger. They're obviously illusory and don't block lines of sight or impede other senses.

If the Infernal is meditating on her inner world, she can pay a two-mote, one-Willpower surcharge to create real changes, albeit temporarily, altering existing scenery out to medium range to fit the inner world's aesthetics for the rest of the scene. A realm of bramble-strewn megaliths could make thorns and briars burst from the ground, while an inner world of darkness could dim light sources or snuff them out entirely. This can create environmental hazards, but their damage can't exceed (Infernal's Essence/2, rounded up).

This Charm's range increases to short at Essence 2, medium at Essence 3, and long at Essence 5.

Keys

Cosmos-Seizing Conquest Precept (Essence 3): The Infernal can transform scenery without needing to meditate. Created hazards can have a damage of up to (Essence). These changes last for at least (Essence) hours, though some alterations may last after this Charm ends, at the Storyteller's discretion.

Sanctum-Soul Threshold Meditation

Cost: —; **Mins:** Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Herald of the World to Come

The Infernal vanishes into her inner world, exploring the depths of her soul.

The Infernal can use this Charm after a scene spent meditating to enter her inner world physically. She can use this Charm a second time to return, appearing in the same place she left. Within her inner world, she adds (higher of Essence or 3) automatic successes on rolls to introduce facts about it.

Other characters detect a trace of the Infernal's presence where she left with a difficulty 7 (Perception + [Awareness, Investigation, Occult, or Survival) roll. They can wait for her to return, or use magic like Shattered Gates of Heaven (p. XX) to intrude on the inner world. A character stranded in the inner world can find a way back with a difficulty 5 (Attribute + Ability) roll that fits his attempted escape. If he fails, he must spend another hour seeking escape before he can roll again.

If the Infernal has created her own demonic souls, they may choose to come with her when she enters her inner world. They can use Hurry Home to return to it even if the Infernal isn't there.

Keys

Soul-Haven Invocation (Essence 3) (+1wp): The Infernal can pay a one-Willpower surcharge when she enters her inner world to briefly tear open a portal that blurs the boundaries between worlds, letting up to (Essence x2) willing characters accompany her.

Embrace of Hellish Paradise (Essence 4, Soul-Haven Invocation) (+10m): The Infernal can pay an additional ten-mote surcharge when she uses Soul-Haven Invocation to bring a number of characters equivalent to a Size (Essence) battle group with her (**Exalted**, p. 206).

Strange New Worlds

While inner worlds can offer many benefits, obtaining them isn't effortless. If the Infernal wishes to amass power or assets comparable to a Story Merit like Command, Cult, or Resources, she'll still need to engage with the inner world's setting to recruit troops, amass riches, or the like. The world's denizens aren't loyal to the Infernal by default, though trivial characters tend toward a favorable disposition.

Otherworldly Wonder Gifts

Cost: —(Varies); **Mins:** Essence 2

Type: Permanent

Keywords: Mute

Duration: Instant

Prerequisite Charms: Sanctum-Soul Threshold Meditation

The Infernal brings forth strange treasures and unworldly allies from her inner world.

When the Infernal uses Sanctum-Soul Threshold Meditation to leave her inner world, she can bring its objects or inhabitants with her. They must have already been introduced in play, potentially by introducing a fact. Bringing an object light enough to carry costs two motes, or five motes for an object up to the size of a person for five motes. The inner world's denizens cost one mote for those equivalent in strength to a one-dot Familiar (**Exalted**, p. 161), or five motes if they're equivalent to a mortal human or a two-dot Familiar. Larger objects and stronger denizens can't leave the inner world.

The Infernal can't bring artifacts, supernatural creatures, or the like with her, except for artifacts she's created herself and other things made through her own prowess, rather than reshaping her inner world.

Devil-Body

Transcendent Devil-Body Perfection

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal's monstrous apotheosis ascends to even greater heights of cosmic power.

Upon purchasing this Charm, the Infernal's player chooses two dots of additional features for her Devil-Body (p. XX). She can use these dots to upgrade existing features with a higher-rated version.

Alternatively, she can choose three one-dot features.

This Charm can be purchased up to (Essence) times.

Illimitable Demon Avatar

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal shifts between aspects of titanic power, giving form to the fullness of her terrible power.

Upon purchasing this Charm, the Infernal's player creates a secondary Devil-Body (p. XX), letting her choose between the two when she undergoes apotheosis. If she has Transcendent Devil-Body Perfection, its benefits apply to additional Devil-Bodies, letting her choose different features for each.

Keys

Many-Faced God Delusion (Essence 3): The Infernal gains an additional Devil-Body. With Essence 5, she can repurchase this key any number of times.

Unbound God-Monster Resurgence

Cost: 10m, 1wp; **Mins:** Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Any five Essence 2+ Charms

The Infernal's inner demon can't be caged for long, ripping itself free of her mortality with a monstrous roar.

Upon purchasing this Charm, the Infernal gains one of its keys. Each allows her to reset her Devil-Body's once-per-story limit or otherwise bypass the limit. She ignores the limit entirely during Calibration.

With Essence 3, the Infernal can immediately enter her Devil-Body when she resets it with this Charm.

Reset: Once per story. With Essence 3, this becomes once per session.

Keys

Breaking Point Rampage: The Infernal's Devil-Body is reset can use this Charm when subjected to extreme duress or torment: being forced to act against a Defining Intimacy, being imprisoned under agonizing conditions, watching someone she has a Defining Tie of love for die, etc.

Hellish Eruption Unleashed: The Infernal ignores the once-per-story limit while in Limit Break. With Essence 3, she can enter her Devil-Body when she undergoes Limit Break.

Immortal Vengeance Apotheosis: The Infernal's Devil-Body resets when she's incapacitated by an enemy for whom she has a negative Defining Tie.

Triumphant Devil-Monster: The Infernal's Devil-Body resets when she accomplishes a legendary social goal.

The Face of the Titans (Essence 5) (+20m, 1wp): Once per story, the Infernal can pay a twenty-mote, one-Willpower surcharge to reset her Devil-Body and immediately enter it whenever she meets one of its trigger conditions.

Apocalypse King Apotheosis

Cost: 20m, 1wp; **Mins:** Essence 5

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Unbound God-Monster Resurgence

Let the world behold the Infernal's glory and despair.

The Infernal enters her Devil-Body without needing to meet its trigger condition.

Special activation rules: The Infernal can use Unbound God-Monster Resurgence reflexively with this Charm to reset her Devil-Body without needing to meet one of its trigger conditions.

Reset: Once per story.

Keys

Infinite Blasphemy Beast: The Infernal can use this Charm once per session.

Archery

Unwavering Hatred Acuity

Cost: 1m; **Mins:** Archery 2, Essence 1

Type: Simple

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

Run fast, run far — it matters not. The Infernal's vengeance is inescapable.

The Infernal takes an aim action, converting the dice added by it to non-Charms successes on the attack roll. If the Infernal has a Tie of hatred toward her target, the attack that benefits from the aim action ignores Defense bonuses from light and medium cover. She also ignores up to (Intimacy) points of penalties from external conditions, like poor visibility or bad weather.

The Infernal's precision allows her to attack even through full cover as long as there's any opening for the attack. However, such enemies still receive +3 non-Charms Defense from the cover. With a Tie of hatred, this bonus is reduced by (Intimacy).

Keys

Murderous Clarity Focus (Archery 3): The Infernal can ignore penalties of any kind if she has a Tie of hatred, including Accuracy penalties.

Bitter-Hearted Barb (Archery 4): The Infernal can reflexively form a Minor Tie of hatred toward the enemy she aims at. If she already has such an Intimacy, she ignores an additional point of penalty and reduces the Defense bonus from full cover by an additional point.

Exquisite Slaughter Precision (Archery 5, Essence 2, Bitter-Hearted Barb, Murderous Clarity Focus) (+2m, 1wp): The Infernal can pay a two-mote, one-Willpower surcharge to use this Charm reflexively before making a **decisive** attack. The mote surcharge is waived if she has a Major or Defining Tie of hatred toward her target.

Devil Huntress Pursuit (Essence 3, Exquisite Slaughter Precision) (+1m, 1i): For a one-mote, one-Initiative surcharge, the Infernal can take a move action and use this Charm on the same turn, and can flurry it with a rush or disengage. She waives Exquisite Slaughter Precision's Willpower surcharge if she uses it on the same turn she moves toward her target using this key.

Merciless Sniper Execution (Essence 4, Exquisite Slaughter Precision): The Infernal waives Exquisite Slaughter Precision's Willpower cost against crashed enemies.

Aiming and Charms

Charms that create and enhance aim actions are limited by the usual Ability restrictions: e.g., Unwavering Hatred Accuity can't benefit a Melee attack.

Endless Hellfire Quiver

Cost: 1m; **Mins:** Archery 3, Essence 1

Type: Supplemental

Keywords: Aggravated, Blasphemy, Dual, Versatile

Duration: Instant

Prerequisite Charms: None

The Infernal looses arrows of blazing green flame, crackling black lightning, or opalescent sleet, her quiver filled with all the perils of the Demon City's sky.

The Infernal can make an Archery attack without needing ammunition (including firedust). **Decisive** attacks deal aggravated damage to mortals and First Circle demons, and to other enemies if the Infernal

stunts with a description of a hellish bolt that exploits some vulnerability her foe possesses.

Blasphemy: If the Infernal's Devil-Body has an Enhanced Attack with Archery weapon traits, this Charm also adds an automatic success on the attack roll.

Keys

Swift Damnation Flare: The Infernal can reflexively reload weapons with the Slow tag. This makes such weapons compatible with magic that creates multiple attacks as long as she reloads for each attack.

Acidic Hatred Arrow

Cost: 3m; **Mins:** Archery 3, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Endless Hellfire Quiver

Hellish acid drips from the Infernal's arrow, a corrosive hatred that burns through any armor.

The Infernal adds +2 to a **withering** attack's Overwhelming and ignores (higher of Essence or 3) soak. On a **decisive** attack, she adds one die of damage and ignores (higher of Essence or 3) Hardness. If she has a negative Tie toward her target, she ignores an additional (Intimacy) soak or Hardness.

If the Infernal deals 5+ **withering** damage or any **decisive** damage to an enemy wearing armor, the acidic corrosion inflicts a -1 penalty to his armor's soak and Hardness for the rest of the scene, plus an additional -1 for each 10 on the damage roll. If this inflicts a penalty of -5 or higher on mundane armor, it's destroyed.

Keys

Acid Burst Overflow (Archery 5, Essence 2) (+3m, 1wp): For a three-mote, one-Willpower surcharge, if the Infernal deals enough damage to inflict a soak penalty, her arrow bursts to strike all enemies within close range of her target. They suffer dice of damage equal to the amount of the penalty, maximum (Infernal's Essence). It's unsoakable **withering** damage if the attack was **withering**, or **decisive** damage that ignores Hardness on a **decisive** attack. The Infernal doesn't gain Initiative from this **withering** damage. An armored enemy damaged by the splash also suffers the original target's soak and armor penalty, but it's halved, rounded up.

Euphoric Cloudburst

Cost: 4m; **Mins:** Archery 3, Essence 1

Type: Supplemental

Keywords: Blasphemy, Decisive-only, Psyche

Duration: Instant

Prerequisite Charms: Endless Hellfire Quiver

Colorful raindrops of venomous emotion swirl around the Infernal's arrow, a downpour of torrential passions.

If the Infernal deals damage with a **decisive** attack, her target is poisoned with an emotion of her choice. It has Damage 2i/round, Duration (3 + attack roll extra successes) rounds, and a -2 penalty. If the enemy doesn't roll enough successes to negate the poison entirely, he's also suffused with the chosen emotion, as if by an inspire roll. The poison doesn't deal **decisive** damage to crashed enemies. Instead, they lose Willpower equal to the successes on the damage roll. If they have no Willpower remaining, they suffer bashing damage instead.

The poison's duration is increased by two rounds if the Infernal is experiencing the same emotion, whether through an effect like an inspire roll or roleplaying her strong passions in the same scene.

Blasphemy: If the Infernal's Devil-Body has Toxic Apotheosis, she can choose to substitute this Charm's poison for that feature's standard traits when she enters her Devil-Body.

Keys

Psychedelic Rainbow Venom: Instead of suffusing poisoned characters with an emotion, the Infernal can cause them to gain a single Minor Derangement of her choice for as long as they remain poisoned (**Exalted**, p. 168). An affected character must immediately roll against the Derangement. If they're reduced to zero Willpower by the poison, they gain that Derangement permanently.

Indelible Prismatic Stains (Essence 2): The poison's damage and penalty are increased by one, or by two if the Infernal is experiencing the inflicted emotion.

One Hundred Colors Stain (Archery 4, Essence 3, Indelible Prismatic Stains): The Infernal always gains Indelible Prismatic Stains' bonus. No matter how many successes a character rolls, they can't reduce the poison's duration below one round.

Nightmare Thunderclap Attack

Cost: 3m; **Mins:** Archery, Essence 1

Type: Simple

Keywords: Dual

Duration: Instant

Prerequisite Charms: Euphoric Cloudburst

The Infernal looses an arrow like a bolt of demonic lightning, and thunder follows after.

The Infernal makes a **withering** or **decisive** attack against an enemy within short range. If it deals 5+ **withering** damage or any **decisive** damage, its target is knocked back one range band. If he's bashed against an object or surface, he suffers an additional (Essence) dice of the same type of damage dealt by the attack, ignoring soak and Hardness. An enemy who is crashed by the attack or takes 3+ **decisive** damage doesn't regain Willpower the next time he sleeps, his dreams filled with endless thunder.

Alternatively, the Infernal can use the thunderclap to make a ranged feat of demolition, rolling (Strength + Archery). She adds her weapon's Accuracy bonus to this roll and to her effective Strength for the feat.

Storm-Temper Excitation

Cost: 4m; **Mins:** Archery 4, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Euphoric Cloudburst

The Infernal's fury burns hot, boiling over in billows of coruscating nightmare-steam.

As the Infernal makes a **decisive** attack, she's filled with a wild rage, as if she'd been affected by an inspire roll. She adds (higher of Essence or 3) dice on the attack roll and one die on the damage roll. If she deals damage, her target is scalded by nightmare-steam, increasing his wound penalty to his Resolve by one for the rest of the scene.

If the Infernal is already enraged when she uses this Charm, she adds (higher of Essence or 3) dice on the damage roll instead. If she deals 3+ damage, the wound penalty inflicted applies to all the target's rolls and static values, not just his Resolve. This applies whether her rage is the result of a prior use of this Charm, roleplaying, social influence, or Charms like Retribution Will Follow (p. XX).

Frozen Heart Sleet

Cost: 6m; **Mins:** Archery 4, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Euphoric Cloudburst

The Infernal's fury turns cold, raining down in opalescent sleet like a hail of pearls.

When the Infernal makes a **decisive** attack, the sleet that spirals around her arrow inflicts an additional point of onslaught penalty. If she deals 3+ damage, her target's onslaught penalty subtracts from his movement actions and Resolve for the rest of the scene.

If the Infernal uses this Charm together with Storm-Temper Excitation or is already enraged by that Charm, she can freeze her wrath to killing cold, inflicting an additional point of onslaught penalty. If she deals 3+ damage, her target can't take a movement action this round — or the next round, if he's already taken one. This ends the inspired rage.

Insidious Quicksilver Entanglement

Cost: 4m; **Mins:** Archery 3, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Endless Hellfire Quiver

Creeping metal vines extrude from the Infernal's arrow to entangle her foe in a bramble of mirrors.

If the Infernal deals damage with a decisive attack, her target suffers a –1 penalty on all physical rolls that would be impeded by his entanglement, and to his Evasion and Guile. At the start of each of the victim's turns, the penalty on his rolls (but not his static values) increases by one, maximum –5.

If the Infernal knows one of her target's Intimacies, she may root the arrow's growth in it, adding (Intimacy/2, rounded up) to the starting penalty on rolls and the maximum penalty.

The vines be removed with a gambit at a difficulty of (current penalty + 3).

Skyfire Arbalest Unleashed

Cost: 5m, 1wp; **Mins:** Archery 4, Essence 2

Type: Simple

Keywords: Aggravated, Blasphemy, Dual

Duration: One scene

Prerequisite Charms: Endless Hellfire Quiver

The Infernal mimes drawing a weapon, hellfire coalescing in her hands.

The Infernal creates an artifact Archery weapon. The type of weapon and its exact appearance are the same each time she uses this Charm. Her **decisive** attacks deal aggravated damage. If she uses Endless Hellfire Quiver and stunts a **decisive** attack with an arrow that exploits an enemy's vulnerabilities, she doubles up to (Essence) 10s on the damage roll.

Blasphemy: The Infernal can use this Charm reflexively upon entering Devil-Body, waiving its mote cost. If she has an Enhanced Attack with Archery weapon traits, she can merge the weapon with it, using the better of their traits.

Keys

Thousand Wicked Arrows: The Infernal awakens an Evocation for her weapon. Its themes and functions derive from the her personality, Caste, iconic anima, and any Yozis that she feels a strong affinity for. This key can be purchased any number of times.

Heart-Seeking Roots

Cost: 2m, 1wp; **Mins:** Archery 5, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Insidious Quicksilver Entanglement

Razor-sharp tendrils bloom from the Infernal's arrow and burrow into her victim's flesh, seeking both his heart and the secrets hidden within it.

The Infernal makes a **decisive** attack against an enemy she is aiming against. If this deals 3+ levels of damage, her projectile begins burrowing into her victim's flesh. At the start of each of his turns, he suffers (Infernal's Essence/2, rounded up) dice of lethal damage, ignoring Hardness. If this deals damage, the tendrils burrow deeper, increasing the damage of subsequent rolls by one, maximum 5, and revealing one of the victim's Intimacies to the Infernal. His player chooses which Intimacy to reveal.

If the Infernal knows one of her target's Intimacies, she can use it as a path to her victim's heart, increasing the projectile's starting damage to ([Essence + Intimacy]/2, rounded up) dice. However, dealing damage doesn't reveal her target's other Intimacies if she does.

The burrowing projectile stops growing once the scene ends. Removing it before then requires magic that lets characters perform surgery nearly instantly, like Instant Treatment Methodology (**Exalted**, p. 342). Doing so requires a (Wits + Medicine) roll at difficulty (2 + projectile's dice of damage).

Fractal Arrow Foliage

Cost: 5m, 1wp; **Mins:** Archery 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Heart-Seeking Roots

Silvery roots branch outward from the Infernal's arrow, then branch outward again and again, forming a lattice of living metal.

The Infernal shoots a projectile at a point within her weapon's range, causing metallic vegetation to rapidly grow out to short range, becoming difficult terrain. Each time a character moves between range bands within it, he suffers an environmental hazard with difficulty 3, Damage 1L/round from razor-sharp foliage. The Infernal isn't impeded by this terrain and doesn't suffer the hazard.

The metallic foliage can provide light cover, and the Infernal can roll to take cover within it reflexively on her turn. (This still uses her movement action.) Enemies never receive the benefit of this cover against the Infernal's attacks.

The mirrored foliage reflects enemies' innermost truths. As long as they're within the overgrowth, they suffer -2 Guile.

Keys

Hell-Gardener's Mercy: The Infernal's allies aren't impeded by the foliage's difficult terrain or hazard, and their attacks ignore its cover.

Thousand Razor Forest: The hazard's traits increases to difficulty 5, Damage 3L/round.

Ever-Branching Expansion (Essence 3) (+5m): The Infernal can pay a five-mote surcharge to extend the overgrowth to medium range.

Passion-Immolating Lightning

Cost: 7m; **Mins:** Archery 5, Essence 2

Type: Reflexive

Keywords: Decisive-only, Psyche

Duration: Instant

Prerequisite Charms: Euphoric Cloudburst

The Infernal's arrow crackles with ebon lightning that burns away the passions of those it strikes.

The Infernal can use this Charm when a **decisive** attack roll beats her target's Resolve, before the damage roll. She doubles 10s on the damage roll. If she deals any damage, she also weakens one of his Intimacies based on emotion by one step. This begins with his weakest Intimacies, eroding Major or Defining Intimacies only if the target doesn't have any lower-intensity Intimacies. The Storyteller chooses which Intimacy is eroded, but the Infernal's player can specify an emotion to target. If her enemy doesn't have any Intimacies based on that emotion, the Storyteller should choose an Intimacy that still feels related to the chosen emotion, if possible.

Reality-Rending Assault

Cost: 3m; **Mins:** Archery 5, Essence 2

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Unwavering Hatred Acuity (Murderous Clarity Focus)

Space itself screams as the Infernal's arrow pierces a bleeding wound in the very concept of distance.

The Infernal can attack an enemy at extreme range, limited only by her ability to perceive him. On **decisive** attacks, she adds one die of damage against enemies at medium or long range, or two dice at extreme range.

If the Infernal has a negative Tie toward her target, this Charm's damage bonus increases by one.

Arrow of Vendetta's End

Cost: 10m, 1wp; **Mins:** Archery 5, Essence 3

Type: Simple

Keywords: Aggravated, Dual

Duration: Instant

Prerequisite Charms: Unwavering Hatred Acuity (Exquisite Slaughter Precision)

The Infernal focuses the fullness of her hatred into a single arrow.

The Infernal spends a scene crafting a projectile dedicated to the annihilation of someone she has a negative Defining Tie to. No roll is necessary, though the Infernal gains craft points as if it were a major project if she has an applicable Craft.

The projectile provides the following benefits:

- As long as the Infernal has it nocked or loaded in a readied weapon, she can sense whether her nemesis is within that weapon's base range. She can't discern his location, but can attack him without needing to know where he is as long as he's within this range, guided by hate alone.
- When she attacks her nemesis, she adds a free full Excellency on the attack roll and gains ten motes and one Willpower to spend on Archery Charms that enhance the attack.
- A **decisive** attack against her nemesis adds attack roll extra successes as dice of damage and deals aggravated damage.
- A **withering** attack against her nemesis ignores soak.
- She waives Reality-Rending Assault cost. She can use it even if she can't perceive her nemesis as long as he's within long range.

The Infernal can only have one such projectile at a time. If her Tie for her nemesis falls below Defining, the projectile crumbles into ash.

Reset: Once per story unless reset by killing a nemesis with the dedicated projectile.

Fulminating Torment Bolt

Cost: 5m, 1wp; **Mins:** Archery 5, Essence 3

Type: Simple

Keywords: Decisive-only, Psyche

Duration: Instant

Prerequisite Charms: Nightmare Thunderclap Attack, Storm-Temper Excitation

The Infernal's arrow unleashes a peal of thunder, a never-ending nightmare of primordial storms.

The Infernal makes a **decisive** attack. If she hits, her target is knocked back one range band and falls prone. If Infernal rolls 3+ extra successes, her victim also loses one Willpower, and can't regain Willpower from sleeping for one day per additional extra success. An enemy with no Willpower remaining instead gains a Minor Derangement chosen by the Infernal's player.

The victim's impact unleashes a shockwave of nightmarish thunder. All characters within short range of the enemy must make a difficulty 3 (Dexterity + Dodge) roll. If they fail, they're blasted back one range band and fall prone. They likewise lose one Willpower (or gain a Derangement) if they fail by three or more successes, and can't regain Willpower from sleep for one day for each additional success they failed by.

First Circle demons and mortals always lose Willpower, regardless how many successes are rolled. With Essence 5, this applies to all characters with Essence less than or equal to the Infernal's.

Living Lightning Gavotte

Cost: 10m, 1wp; **Mins:** Archery 5, Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Nightmare Thunderclap Attack, Passion-Immolating Lightning

The Infernal's arrow becomes a bolt of dancing lightning, arcing from foe to foe in exuberant revelry.

To use this Charm, the Infernal must have Initiative 12+. She makes a **decisive** attack that can strike multiple foes. She chooses an initial target, then another enemy within short range of him. She can continue choosing additional targets, each within short range of the last, up to a maximum of (Dexterity) targets. She can't target the same enemy twice. The bolt can extend out beyond her weapon's range, and can target characters at medium range or beyond without needing to aim.

The Infernal makes a single attack roll, but rolls damage separately against each enemy, beginning with the initial target. If she deals any damage, the bolt then leaps to the next target, and continues in the same way until it has struck all targets or the Infernal fails to deal damage. This doesn't reset her Initiative — instead, after each attack, she loses Initiative equal to her successes on the damage roll. This can't reduce her below (higher of Essence or 3) Initiative.

Hell Tempest Fusillade

Cost: 15m, 1wp; **Mins:** Archery 5, Essence 4

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Frozen Heart Sleet, Fulminating Torment Bolt, Living Lightning Gavotte

The Infernal's bow looses an omen-storm to rival even the Typhoon of Nightmares, letting her fury rain down on a worthless world.

The Infernal makes a special **decisive** attack, firing an arrow directly upward instead of targeting a specific enemy. As long as she rolls at least one success on the attack roll, her bolt bursts into a swirling storm cloud that rains down arrows across the battlefield as an environmental hazard. She still makes a damage roll and resets to base Initiative.

The environmental hazard forms above the Infernal, at up to a maximum of her weapon's range, and extends out to medium range. Its difficulty equals the Infernal's attack roll successes, and it deals lethal damage equal to (Infernal's damage roll successes/3, rounded up) per round, or (Essence)L if that's

higher. It doesn't affect the Infernal or her allies.

Most offensive Charms' effects don't apply to the environmental hazard, except to the extent they benefit the attack or damage roll. However, if the Infernal enhances the attack with Euphoric Cloudburst, Passion-Immolating Lightning, or Storm-Temper Excitation, their effects apply to all of the hazard's damage rolls.

The storm of arrows lasts until the end of the scene. It can be dissipated prematurely with a ranged gambit. The storm's effective Defense against the attack is (Infernal's Essence + 3), and the gambit's difficulty is 7. The storm can also be disrupted by magic capable of dispelling supernatural weather.

Reset: Once per scene unless reset when an enemy dissipates the Infernal's storm.

Keys

Skyline Annihilator Devastation (Essence 5) (+10m, 1wp): Once per story, the Infernal can pay a ten-mote, one-Willpower surcharge while at Initiative 20+ to unleash a cataclysmic storm. The hazard's damage increases to (Infernal's damage roll successes/2, rounded up). At the start of each of the Infernal's turns, the hazard expands one range band in all directions and moves one range band forward. She can use her movement action to reflexively change the direction it moves in or prevent it from moving that turn. Once the scene ends, the storm persists for at least (Essence) hours, but its difficulty and Damage both fall to (Infernal's Essence + 5) if they were higher. The Storyteller determines how much damage it deals to mundane scenery and trivial opponents, up to uncountable damage. It continues growing as a Storyteller-determined rate, to a maximum of one mile in all directions. It becomes significantly faster, covering (Infernal's Essence x 5) miles per hour, but the Infernal can no longer redirect or halt its movement. It can't be disrupted except by magic capable of dispelling supernatural weather.

Athletics

Wind-Born Stride

Cost: —; **Mins:** Athletics 1, Essence 1

Type: Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: None

Few can run fast or far enough to escape the Infernal's wrath.

The Infernal adds a non-Charm die on rush actions opposed Athletics rolls in speed-based competitions. She ignores penalties due to strong winds on movement actions with any Ability.

Keys

Unimpeded Perfection of Exertion: As long as the Infernal moves at full speed without stopping, she has perfect balance. She can run over solid structures that are normally too weak to support her, like a clothesline or rotted floorboards. Awareness rolls against her Stealth and rolls to track her suffer a -1 penalty from her light-footed tread.

Devil-Wind Surge (Athletics 3, Essence 3): The Infernal adds an additional two non-Charm dice.

Horizons Stained Red (Athletics 5, Essence 5, Devil-Wind Surge): The Infernal adds an additional non-Charms success.

Foam-Dancing Haste

Cost: 3m; **Mins:** Athletics 3, Essence 1

Type: Reflexive

Keywords: Mute

Duration: Until the Exalt stops running

Prerequisite Charms: Wind-Born Stride (Unimpeded Perfection of Exertion)

The Infernal is above wallowing in gore, darting over rivers of blood without sinking into them.

As long as the Infernal moves at full speed without stopping, she can run over liquid surfaces and similarly unstable surfaces as though they were solid. She isn't affected by environmental hazards whose surface she runs over. This Charm ends if she stops moving.

Keys

Gravity-Rebuking Grace (Athletics 4) (+3m): For a three-mote surcharge, the Infernal can also run up or down sheer vertical surfaces like walls or move upside down on horizontal surfaces like ceilings. If this Charm ends while she's somewhere she couldn't normally stand, she falls unless she renews it on her next turn.

Running to Forever (Athletics 5, Essence 3): The Infernal permanently gains the ability to move across liquid surfaces. She must still use this Charm to gain protection against environmental hazards. If she has Gravity-Rebuking Grace, she permanently gains the ability to move down vertical surfaces or upside down on horizontal ones, but must still use this Charm to move up surfaces. If she stops moving, she loses this key's benefit until after she's spent at least one round moving at full speed.

Bounding Beast Advance

Cost: 2m (1m); **Mins:** Athletics 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal leaps from afar to pounce on her prey.

The Infernal uses a reflexive move action to jump one range band vertically or horizontally, without needing to roll.

If the Infernal leaps to move into close range with an enemy, this Charm's cost is reduced by one mote.

Keys

Sky-Vaulting Surge (Athletics 3) (+3m) The Infernal can pay a three-mote surcharge to end a horizontal

leap in mid-air as she moves in a single great bound. On her next turn, she must use this Charm again to continue her leap or fall to the ground. She can choose to descend one range band in addition to her forward movement.

Argument From the Peak

Cost: 3m; **Mins:** Athletics 3, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Bounding Beast Advance (Sky-Vaulting Surge)

The Infernal descends from on high to demonstrate the errors of those beneath her.

The Infernal can use this Charm when she jumps down to reach close range with an enemy and attacks him on the same turn. She can also use it when she attacks an enemy who's at least at short range vertically beneath her. She adds an automatic success on a **withering** or **decisive** damage roll.

The Infernal suffers no penalties for flurrying this attack with an influence roll to instill a Principle that she has herself, or a persuade roll that leverages such an Intimacy. If she does, she adds (her Intimacy) dice of post-soak **withering** damage or one die of **decisive** damage.

Keys

Fools Laid Low (Athletics 4, Essence 2): The Infernal can use this Charm on attacks against prone enemies.

God-Monster Thew

Cost: —; **Mins:** Athletics 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal's body is warped with inhuman strength, swollen with overlarge muscle.

The Infernal adds (Essence + 1) dice on feats of strength and (Essence + 1) to her effective Strength to determine what feats she can accomplish.

An Infernal with this Charm grows larger in stature: enough to be remarkable, but still within ordinary human limits, imposing a -2 penalty on most disguise rolls.

Keys

Strength is Destruction: On feats of demolition, the Infernal adds +2 to the dice bonus and Strength bonus.

Unfaltering Exertion Triumph: (Athletics 5) (3m): The Infernal can pay three motes to double this Charm's Strength bonus for a single feat. This includes bonuses from other keys.

Behemoth-Sinew Surge (Athletics 5, Essence 3; Unfaltering Exertion Triumph): The Infernal can pay five motes to double this Charm's dice bonus for a single feat and add (Essence + 1) to her dice limit for the roll. Doing so waives Unfaltering Exertion Triumph's cost for that feat.

World-Shaking Might (Athletics 5, Essence 4, Behemoth-Sinew Surge): The Infernal adds +2 to this Charm's dice bonus and Strength bonus.

World-Warping Charge

Cost: 3m; **Mins:** Athletics 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: God-Monster Thew (Strength is Destruction)

The world contorts around the Infernal's fury as she moves, bending and breaking as she wills.

The Infernal reflexively makes a feat of demolition to destroy an obstacle that stands in the way of her moving between range bands. She adds (Strength) non-Charm successes on the roll and adds (Essence) to her effective Strength to determine what feats she can attempt.

A successful feat destroys objects by warping and distorting them, rather than breaking them. A few seconds later, they snap back to how they were, undamaged. The Infernal can make the distortion permanent if she rolls 3+ extra successes, but only if she met its Strength minimum without this Charm's bonus.

Reset: The Infernal can't use this Charm more than once per range band of movement.

Key

Rippling Reality Tread (Athletics 4, Essence 2) (+2m): For a two-mote surcharge, the Infernal's passage also distorts difficult terrain, letting her pass through unhindered without needing to roll a feat of demolition. She still needs a feat to make the disruption permanent.

Pellegrina's Fury

Cost: 3m, 1wp; **Mins:** Athletics 3, Essence 2

Type: Simple

Keywords: Aggravated

Duration: One scene

Prerequisite Charms: Wind-Born Stride

The Infernal draws on the hatred of Pellegrina, the Grinding Wind who destroys all stone that she touches, avenging an ancient slight against her mother Adorjan.

Crimson wind surrounds the Infernal out to close range, eroding anything made predominantly out of stone. At bonfire anima, the wind extends to short range.

Any mundane stone exposed to the wind rapidly erodes, lowering the difficulty of feats of demolition against it by one for each purchase of Wind-Born Stride the Infernal has. The difficulty reduction increases by one for each minute of exposure, maximum (Essence + Dexterity + Athletics).

If an object or scenery's difficulty is reduced to 0, it's ground to dust completely unless it requires Strength 7+ for feats of demolition. If this destroys the surface the Infernal is standing on, it becomes difficult terrain (if it doesn't fall away entirely), but until it's fully destroyed, it will still support her weight as if undamaged.

Even stone that survives exposure is damaged. Rolls using damaged objects suffer a -1 penalty, but this can be mended with a scene of maintenance. Any cover that damaged scenery provides is reduced by one step. Earth elementals, constructs made of stone, and similar beings treat the wind as an environmental hazard with difficulty (Infernal's Dexterity), Damage (Essence, maximum 5)/round.

Keys

Wind-Daughter's Wrath (Athletics 5): This Charm's range becomes short, or medium at bonfire anima.

Skin-Flaying Wind Dance (Athletics 5, Wind-Born Stride x2) (+2m, 4i): The Infernal can pay a two-mote, four-Initiative surcharge to invoke Adorjan alongside Pellegrina, extending the wind's hazard to all living or undead beings.

Racing Vitaris

Cost: 5m, 1wp; **Mins:** Athletics 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: Wind-Born Stride

The Infernal launches forward with superhuman speed, trailing strobing afterimages as blinding as the Brilliant Wind of Hell.

The Infernal can use this Charm on her tick before moving between range bands. The initial burst of strobing light creates a blinding flash, while the force of her acceleration makes the earth tremble. All other characters within close range — friend or foe — must make a difficulty 3 roll using the lower of their (Dexterity + Athletics) and (Wits + Awareness). On a failed roll, they're knocked prone and are blinded until the end of their next turn, suffering a -3 penalty on rolls that depend on vision.

The Infernal's superhuman speed doubles Wind-Born Stride's bonus. Outside of combat, she moves with incredible speed, capable of maintaining (Dexterity x10) miles per hour over open terrain. However, the strobing afterimages render concealment impossible, like a bonfire anima.

This Charm ends if the Infernal stops moving.

Reset: Once per round.

Tower-Toppling Hubris

Cost: 5m; **Mins:** Athletics 5, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: God-Monster Thew

Only the greatest of challenges are worth the full measure of the Infernal's might.

The Infernal doubles 9s on a feat of strength. She doubles 8s if the feat requires Strength 5+ and doubles 7s if it requires Strength 10+. She can instantly complete feats that normally take an extended period of time, if the Storyteller deems it feasible. Even if not, the time required to complete it is dramatically accelerated.

If the feat supports one of the Infernal's negative Intimacies, she may add (Intimacy) non-Charm dice on the roll. Doing so strengthens that Intimacy by one step if she succeeds.

Meteor Hoofprint Stomp

Cost: 6m, 1wp; **Mins:** Athletics 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Tower-Toppling Hubris

The Infernal slams her foot down with the force of a falling star.

The Infernal rolls a special feat of demolition to unleash a shockwave against all scenery and unattended objects within medium range. Characters caught in this shockwave must make a (Dexterity + Dodge) roll with a difficulty equal to half the Infernal's successes. If they fail, they're knocked one range band away from the Infernal and fall prone. She can't choose to exempt objects or characters from this effect — her destructive force doesn't allow for precise control.

Keys

Destruction Beast Stampede (+4i): For a four Initiative surcharge, enemies who fail their roll also suffer four dice of bashing damage as an environmental hazard.

All Attend the King: The Infernal can use this Charm to instead draw everything within medium range toward her with the force of her spiritual pressure. Enemies who fail their roll are drawn toward the Infernal, rather than knocked back. Enemies already at close range lose one Initiative for each success they failed by, maximum (Infernal's Essence + 2).

World-Surmounting Stylite Pillar

Cost: 5m, 2i; **Mins:** Athletics 5, Essence 2

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Argument From the Peak

The Infernal demonstrates her perfection, ascending to a pinnacle of enlightenment beyond her lessers' reach.

A pillar of basalt emerges from the ground beneath the Infernal, carrying her up to two range bands upward. This uses her movement action. Enemies within close range of her when she uses this Charm must make a difficulty 3 (Dexterity + Athletics) roll, falling prone if they fail. There must be a solid surface capable of supporting a pillar — she couldn't use it on a teahouse's second floor or atop another pillar.

Characters can climb the pillar with a reflexive move action, but must succeed on (Strength + Athletics) roll at difficulty (Infernal's Strength) to do so. Enemies whose permanent Willpower is lower than the Infernal's suffer a penalty equal to the difference, maximum -5.

If the Infernal uses this Charm to reach close range with an airborne enemy and then uses Argument from the Peak to attack, she ignores flurry penalties and adds one die of **decisive** or post-soak **withering** damage. If her permanent Willpower is higher than her target's, she instead adds dice equal to the difference, maximum five. She also gains this bonus if she leaps down from the pillar to attack at close range.

At the end of the scene, the pillars recede back into the earth.

Special activation rules: This Charm can be flurried.

Earth-Skimming Gale Tread

Cost: 10m, 1wp; **Mins:** Athletics 5, Essence 3

Type: Simple

Keywords: Blasphemy

Duration: Indefinite

Prerequisite Charms: Foam-Dancing Haste (Gravity-Rebuking Grace)

Blood-hued winds swirl about the Infernal in an eerily silent vortex, bearing her aloft.

The Infernal can run on air with her movement actions, letting her move vertically or horizontally. She can't rise higher than medium range above the ground or a liquid surface. She adds Wind-Born Stride's bonus dice on all aerial movement rolls, including those made with other Abilities.

This Charm ends if the Infernal stops moving.

Blasphemy: If the Infernal's Devil-Body has Flight, she instead doubles 9s and converts Wind-Born Stride's bonus dice to non-Charm successes on aerial movement rolls.

Keys

Sky-Stepping Freedom (2m or 2i per round): This Charm no longer ends if the Infernal stops moving, and

she can hover in place when not moving. There's no longer a restriction on how high she can ascend. In combat, she must pay two motes or two Initiative at the start of each turn, or she loses this key's benefits for the rest of the scene.

Killing Wind Stride

Cost: 4m, 1wp; **Mins:** Athletics 5, Essence 3

Type: Simple

Keywords: Aggravated

Duration: Instant

Prerequisite Charms: Pellegrina's Fury, Racing Vitaris, Wind-Born Stride (Devil-Wind Surge)

The Infernal dissolves into crimson wind as she advances on the next victim to be slaughtered.

The Infernal rushes an enemy within medium range. If successful, she dissolves into wind before reforming within close range of him. She can pass through obstructions and barriers as long as there's an opening of any size and isn't affected by environmental hazards unless they're capable of disrupting her wind-form.

As the Infernal reforms, the swirling winds inflict a one-time environmental hazard on her target with difficulty (1 + Infernal's extra successes, maximum 5) and Damage (Essence)A. If she's using Pellegrina's Fury and rushes an enemy vulnerable to its environmental hazard, she instead adds half her extra successes on the rush roll to the hazard's difficulty for her target's first exposure.

While using Racing Vitaris, this Charm's range becomes long. With five purchases of Wind-Born Stride, the Infernal always gains this benefit.

Keys

Hateful Nemesis Pursuit: The Infernal can flurry this Charm with an attack against her target and suffers no penalties for doing so.

Ceaseless Murder Wind

Cost: 1wp; **Mins:** Athletics 5, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Killing Wind Stride

The Infernal can't just stop. There's killing to be done!

The Infernal can use this Charm on her turn to take a second movement action as long as she meets one of the following conditions:

- She has Initiative 12+.

- She's moved toward a nontrivial enemy this turn.
- She's hit a nontrivial enemy with an attack from close range this turn.
- She has both Racing Vitaris and Pellegrina's Fury active.

Once the Infernal uses this Charm, she waives its Willpower cost for the rest of the scene. However, each time she uses this Charm, the number of conditions she must meet to use it again increases by one for the rest of the scene. For example, if she uses it twice, she must meet three conditions to use it a third time).

Reset: Once per round.

Infinite Might Expansion

Cost: 4m; **Mins:** Athletics 5, Essence 4

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: God-Monster Thew (World-Shaking Might)

The Infernal's strength knows no limits, bearing up mountains like a child picking up a pebble.

The Infernal can attempt a feat of strength beyond her size and leverage, punching a giant hole in a temple's walls, tearing a building from its foundations, or diverting Isidoros' passage around her favorite teashop. She adds (Strength/2, rounded up) range bands to the maximum size of what she can lift or how large a portion of a large object or structure she can demolish. If the feat upholds a Major or Defining Intimacy, this increases to (Strength) bands.

With Essence 5, the Infernal can attempt feats regardless of their Strength minimum.

Reset: Once per scene unless reset by succeeding on a difficulty 10+ feat of strength.

Creation-Trampling Rampage

Cost: 5m, 1wp; **Mins:** Athletics 5, Essence 5

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Infinite Might Expansion

The Infernal's fury levels cities and shatters mountains, exacting retribution on a faithless world.

The Infernal makes two rolls for a feat of strength and adds her successes together. She only needs to pay a Charm's cost once to enhance both rolls. If it's a feat of demolition that supports a Major or Defining Intimacy, she makes three rolls and keeps the highest two.

If the Infernal succeeds, she gains one Willpower. If the feat supported an Intimacy, it's strengthened by one step, and she can't voluntarily weaken it until she next fails a feat of strength. If she fails, she rolls

(Essence + Strength) dice and gains Limit equal to her successes.

Special activation rules: If the Infernal uses this Charm together with Infinite Might Expansion, she waives its most cost and the once-per-scene limit.

Universe-Collapsing Juggernaut Beast

Cost: 10m, 1wp; **Mins:** Athletics 5, Essence 5

Type: Simple

Keywords: Blasphemy, Dual

Duration: One scene

Prerequisite Charms: Creation-Trampling Rampage, Meteor Hoofprint Stomp, World-Warping Charge

The Infernal expands beyond her physical form, a roiling midnight cosmos that shines with dying stars. Then, in an instant, she collapses, compressing infinity into human form.

The Infernal gains the following benefits:

- While her physical size doesn't change, she counts as being larger than everyone and everything else, and can grapple, throw, and knock back Legendary Size enemies regardless of their bulk. Others may briefly perceive her as far larger than she is, seeming to tower over mountains or fill the entire universe.
- She can't be forcibly moved, whether by physical means or by magic that transports others, like Prison-World Carbuncle Invocation (p. XX).
- She adds (Strength) to the raw damage of **withering** unarmed attacks and one die of damage on **decisive** unarmed attacks. If an unarmed attack deals **decisive** damage, her enemy is knocked back one range band and falls prone.
- Her nigh-infinite density causes her to smash through any easily-breakable surfaces. However, she can choose to float slightly above the ground to avoid this.

The Infernal's transformation also enhances certain Charms:

- She can convert up to (Essence + Strength) dice added by God-Monster Thew to non-Charm successes on feats of strength.
- She waives World-Warping Charge's cost and the surcharge from its Rippling Reality Tread key.
- She waives Infinite Might Expansion's cost and reset condition.
- She increases Meteor Hoofprint Stomp's range to long and adds (Essence) non-Charm successes on its roll.

Special activation rules: The Infernal can use Meteor Hoofprint Stomp reflexively with this Charm, waiving its Willpower cost.

Blasphemy: The Infernal can use this Charm reflexively when she enters her Devil-Body. She waives its Willpower cost if her Devil-Body has Legendary Size.

Surpass the Silent Wind

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Ceaseless Murder Wind

One day, even Adorjan will be outpaced by her Green Sun Princes as they hasten to revenge.

The Infernal automatically succeeds on a rush. She moves with such speed that any trivial character whom she came within short range with on her turn is killed instantly, torn to ribbons of flesh.

The Infernal can also use this Charm on an opposed Athletics roll in a test of speed, annihilating any trivial characters who dare oppose her. However, she can't use it if she's trying to escape someone.

If multiple characters use this Charm or a similar effect in a test of speed, each of them counts as having rolled one success more than the highest number of successes on any one roll.

Reset: Once per scene.

Awareness

Joy in Violence Approach

Cost: 3m; **Mins:** Awareness 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The prospect of brutality fills the Infernal's heart with glee.

The Infernal doubles 9s on a Join Battle roll and adds one die for each nontrivial opponent she's aware of, maximum (higher of Essence or 3). Once per day, she may gain one Willpower in elation when she wins Join Battle after initiating hostilities herself.

If the Infernal has Threat-Monitoring Excitement, she adds bonus dice even for enemies that are concealed from her.

Keys

Rousing Violence Entertainment (Awareness 3): The Infernal can use this Charm to make an Awareness roll while asleep, unconscious, or incapacitated, suffering no penalties for doing so. She gains this Charm's benefits on the roll. She may awaken instantly if she detects a threat, using her roll's successes for her Join Battle. She can even revive herself from unconsciousness if incapacitated, though she still suffers the effects of incapacitation.

Eagerly Anticipated Slaughter (Awareness 4, Essence 2) (+5m): The Infernal can pay a five-mote surcharge to double 8s. This surcharge is reduced by one mote for each die added by Joy in Violence Approach.

Crimson Massacre Grin (Awareness 5, Essence 3, Eagerly Anticipated Slaughter): When the Infernal uses Eagerly Anticipated Slaughter, she doubles 7s.

Threat-Monitoring Excitement

Cost: 5m; **Mins:** Awareness 3, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Joy in Violence Approach

Danger is fun, and fun is best savored. So it is that the Infernal's perception of time slows to a crawl as she senses imminent threats.

When an enemy makes an unexpected attack against the Infernal, she rolls ([Perception or Wits] + Awareness) opposing the attack roll. She adds non-Charms successes equal to the attack roll's 1s.

Against a surprise attack, success negates its Defense penalty. Against an ambush, she can defend normally — including using Charms — but reduces her Defense to 2. Every two extra successes she rolls increases this by +1, up to a maximum of her base Defense.

Keys

Familiar Threat Delight: This Charm is free against enemies whose unexpected attacks the Infernal has successfully defended against with this Charm this scene, or whose Stealth she's beaten with an Awareness roll.

Six-Demon Senses

Cost: 5m; **Mins:** Awareness 2, Essence 1

Type: Reflexive

Keywords: Blasphemy

Duration: One scene

Prerequisite Charms: None

The Infernal hones her senses to monstrous perfection, fit for the kaleidoscopic riot that is Hell.

The Infernal adds two dice on Awareness rolls and rerolls 6s until they cease to appear. If she suffers penalties from environmental conditions unique to Malfeas — the raucous music of demons, the darkness of the Ebon Dragon's shadow, the Endless Desert's sandstorms — the penalty is reduced by (Perception/2, rounded up).

While using All-Hunger Rapacity, Hateful Wretched Noise, Imperious Hellfire Eye, or Orbit Soul

Proxemics, the Infernal rerolls 5s as well as 6s on rolls using the sense enhanced by that Charm.

Blasphemy: If the Infernal's Devil-Body has Evolved Sense, its bonus increases to (Perception) dice.

Keys

Seven Devils Meditation (Awareness 3): The dice added by Six-Demon Senses are non-Charm. The penalty reduction applies to all forms of environmental conditions, not just those of Hell.

All-Hunger Rapacity

Cost: 3m or 6m, 1wp; **Mins:** Awareness 3, Essence 1

Type: Simple

Keywords: None

Duration: One scene *or* Indefinite

Prerequisite Charms: Six-Demon Senses

Hunger makes the best spice, tempting the Infernal with banquets of raw and rotting meat.

The Infernal gains the following benefits:

- She adds one die on scent- or taste-based Awareness rolls and on Survival rolls to track by scent. This increases to two dice against things she can eat. The Storyteller should give her wide leeway in stunting incredible feats, albeit potentially at high difficulties, like identifying an unfamiliar meal's ingredients with a single bite.
- She can make out fine detail by scent out to (Essence x600) feet, and can make taste-based rolls out to short range by tasting the air.
- She ignores deprivation penalties on rolls enhanced by this Charm, converting them to bonus dice instead.
- She's undisturbed by scents and flavors that many humans find unpleasant or repulsive, like rotting meat or a tannery's reek, and may even come to enjoy them. This lets her ignore two points of penalties from exposure to especially foul odors or tastes on rolls with any Ability.

This Charm lasts one scene for three motes or indefinitely for six motes, one Willpower.

Keys

Insatiable Horror Gourmand: The Infernal gains this Charm's benefits permanently. She must consume (higher of Essence or 3) times as much food each day and begins suffering a -1 sign after just one day without it (**Exalted**, p. 232). It increases by one per day, maximum -3.

She subtracts (Essence) from her Stamina to determine how long she can go without food, minimum one day (**Exalted**, p. 232).

Carrion Bloom Redolence (Awareness 5, Essence 3): The Infernal doubles this Charm's dice bonus. She can make out fine details by scent out to (Essence/2, rounded up) miles away and can taste things on the air out to long range. She can detect odorless and tasteless substances by their effect on other scents and flavors around them. However, she doubles the rate at which she gains deprivation penalties from hunger and halves how long she can go before starving.

Eat Up

Infernal Charms that evoke the Yozi Metagaos often provide additional benefits against things the Infernal can eat. By default, this includes anything that an ordinary human could consume for sustenance. It need not be in safe condition for eating — spoiled food, rotting corpses, or poisonous fungi all qualify. Other Chams may expand the range of what the Infernal's capable of eating.

Decadent Devil Indulgence

Cost: 1m, 1wp; **Mins:** Awareness 4, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: All-Hunger Rapacity

The world is set before the Infernal as a banquet of blasphemous desires.

The Infernal names a desire that involves consuming, destroying, or damaging something from a general class of mundane objects or creatures: drinking a fine wine, strangling a yeddim, carving her name on a satrap's bedroom walls. She gains a Minor Principle or Tie representing that desire, which can't be altered or fully removed for this Charm's duration. She gains the following benefits:

- She instinctively knows if her desire can be readily fulfilled within roughly (Essence) miles.
- She adds +1 Resolve against influence opposed by the Intimacy, but suffers -1 Guile against effects that would reveal it. The bonus and penalty both rise to two if she can directly perceive the object of her desire.
- She can cite the Intimacy in Decision Points even if she used it to bolster her Resolve against the opposing influence.
- She adds (Perception/2, rounded up) dice on Awareness rolls to detect hazards inherent to her desire, such as the poison in a poorly-prepared blowfish, and on Resistance rolls to endure them.
- She adds (Perception/2, rounded up) dice on rolls to introduce or challenge facts related to her desire, its availability, or how to fulfill it. She can do so without needing a Lore background as long as she could plausibly be aware of the introduced fact.

The Infernal can't end this Charm voluntarily. When she fulfills her desire, this Charm ends and she rolls (Intimacy) dice. Each success grants her one Willpower or lets her lose one Limit. If fulfilling her desire becomes impossible or the current story ends without her fulfilling it, she rolls (Intimacy) dice of Limit and this Charm ends.

Reset: Once per story unless reset by fulfilling the Infernal's desire.

Offal Feast Anticipation

Cost: 1m, 1wp; **Mins:** Awareness 4, Essence 1

Type: Supplemental

Keywords: None

Duration: One scene

Prerequisite Charms: Decadent Devil Indulgence

The Infernal salivates greedily in anticipation of meals yet to come.

When the Infernal rolls Join Battle against at least one enemy she's capable of eating, she adds (Essence/2, rounded up) non-Charm dice. She ignores deprivation penalties, adding them as non-Charm dice instead, maximum (Perception or Stamina).

The Infernal banks a pool of Initiative equal to the 10s on her roll, which lasts for the rest of the scene. If she has an applicable Intimacy of hunger, she gains (Intimacy) additional Initiative. This is tracked separately from her own Initiative, and can't be targeted by **withering** attacks. The Infernal can only use this Initiative to contribute to the damage of **decisive** attacks against enemies she can eat.

Hateful Wretched Noise

Cost: 3m or 6m, 1wp; **Mins:** Awareness 3, Essence 1

Type: Simple

Keywords: None

Duration: One scene *or* Indefinite

Prerequisite Charms: Six-Demon Senses

The Infernal becomes one with silence, sensing its antithesis with unparalleled sensitivity.

The Infernal gains the following benefits:

- She adds two dice on hearing-based Awareness rolls. The Storyteller should give her wide leeway in stunting incredible feats, albeit potentially at high difficulties, like hearing at frequencies beyond the human range.
- She can hear clearly out to 300 feet, or out to (Essence) miles for especially loud sounds, like a tyrant lizard's roar or an army on the march.
- She ignores two points of penalty for trying to listen to quiet or muffled sounds.
- If she can hear someone yelling or a comparably loud noise, she counts as having a Minor Principle that supports silencing that noise by any means necessary.

This Charm lasts one scene for three motes or indefinitely for six motes, one Willpower.

Keys

Let Silence Fall (Awareness 3): The Infernal gains this Charm's benefits permanently. However, if she can hear yelling or comparably loud noise, she must immediately silence it by any means necessary unless she spends one Willpower to resist, maximum once per session. If she does resist this compulsion, she suffers a -1 penalty on all actions until the noise stops.

Whispers Like Knives (Awareness 5, Essence 3): The Infernal doubles this Charm's dice bonus and penalty reduction. She can hear clearly out to a mile, or (Essence x 5) miles for loud sounds. If she kills a

nontrivial enemy to silence his loud noise, she adds (his Essence/2, rounded up) to her base Initiative upon resetting. If the Infernal has Let Silence Fall, she must spend Willpower to resist it each day, rather than each session, if that's shorter.

Infernal Awareness vs. Multiple Foes

When an Infernal uses the Awareness Excellency, she can pay a two-mote surcharge to extend its duration until her next turn, providing its bonus to all Awareness rolls she makes to detect hidden enemies. Some Awareness Charms specify that their duration can be extended this way. The Infernal only needs to pay the two-mote surcharge once to extend the duration of all valid Charms she activates at the same time, including the Excellency.

Imperious Hellfire Eye

Cost: 3m or 6m, 1wp; **Mins:** Awareness 3, Essence 1

Type: Simple

Keywords: None

Duration: One scene *or* Indefinite

Prerequisite Charms: Six-Demon Senses

The Infernal's eyes burn with an emerald light, subsuming her irises in hateful radiance.

The Infernal gains the following benefits:

- She adds two dice on vision-based Awareness rolls. The Storyteller should give her wide leeway in stunting incredible feats, albeit potentially at high difficulties, like counting a parade of demon's congregants or following things that would normally be too fast for the human eye to see clearly.
- Her visual range is greatly increased, allowing her to make out tiny details at three hundred feet.
- She reduces any penalties she suffers from poor lighting by two.
- Her blazing eyes add (Perception/2, rounded up) dice on threaten rolls against those who can see them, but impose a penalty in the same amount on her Stealth rolls. Both the bonus and the penalty are halved if the Infernal covers one (or most) of her eyes, such as with an eyepatch.

This Charm lasts one scene for three motes or indefinitely for six motes, one Willpower.

Keys

I See All (Awareness 5, Essence 3): The Infernal adds one die to this Charm's bonus on Awareness rolls and threaten rolls, but increases the penalty on Stealth rolls by one as well. She can fine details clearly up to a mile away. Even in zero-visibility environments, she can make out visual details, suffering only a -1 penalty.

Orbit Soul Proxemics

Cost: 3m or 6m, 1wp; **Mins:** Awareness 3, Essence 1

Type: Simple

Keywords: None

Duration: One scene *or* Indefinite

Prerequisite Charms: Six-Demon Senses

The Infernal's soul unfolds beyond her fingertips, brushing distastefully against an unworthy world.

The Infernal gains the following benefits:

- Her sense of touch extends out to short range, letting her make touch make touch-based Perception rolls without contact. She can do so through physical barriers, though she may suffer a penalty depending on its thickness. She can't exert any actual pressure, but subjects of her active attention can detect it as a phantom sensation with a difficulty 3 (Perception + Awareness) roll. While using Mind-Hand Manipulation, her sense of touch extends to that Charm's range.
- She adds two dice on touch-based Awareness rolls, including rolls opposing the Stealth of characters within range. The Storyteller should give her wide leeway in stunting incredible feats, albeit potentially at high difficulties, like feeling out a budding tumor or identifying the brush used for a painting's strokes.
- She ignores two points of penalty for examining small details.
- She can make a touch-based Awareness roll to sense whether a character is subordinate or inferior within a legal, social, or metaphysical hierarchy (including First and Second Circle demons). It's difficulty 3 by default, but may require a roll against a character's Guile, disguise roll, or the like if he's taken steps to conceal that status.

This Charm lasts one scene for three motes or indefinitely for six motes, one Willpower.

Keys

Expansive Proprioception Scan (Awareness 5, Essence 3): This Charm's range extends to medium, or one range band beyond Mind-Hand Manipulation's range. She converts this Charm's bonus to automatic successes against subordinates and inferiors. She can instantly scan and visualize objects and tangible phenomena like wind within range without a roll, learning spatial details such as size, shape, and the direction and velocity of movement.

Contemptuous Prince Regard

Cost: 3m; **Mins:** Awareness 4, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Six-Demon Senses (Seventh Demon Meditation)

The Infernal regards a broken world bereft of its true masters and sneers at what the treachery of the gods has wrought.

The Infernal adds one die on an Awareness roll for each condition that applies:

- The Infernal is observing or searching for someone or something that she has a negative Tie toward.
- The Infernal is observing or searching for a character whose Essence is lower than hers or who's a mortal or First Circle demon.
- The Infernal is searching for something she wishes to harm or something she can use to cause harm.
- The Infernal is looking down from an elevated position or observing someone lying prone.

If the Infernal beats a character's Larceny or Stealth with her roll, that character subtracts one success from his total to determine whether other characters beat his roll.

Special activation rules: This Charm's duration can be extended as per the Awareness Excellency.

Keys

Unblinking Hatred Awareness: The Infernal can always use this Charm after an Awareness roll.

World-Scorning Scrutiny (Essence 2) (+2m): For a two-mote surcharge, the added dice are non-Charm. Every two extra successes the Infernal rolls subtracts an additional success from an opposing character's roll, up to one additional success per condition met.

Omniscient Malevolence Meditation (Awareness 5, Essence 3, World-Scorning Scrutiny) (+1wp): For a one-Willpower surcharge, the Infernal makes two rolls and keeps the higher result. The Willpower surcharge is waived if she meets at least two conditions. If she uses this key after an Awareness roll using Unblinking Hatred Awareness, she rerolls all dice, both failures and successes, and keeps the higher of the two results. She can activate additional Charms to enhance the reroll, in addition to the Charms used on the original roll.

Adoring Mirror Attention

Cost: —; **Mins:** Awareness 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal's attention is a divine blessing; that others should notice her is simply a given.

The Infernal can tell when someone is watching her, even if she can't perceive her observer, and senses whenever someone makes an active roll to observe or track her. She may choose to let that character's roll succeed automatically, allowing her discern the distance and direction to the observer and doubling 9s on rolls to detect his presence, track him, or otherwise find his location for as long as he can perceive her. Entering concealment doesn't end this bonus until the end of the scene.

Elysian Ignorance Prelation

Cost: 4m; **Mins:** Awareness 4, Essence 2

Type: Reflexive

Keywords: Dual, Perilous

Duration: Instant

Prerequisite Charms: Threat-Monitoring Excitement

The Infernal need not concern herself with threats too insignificant to catch her notice.

The Infernal can use this Charm after being hit with a surprise attack, before the damage roll. A **withering** attack's damage is halved, rounded down. Against a **decisive** surprise attack, the attacker must reroll all successful dice on the damage roll, taking the lower of the two results.

With Essence 3, the Infernal can use this Charm against an ambush, subtracting a success from its damage roll. If she uses it together with Threat-Monitoring Excitement, the penalty increases to her total Defense against the attack, not including any bonuses added by other Charms. This can't reduce its damage below half the total damage dice, rounded down.

Keys

Blind God Largesse (Awareness 5, Essence 3): Once per scene, the Infernal can use this Charm against a non-unexpected attack, turning it into a surprise attack against her. She doesn't become aware of the attack. She can reset this key by using this Charm against a surprise attack or ambush and taking no damage from it.

Drooling Demon Appetite

Cost: 1m, 1wp; **Mins:** Awareness 5, Essence 2

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: Offal Feast Anticipation

Having tasted a delicacy once, the Infernal can never be sated.

The Infernal can use this Charm when she consumes a portion of a character she can eat, like licking up blood. It can't be more than (Essence) days old. She develops an insatiable craving for more:

- She gains a Defining Tie of hunger toward her target. She can't voluntarily weaken it, and it can be reduced below Minor.
- Whenever her target is within range of her senses, she begins to salivate uncontrollably, alerting her to his presence even if he's in concealment.
- She converts dice added by All-Hunger Rapacity to automatic successes on rolls against the target. She also adds its Awareness bonus on Join Battle rolls if she knows he's present.
- She ignores deprivation penalties on rolls with any Ability opposing him.

If the Infernal fatally incapacitates and eats her target, she heals one level of non-aggravated damage.

Special activation rules: This Charm's Willpower cost is waived if the Infernal uses it together with Decadent Devil Indulgence. The Infernal gains only this Charm's Intimacy, applying both Charm's

benefits to it.

Glass-Eyed Oculus

Cost: 3m per eye, 1wp; **Mins:** Awareness 5, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Imperious Hellfire Eye

The Infernal sheds tears of molten glass that congeal into floating eyes, orbiting her brow as they stare in all directions.

The Infernal creates up to (Essence) floating eyes of glass within close range of her, paying three motes per eye. They're capable of moving independently. She can see through their perspective in addition to her own, and adds an automatic success on vision-based rolls made through them. This increases to two successes on rolls that benefit from being able to see in all directions or from multiple angles.

The Infernal can take a reflexive action on her turn to move one of the eyes one range band in any direction, or a miscellaneous action to move all of them one range band. She can't move them beyond long range, or more than short range above the ground. They're immune to **withering** or **decisive** damage, but can be destroyed with a difficulty 3 gambit against an Evasion of (Infernal's Perception).

The floating eyes watch for danger in all directions. When an enemy with lower Initiative makes an unexpected attack against the Infernal, the Defense penalty is reduced by one. This doesn't apply against enemies who are beyond her glass eyes' visual range or entirely obscured from their sight.

Keys

Countless Watching Eyes: The Infernal can create up to (Essence + Perception) eyes. As long as she has at least two eyes manifested, she gains this Charm's protection against unexpected attacks against enemies of equal or higher Initiative. Crashed enemies' attacks are never unexpected against her, even ambushes

Hell-Sand Vitrifaction: The Infernal reduces the cost of creating eyes past the first by two motes each, and extends this Charm's duration to one day. With Essence 3, it becomes Indefinite.

None Escape My Sight: The Infernal's eyes can travel up to (Essence + Perception) range bands from her. They can travel back to her side as if they were only one range band away, dispersing into molten glass before reforming. She can move multiple eyes reflexively on her turn, rather than needing a miscellaneous action.

Unseen Wickedness Gaze (Any two keys) (+5m): For a five-mote surcharge, the Infernal's eyes are dematerialized. Doing so also mutes this Charm's mote cost. The Infernal can make the eyes visible to material observers at will.

All-Seeing Devil Eyes

Cost: 6m, 1wp; **Mins:** Awareness 4, Essence 3

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Imperious Hellfire Eye

Gargantuan eyes open in the sky, staring down with eerie, inhuman tranquility as they go unseen by the lowly masses.

Demonic eyes open in the sky at long range above the Infernal, spreading out to long range horizontally from the point. They're only visible to the Infernal and those capable of seeing dematerialized entities. She can shift her perspective to that of the eyes to see the world as if looking down from on high. From this vantage, she adds two automatic successes on Awareness rolls that benefit from her elevated perspective or multiple lines of sight, or three successes to notice or examine anything larger than a person. She ignores penalties that affect only her own line of sight, like blindness or thick underbrush. However, some environmental factors may still obscure the eyes' sight, and they can't see through roofs and the like.

The Infernal can reflexively change between this perspective and her own on her turn. Even in her own perspective, she passively taps into the eyes' senses, adding an automatic success on rolls that benefit from their vantage.

If the Infernal knows Burning Obsession Gaze, the demonic eyes can see through roofs and similar obstructions as long as they're no more than one range band thick.

Beneath My Notice

Cost: 4m, 2i, 1wp; **Mins:** Awareness 5, Essence 3

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Elysian Ignorance Prolation

Does a titan pause to regard an ant before trampling it underfoot?

Whenever an enemy that the Infernal is unaware of comes within short range of her, she reflexively makes a **decisive** attack against him. She strikes without thought, not even aware of her own attack. If she deals 3+ damage, he must reroll Stealth to maintain his concealment, using the lower of the two results. The Infernal remains ignorant of her enemy no matter what.

Keys

Oblivious Titan Unshaken: The Infernal can use this Charm to clash an unexpected attack against her. She can clash an ambush if she uses it together with Threat-Monitoring Excitement, rather than using her Defense against the ambush. She can use other Charms to enhance the clash attack normally.

Burning Obsession Gaze

Cost: 6m; **Mins:** Awareness 5, Essence 3

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Imperious Hellfire Eye (I See All)

The Infernal's eyes burn with hatred and desire. The world cannot help but know her attention.

The Infernal chooses a specific character she can perceive or a general category of things, like valuable items or wild animals. She can see the chosen subject through solid barriers and other obstructions, as if it were limned with radiance that pierces through solid matter. She can't see anything that's more than one range band thick — or two range bands, if she has a Major or Defining Intimacy toward her subject.

Keys

World-Piercing Radiance (+4m, 1wp): For a four-mote, one-Willpower surcharge, the Infernal can use this Charm without choosing a subject, seeing through all barriers. The Willpower surcharge is waived while using the indefinite-duration version of Imperious Hellfire Eye.

Come Out and Play

Cost: 5m, 1wp; **Mins:** Awareness 5, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Hateful Wretched Noise, Threat-Monitoring Excitement

The Infernal's eyes widen with deadly excitement as she discovers a newfound foe.

When the Infernal succeeds on an Awareness roll opposing the Stealth of an enemy within short range, she unleashes ribbons of crimson wind against him. This is a one-time environmental hazard with difficulty 5, Damage 4A. If he's damaged by the hazard, he must make a (Dexterity + Stealth) roll to maintain his concealment. Otherwise, the scouring winds leave him exposed, breaking his concealment.

Special activation rules: This Charm's duration can be extended as per the Awareness Excellency.

Keys

Eager Demon-Wind Advance: The Infernal can also reflexively move into close range with her target.

Lonely Killer Wistfulness (+2i): The Infernal can pay a two-Initiative surcharge to extend this Charm's range to medium. Her victim's 1s and 2s subtract successes on his Stealth roll.

Agonizing Clamor Torment

Cost: 1m, 1wp; **Mins:** Awareness 5, Essence 4

Type: Supplemental

Keywords: None

Duration: Indefinite

Prerequisite Charms: Hateful Wretched Noise (Whispers Like Knives)

One day, all the cosmos will be silent. That day has yet to come.

The Infernal chooses up to (Perception) of her negative Ties to individuals. She can pick Ties to mortals and First Circle demons without counting toward this limit. Whenever a hated character speaks about the Infernal within ([Essence + Intimacy] x 5) miles, she can pay three motes to listen in on him until he's done speaking. Normally, no roll is required, but a (Perception + Awareness) roll at a difficulty set by the Storyteller may be necessary if her target has taken countermeasures to avoid supernatural eavesdropping.

Scouring Hellfire Revelation

Cost: 10m, 1wp; **Mins:** Awareness 5, Essence 4

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Contemptuous Prince Regard, Burning Obsession Gaze (World-Piercing Radiance)

The Infernal unleashes pale-white flames of searing truth, burning away a world of lies and treachery.

The Infernal unleashes a one-time environmental hazard of cosmic flame out to medium range, with difficulty (Perception), Damage (Essence + 3)L. The hazard only affects characters who are disguised, in concealment, or employing similar deceptions — invisibility, illusions, shapeshifting, Sidereals' resplendent destinies, etc. Trivial characters don't receive a roll and are automatically incapacitated.

The hazard burns away any disguises worn by damaged characters and breaks their concealment, as well as negating any deceptive magic they benefit from. The flames also burn away ambient or environmental illusions, visual obstructions like mist or smoke, magical concealment applied to inanimate objects or structures, and the like.

Reset: Once per scene.

Careless Cosmic Blink

Cost: 1m, 1wp; **Mins:** Awareness 5, Essence 5

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Until next turn

Prerequisite Charms: Beneath My Notice (Oblivious Titan Unshaken)

That which the Infernal does not notice can scarcely be said to exist.

The Infernal is immune to any form of harm or supernatural effect that she isn't aware of: ambushes, a trap she's failed to notice, insidious mind-altering magic, and the like. She doesn't become aware of the threat or even realize that something's tried to harm her. Her attacker doesn't lose his concealment against her.

Reset: Once per scene unless reset by being hit with a **decisive** ambush. Attacks negated by this Charm don't count.

Brawl

Calloused Devil-Knuckles

Cost: —(1m); **Mins:** Brawl 1, Essence 1

Type: Permanent

Keywords: Uniform

Duration: Permanent

Prerequisite Charms: None

The Infernal needs only her bare hands to bring low gods and tyrants.

The Infernal can deal lethal damage with unarmed attacks and can block attacks that deal lethal damage barehanded.

The Infernal can pay one mote when she attacks to reroll 6s on the damage roll until they cease to appear. (This includes attacks with weapons.) If she rerolls three or more 6s, she rolls an additional die of damage.

Vicious Demon-Force Blow

Cost: 3m; **Mins:** Brawl 3, Essence 1

Type: Supplemental

Keywords: Withering-only

Duration: Instant

Prerequisite Charms: Calloused Devil-Knuckles

The Infernal strikes with strength born of cruelty, relishing her victim's pain.

The Infernal adds (Strength/2, rounded up) to a **withering** attack's Overwhelming. If the attack hits, her target loses an additional (higher of Infernal's Essence or 3) Initiative. The Infernal doesn't gain this Initiative unless it crashes her target. She also gains it if she makes a savaging **withering** attack against a grappled enemy.

Fists of the Old Ones

Cost: 7m; **Mins:** Brawl 3, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Calloused Devil-Knuckles

Those hurled away by the Infernal's unholy might are fortunate — perhaps they'll land out of sight as she slaughters their comrades.

If the Infernal deals damage with a **decisive** attack, she knocks her opponent prone. He gains a Minor Tie of fear to her. Depending on how many levels of damage she deals, she strikes with greater force:

3+ Damage: If there's a nearby obstacle, the Infernal can slam him against it, causing him to suffer damage equivalent to a short-range fall (**Exalted**, p. 232). It must be close enough that he can smash into it without needing to move between range bands. If the collision deals damage, the Willpower cost to resist gaining an Intimacy is increased by one.

4+ Damage: As above, but the collision damage is equivalent to a medium-range fall. Alternatively, the Infernal can knock her enemy back or upward by one range band, inflicting short-range fall damage if he collides with an obstacle. Dealing damages increases the Willpower cost to resist gaining an Intimacy by two.

5+ Damage: As above, but the collision damage is still equivalent to a medium-range fall if the Infernal knocks her target back. Dealing damages increases the Willpower cost to resist gaining an Intimacy by three.

If the Infernal's victim collides with an obstacle, the falling damage roll is also treated as a feat of demolition against it. If the feat is successful, he loses (Infernal's Strength) Initiative. If the attack incapacitated him, she adds this to her base Initiative instead.

With Essence 3, the Infernal doubles the total damage dealt for purposes of this Charm's effect. If she deals 7+ damage, she can knock an enemy back or upward by two range bands, with medium-range fall damage. If the collision deals damage, the Willpower cost to resist gaining an Intimacy is increased by four.

Keys

Infernal Hellraiser's Instinct (Brawl 5, Essence 3) (4m, 1wp): Once per scene, when the Infernal knocks an enemy upward, she can pay four motes, one Willpower to leap into the air with him, making a reflexive **decisive** attack against him before he plummets and suffers falling damage. Her Initiative doesn't reset until she's made this attack. The Infernal doesn't suffer falling damage. This uses her movement action. She can reset this key by gaining ten Initiative in a single tick.

Falling Damage

Creative stunts can potentially allow characters to mitigate or avoid falling damage. This is true for damage from effects like Fists of the Old Ones, not just regular falls.

Slavering Horror Maw

Cost: —(3m); **Mins:** Brawl 1, Essence 1

Type: Permanent

Keywords: Blasphemy, Dual, Versatile

Duration: Permanent

Prerequisite Charms: None

The Infernal's teeth extend into spiked fangs and her mouth yawns into a gaping maw, dripping with pestilential blight.

The Infernal gains a bite attack. It's a heavy weapon (ACC +0, +11 DMG, – DEF, OVW 1) with the Lethal, Brawl, Grappling, Natural, and Piercing tags. It counts as an unarmed attack for all purposes. She adds one die of damage on **decisive** savaging attacks with it against grappled enemies.

For three motes, an enemy damaged by a **decisive** bite attack must instead roll against infected wounds, even if he has Exalted Healing (**Exalted**, p. 235). It gains +1 virulence and morbidity.

Rolls to disguise the Infernal's fangs suffer a –2 penalty unless her mouth is covered completely.

Blasphemy: If the Infernal's Devil-Body has Pestilent Apotheosis, she can choose to substitute any disease she can use with this Charm for that feature's standard disease when she enters her Devil-Body.

Keys

Pestilential Hunger Bite (Brawl 3): The Infernal can transmit any mundane disease that she's familiar with, and reduces its interval to one day if it's higher. Mortals and crashed enemies gain the disease at Major intensity.

Carrion-Picking Appetite (Brawl 4) (2m): The Infernal adds this Charm's damage bonus on **withering** savage attacks, adding post-soak damage. She can pay two motes to increase the damage bonus to a number of dice equal to the rounds of control she has, maximum (higher of Essence or 3).

Plague-Maw Perfection (Essence 2, Pestilential Hunger Bite): The disease gains an additional +1 virulence and morbidity. Medicine rolls to treat it fail automatically unless enhanced by magic.

Devil-Fever Ravages (Brawl 5, Essence 2, Pestilential Hunger Bite) (+1 wp): Upon purchasing this key, the Infernal chooses a supernatural disease she's familiar with. She can pay a one-Willpower surcharge to convey it through her bite. She can repurchase this key multiple times to add additional diseases to her repertoire.

All-Consuming Digestion (Brawl 5, Essence 3, Carrion-Picking Appetite): Each time the Infernal makes a savaging attack that benefits from this Charm, she adds two dice to the damage bonus of subsequent uses and +1 to their disease's virulence for the rest of the grapple. This bonus stacks.

That Hideous Strength

Cost: —; **Mins:** Brawl 1, Essence 1

Type: Permanent

Keywords: Uniform, Versatile

Duration: Permanent

Prerequisite Charms: None

The Infernal's monstrous might overwhelms her foe's defenses, striking shields aside and outpacing attempts at evasion.

The Infernal can use Strength instead of Dexterity on attacks rolls with unarmed attacks, heavy weapons, and worn weapons, and to calculate her Parry with such weapons. This doesn't benefit from effects that grant bonus Strength dots, double successes on Strength rolls, or replace her Strength with a higher value.

Retribution Will Follow

Cost: 4m, 2i; **Mins:** Brawl 3, Essence 1

Type: Reflexive

Keywords: Blasphemy, Perilous

Duration: One scene

Prerequisite Charms: None

Fools who rouse the Infernal's rage rarely survive to regret it.

The Infernal can use this Charm when she takes **decisive** damage, entering a berserk fury:

- She adds an automatic success on attack rolls. This is non-Charm if the Infernal's target has been knocked prone, is a mortal, or has been dealt 3+ levels of **decisive** damage by the Infernal this scene.
- She reduces any wound or crippling penalties she suffers by (Stamina/2, rounded up).
- She gains +2 Resolve against fear-based influence and influence that would cause her to surrender. She also gains this bonus against any influence used by mortals.
- She can't withdraw, use social influence for purposes unrelated to combat, or cease fighting until all enemies are incapacitated or have fled. She's still capable of tactical thinking and intelligent decision.

Ending this Charm prematurely crashes the Infernal, setting her to Initiative -3 (if not already lower).

With Brawl 5, the Infernal can use this Charm upon taking **withering** damage.

Blasphemy: The Infernal can use this Charm upon entering her Devil-Body.

Keys

Smoldering Rage Beast (Brawl 5): The Infernal can use this Charm in response to any form of threat, insult, bad news, or unwanted physical contact. This includes attacks that missed her.

All-Consuming Rampage Release (Brawl 4, Essence 2): If the Infernal prevails in battle against at least one nontrivial foe, she gains one Willpower and loses one Limit at the end of this Charm's duration. She doesn't gain this benefit if the Charm ends prematurely. She likewise doesn't gain any benefit if she was incapacitated or otherwise defeated, even if her allies triumphed.

Fearless Frenzy Attitude (Brawl 5, All-Consuming Rampage Release): The Infernal treats fear-based influence and influence that would cause her to surrender as unacceptable (**Exalted**, p. 220).

Fury is Freedom (Essence 3, Fearless Frenzy Attitude): Any Psyche effects afflicting the Infernal are suppressed for this Charm's duration. The Resolve bonus from her berserker rage applies against Psyche

effects as well.

Untamed Apocalypse Beast (Essence 5, Fury is Freedom, Smoldering Rage Beast) (+3m, 1wp): The Infernal can use this Charm without provocation, and may pay a three-mote, one-Willpower surcharge to extend its duration to Indefinite. Ending the Charm voluntarily causes her to lose three Willpower unless she does so upon triggering All-Consuming Rampage Release.

Unrelenting Hellbound Might

Cost: 2m; **Mins:** Brawl 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal's monstrous ferocity grasps and rends all who come within reach.

The Infernal rerolls 6s until they cease to appear on the attack roll for a grapple gambit. If she succeeds on the gambit's attack roll with 3+ extra successes, she also gains this bonus on the Initiative and control rolls. She always receives this benefit against enemies that are smaller than her.

Keys

Lunging Monster Speed (Brawl 4, Essence 2): The Infernal can use this Charm after an attack roll, but before the damage roll.

God-Strangling Attitude (Brawl 5, Essence 2) (+3m): For a three-mote surcharge, the Infernal doubles extra successes on the grapple control roll.

Behemoth-Wrestling Fury (Brawl 5, Essence 3, God-Strangling Attitude): The Infernal rerolls 5s as well. She can grapple enemies with Legendary Size.

Effortless Domination Hold (Brawl 5, Essence 3, God-Strangling Attitude): The Infernal no longer needs to roll any extra successes to gain this Charm's enhanced benefit.

Foe-Flung Doom

Cost: 5m; **Mins:** Brawl 3, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Unrelenting Hellbound Might

It is fortunate for the Infernal's foes that she sometimes tires of them.

The Infernal can throw a grappled enemy one range band back with a **withering** or **decisive** throw. Her target's soak or Hardness is reduced by one for each round of control she has, even those over the limit on how many she can expend. On a **withering** throw, the damage bonus increases to +3 per round. On a

decisive throw, she doubles 10s on the damage roll if she has at least three rounds, and doubles 9s with five rounds.

If the Infernal uses Behemoth-Wrestling Fury to grapple a Legendary Size enemy, she can use Foe-Flung Doom to throw it unimpeded by its size. She doubles the soak or Hardness reduction against Legendary Size foes.

With Essence 3, the Infernal can expend two rounds of control to throw an enemy back two range bands damage as a short-range fall (**Exalted**, p. 232). She can expend four rounds to throw an enemy three range bands back, dealing damage like a medium-range fall. These rounds of control don't add damage or count toward this Charm's other effects. This doesn't stack with falling damage from Fists of the Old One and similar effects.

Keys

Fall to Ruin (Brawl 5, Essence 3) (+1wp): The Infernal always doubles 10s on **decisive** damage rolls. She doubles 9s with at least three rounds and doubles 8 with six rounds. If she has six or more rounds of control, she doubles 8s. Once per scene, she can spend one Willpower to increase the doubling by one step, potentially doubling 7s. She can reset this by crashing a grappled enemy.

Unwitting Victim Bludgeon

Cost: 6m, 1wp; **Mins:** Brawl 5, Essence 1

Type: Simple

Keywords: Dual

Duration: Instant

Prerequisite Charms: Foe-Flung Doom

The Infernal swings her helpless victim like a ragdoll to batter his allies.

The Infernal slams a grappled enemy into a second foe within close range or throws him at another within short range. This attack can be **withering** or **decisive**. She makes one attack roll against both characters, but rolls damage separately against each of them. On a **withering** slam or throw, she can't gain more Initiative than her rounds of control from the damage roll against the second enemy.

Reset: Once per scene unless reset by crashing or incapacitating a grappled enemy, or an enemy hit by this attack.

Keys

Splattered Foe Barrage (Brawl 5, Essence 3) (+4m): When the Infernal throws a grappled enemy, she can pay a four-mote surcharge to throw him an additional range band and create a shockwave, attacking all enemies within short range of the enemy she throws him at. She rolls damage against the grappled enemy normally. On a **decisive** attack, she divides her Initiative evenly among all other enemies to determine the damage they take. On a **withering** attack, the Infernal can't gain more than (Strength) total Initiative from the damage rolls.

On Size

Some Infernal Charms often have additional benefits against characters who are smaller than her — especially Charms that evoke the might of the Yozi Isidoros.

Typically, this applies to characters with the Tiny Creature or Minuscule Size Merits, and the like. As a rule of thumb, if they're definitely less than half the Infernal's height, they count. Storyteller deems notably smaller than her. If the Infernal has Legendary Size, she gains this benefit against anyone without it.

Distraction-Swatting Scorn

Cost: 5m; **Mins:** Brawl 4, Essence 1

Type: Reflexive

Keywords: Counterattack, Withering-only

Duration: Instant

Prerequisite Charms: Unrelenting Hellbound Might

Only a fool draws the monster's attention while she's preoccupied with other prey.

The Infernal can use this Charm when she's attacked while grappling an enemy, after the attack roll. She doesn't lose a round of control for being attacked and makes a **withering** counterattack. Its raw damage is reduced to its Overwhelming minimum value, regardless of her enemy's soak. The Infernal doesn't gain Initiative from the counterattack.

If the Infernal deals damage, she doesn't lose a round of grapple control if her enemy's attack damages her. Additionally, her attacker can't cause her to lose rounds of control until the end of his next turn. Against enemies that are smaller than her, she only needs to hit with the counterattack to gain this effect.

Infernal Monster Awakened

Cost: 7m; **Mins:** Brawl 4, Essence 1

Type: Simple

Keywords: Dual

Duration: One scene

Prerequisite Charms: Any four Brawl Charms

The Infernal's eyes burn a vivid emerald as her muscles swell with impossible strength.

The Infernal gains the following benefits:

- Her **withering** attacks ignore (higher of Essence or 3) soak. Her **decisive** attacks ignore the same amount of Hardness.
- When she hits with a **decisive** attack or crashes an enemy, she gains a bonus dot of Strength, up to a maximum of (lower of Essence or Strength) dots. This can raise her Strength above 5.
- She adds (Strength) to her effective Initiative to determine when she acts in turn order. This includes bonus dots from this Charm.
- Any thaumaturgical divination used within one mile of her automatically fails, returning only one result: "The monster is here."

Special activation rules: The Infernal can use this Charm reflexively when she deals 5+ **decisive** damage to a nontrivial enemy. She gains a bonus dot of Strength for that attack.

Hero-Sundering Hands

Cost: 5m, 1wp; **Mins:** Brawl 5, Essence 2

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Unrelenting Hellbound Might (God-Strangling Attitude)

The Infernal rips arms from their sockets and gleefully gouges out eyes, a sadistic lessons for would-be heroes.

The Infernal can use this Charm after the damage roll of a **decisive** savaging attack. If her victim doesn't accept the highest level of crippling injury possible (**Exalted**, p. 201), the Infernal gains one round of grapple control for each extra successes on the attack roll. She then rolls additional dice of **decisive** damage equal to her new total rounds of control.

If the enemy takes a crippling injury, it doesn't count against his once-per-story limit on doing so, and he's immune to this Charm for the rest of the scene.

This Charm's Willpower cost is waived against trivial opponents. The Infernal's player can choose what crippling injuries they suffer instead of the Storyteller.

Joyful Cessation of Restraint

Cost: 5m, 1wp; **Mins:** Brawl 5, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Vicious Demon-Force Blow

The Infernal's bloodlust and rage consumes her, quickening her movements into blurs of ultraviolence.

The Infernal makes (Strength/2, rounded up) **decisive** attacks against a single enemy. She divides her Initiative evenly among them to determine their damage, rounded up. She adds an additional die of damage against enemies who are prone, grappled by the Infernal, or mortals.

Once these attacks are completed, if the Infernal's target is prone, she makes two additional attacks, which are undodgeable. Their damage equals the number of attacks in the initial barrage that hit, ignoring Hardness.

Keys

Excessive Slaughter Overkill (Essence 3): The Infernal makes an additional attack both in the initial

barrage and in the flurry of undodgeable attacks against a prone enemy.

Raging Behemoth Charge

Cost: 5m, 1wp; **Mins:** Brawl 5, Essence 2

Type: Simple

Keywords: Dual

Duration: Instant

Prerequisite Charms: Vicious Demon-Force Blow

When the monster gives chase, retreat becomes an exercise in futility.

To use this Charm, the Infernal must have Initiative 6+. She makes a **withering** or **decisive** attack against an enemy within medium range, using her movement action to charge into close range with him before she strikes. She can't move vertically as part of this. She adds one die of **decisive** damage or post-soak **withering** damage based on the distance she crosses: one die against enemies at close range, two dice at short range, or three dice at medium range.

If she deals 5+ **withering** damage or any **decisive** damage, her target is knocked back one range band. If it was a smash attack, she instead adds an additional success on the damage roll. The same is true if she uses Fists of the Old Ones with this Charm.

Special activation rules: The Infernal can use Joyous Cessation of Restraint reflexively instead of making an attack with this Charm normally. Doing so gives up this Charm's damage bonus.

Keys

Leaping Smash Technique: The Infernal can leap vertically upward or downward for some or all of this Charm's movement, and doesn't take damage from falling after the attack. If she crashes an airborne enemy or deals 3+ **decisive** damage, he falls to the ground. Even if he only fell from close range, he suffers damage as per a short-range fall (**Exalted**, p. 232).

Nowhere to Hide (Leaping Smash Technique) If the Infernal hits an enemy, she tastes his fear. For the rest of the scene, she can use Raging Behemoth Charge to attack him even if he's in concealment or otherwise obscured from her, driven by instinct and blind aggression to strike as long as he's within this Charm's range.

Nowhere to Run (Essence 3, Nowhere to Hide) (+2m): The Infernal can pay a two-mote surcharge to attack an enemy at long range, adding four bonus damage dice.

World-Breaker Grip

Cost: 3m, 1wp; **Mins:** Brawl 5, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Until grapple ends

Prerequisite Charms: Unrelenting Hellbound Might (God-Strangling Attitude)

The Infernal grasps her prey like a beast's chew toy, dragging it around thoughtlessly.

The Infernal makes a grapple gambit. If she succeeds, she gains the following benefits for the duration of the clinch:

- She suffers none of the usual penalties for grappling.
- Dragging her enemy only costs one round of control.
- She can use her grapple action for her turn to make a **withering** or **decisive** attack using the grappled enemy as an improvised weapon. Human-sized foes typically count as medium weapons. If she deals 5+ **withering** damage or any **decisive** damage, the grappled enemy suffers one die of bashing damage, which ignores Hardness.
- The Infernal can likewise use the grappled enemy to as an improvised weapon to parry. If she uses him to successfully block a **decisive** attack, he suffers one die of damage of that attack's type, ignoring Hardness.
- If the Infernal ends the clinch by using Unwitting Victim Bludgeon, she waives that Charm's Willpower cost.

Collapsing Horizon Point

Cost: 5m, 3i, 1wp; **Mins:** Brawl 5, Essence 3

Type: Simple

Keywords: Blasphemy, Decisive-only

Duration: Until the grapple ends

Prerequisite Charms: Unrelenting Hellbound Might (Effortless Domination Hold), World-Breaker Grip

The Infernal's will exerts an awful gravity, dragging rubble, debris, and her foes inexorably toward her.

The Infernal makes a grapple gambit against all enemies within close range. She makes only one attack roll and Initiative roll against all enemies, but rolls (Strength + Brawl) separately to establish control against each enemy. Grappled foes float just a few inches off the ground, and the Infernal gains the benefits of World-Breaker's Grip (p. XX) for free against them.

While clinching multiple enemies, the Infernal's grapple actions are expanded:

- **Savage:** The Infernal makes a single savaging attack roll against any number of grappled enemies. **Withering** attacks roll damage separately against each grappled foe. Only the single highest **withering** damage roll awards Initiative to the Infernal, although she can receive Initiative Breaks for crashing multiple foes. **Decisive** savaging attacks divide her Initiative evenly among all foes (rounded up) to determine the damage rolled against them, ignoring Hardness.
- **Restrain/Drag:** The Infernal can restrain any number of grappled enemies or drag them in the same direction. This costs two rounds of control for each enemy.
- **Throw/Slam:** The Infernal can throw or slam any number of grappled enemies in the same direction. This follows the same rules as savaging attacks.

Keys

Star-Swallowing Cosmos Collapse: This Charm's range increases to short, dragging enemies into close range.

Screaming Meat Shield

Cost: 2m, 2i; **Mins:** Brawl 5, Essence 3

Type: Reflexive

Keywords: Clash, Decisive-only

Duration: Instant

Prerequisite Charms: Unwitting Victim Bludgeon, World-Breaker Grip

Things go from bad to worse for those caught in the Infernal's grasp, pinioned with blades meant for her.

While grappling an enemy with World-Breaker Grip, the Infernal can use him to clash a **decisive** attack against her. She makes a special **decisive** attack. If she wins the clash, the attack is redirected to the grappled enemy and automatically hits him. She doesn't roll damage or reset her Initiative.

If the Infernal's attacker has a positive Tie toward her victim and incapacitates him, the attacker loses one Willpower.

Star-Shaking Fury

Cost: 5m, 1wp; **Mins:** Brawl 5, Essence 3

Type: Simple

Keywords: Withering-only

Duration: Instant

Prerequisite Charms: Foe-Flung Doom (Fall to Ruin)

Even the greatest of behemoths are sent flying by the Infernal's awful might.

To use this Charm, the Infernal must be grappling an enemy and have at least seven rounds of control. She makes a **withering** throw attack and doubles its total damage. Each round of control she has over seven increases the multiplier by one, up to a maximum of five with ten rounds of control.

If the Infernal uses Behemoth-Wrestling Fury to grapple a Legendary Size enemy, she can inflict even greater damage. She only needs two rounds of control to use it. Instead of expending rounds of control to add damage, each round of control over two increases the damage multiplier by one, to a maximum of ten. If she uses Foe-Flung Doom together with this, she counts as having an additional round of control.

Keys

Gore-Splattered Firmament Stain (Essence 4) (+3i): Once per scene, the Infernal can pay a three-Initiative surcharge to gain this Charm's increased benefits against an enemy without Legendary Size. She can reset this key by incapacitating a grappled enemy.

Thousand-Toothed Hunger Blossom

Cost: 5m, 1wp (4m); **Mins:** Brawl 5, Essence 3

Type: Simple

Keywords: Dual

Duration: One scene

Prerequisite Charms: Slavering Horror Maw (All-Consuming Digestion, Pestilential Hunger Blight)

Gnashing, fanged mouths open across the Infernal's body, hungrily searching for delectable morsels of foe.

The Infernal's transformation grants the following benefits:

- She adds Slavering Horror Maw's damage bonus on all bite attacks, not just savaging attacks. This isn't compatible with the bonus damage from the All-Consuming Digestion and Carrion-Picking Appetite keys.
- On savaging attacks, she converts damage dices added by Slavering Horror Maw's damage to automatic successes.
- Once per round, she can pay three motes to reflexively make a **decisive** counterattack against an enemy who attacks from close range, or a **decisive** savaging attack against a grappled enemy. It has (higher of Essence or 3) dice of damage and doesn't reset her Initiative. If she's capable of eating her victim and has a Tie of hunger toward him, she adds (Intimacy) dice on the attack and damage rolls.
- Enemy's rolls to disengage from her suffer a -2 penalty if she's capable of eating them.

Glory to the Demon-Monster

Cost: 1wp; **Mins:** Brawl 5, Essence 4

Type: Reflexive

Keywords: Perilous

Duration: One scene

Prerequisite Charms: Infernal Monster Awakened

The terrified cries of children and the maimed are prayers to the Infernal, begging in vain for mercy.

While using both Infernal Monster Awakened and Retribution Will Follow, the Infernal reduces the cost of all Brawl Charms by one mote. Once per round, she can also reduce a Brawl Charm's Willpower cost by one when she uses it on an attack.

This Charm ends if the Infernal is crashed or goes a round without attacking.

Reset: Once per scene.

Crack the Sky

Cost: 15m, 1wp; **Mins:** Brawl 5, Essence 5

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Star-Shaking Fury, Unwitting Victim Bludgeon (Splattered
Foe Barrage), World-Breaker Grip

One day, the monster will tear the sun from the sky. Until then, she flings screaming reminders of this doom into the heavens as her unwilling heralds.

To use this Charm, the Infernal must be grappling an enemy with World-Breaker Grip. She makes a **decisive** throw attack, which receives Foe-Flung Doom's benefits for free. (This includes the Fall to Ruin key's Willpower cost if she has it.) She can throw her enemy up to four range bands, dealing damage as a long-range fall, without needing to expend any rounds of control.

There's no limit on how many rounds of control the Infernal can expend to increase the throw's damage. Each round of control expended also lets her add one extra success on the attack roll as a die of **decisive** damage. She rerolls all dice on the damage roll that initially show failures.

If the Infernal has (5 + target's remaining undamaged health levels) rounds of control, she can dispense with the need for an attack roll. She simply flings her victim up to (Essence x 5) miles away. When he falls into the ground — something that can take up to five minutes — he suffers uncountable damage (**Exalted**, p. 205). So do surrounding structures, natural features, and trivial characters, at the Storyteller's discretion. Against Legendary Size enemies, the Infernal can do so with only 25+ rounds of control, regardless of how many undamaged levels they have remaining. This still resets the Infernal's Initiative.

Special activation rules: The Infernal can use Unwitting Victim Bludgeon reflexively with this Charm to combine its effect with this Charm's. If she uses Splattered Foe Barrage, its shockwave extends out to medium range. If she deals uncountable damage to her foe, it doesn't apply to others — she must make an attack roll against her other target and rolls damage as usual. Dealing uncountable damage increases Splattered Foe Barrage's range to long.

Reset: Once per scene.

One Hand Fury

Cost: —(+13m, 1wp); **Mins:** Brawl 5, Essence 5

Type: Permanent

Keywords: Dual

Duration: Permanent

Prerequisite Charms: Fists of the Old Ones, Glory to the Demon-Monster, Joyous Cessation of Restraint, Raging Behemoth Charge

The Infernal is a living weapon of unimaginable destruction, an apotheosis of violence.

The Infernal empowers one of her limbs, chosen when she purchases this Charm. It may undergo a monstrous transformation— scales and talons, grotesquely swollen muscle, living basalt inlaid with brass — though this isn't necessary. This can be represented by purchasing mutations together with this Charm. The Infernal can go into experience debt for this if necessary. If the Infernal has Slavering Horror Maw, she can choose to enhance her fangs instead of a limb.

The empowered limb uses the traits of a heavy artifact weapon (ACC +1, DMG +14, DEF +0, OVW 5), but only for Brawl attacks. It's immune to any crippling effect less severe than total amputation — and even then, the limb will regrow after five days.

When the Infernal uses Infernal Monster Awakened, she can pay a thirteen-mote, one-Willpower surcharge to spread spiraling whorls of emerald flame across her arm, spelling out the Scripture of the One-Handed Maiden. She gains the following benefits on attacks with the chosen limb

- She rerolls up to (Strength) dice that roll failures on **withering** and **decisive** damage rolls.
- She adds (Strength/2, rounded up) to the Overwhelming value of her **withering** attacks and the Initiative bonus she receives for crashing enemies with them.
- Her **decisive** attacks ignore Hardness. When a successful attack resets her Initiative, she adds (Strength/2, rounded up) to her base Initiative.
- She can use Fists of the Old One reflexively after a **decisive** damage roll.
- Infernal Monster Awakened impedes all forms of divination and scrying magic, even that of the Sidereal Exalted. This extends out to (Strength) miles.

If the Infernal has bonus dots of Strength from Infernal Monster Awakened, they're included in the above calculations.

Bureaucracy

Hell Money Economics

Cost: 3m; **Mins:** Bureaucracy 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Even in Hell, money is power — and there is no form of power beyond a Green Sun Prince's reach.

The Infernal adds (Essence) dice and doubles 9s on a Bureaucracy or Lore roll that involves understanding finance. If the roll involves the economies of Hell, she converts the bonus dice to automatic successes.

The Infernal can also use this Charm to enhance threaten rolls that involve finances, such as threatening to bankrupt a business rival or intimidating a local governor with the threat of an audit.

Devil-Dealing Insight

Cost: 5m; **Mins:** Bureaucracy 3, Essence 1

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisite Charms: Hell Money Economics

The Infernal can taste the delights of contraband wares and black-market dealings like a sweet perfume on the air.

The Infernal is instinctively aware of the following of the following within range of her senses:

- The presence of any merchants, businesses, or similar enterprises that are illegal, covert, or disreputable. This reveals their approximate location, though further investigation may be required to find the entrance.
- Any transactions that are illegal, covert, or disreputable — including theft. This reveals the location of the transaction, but not its nature or the identities of those involved.
- Whatever illegal or disreputable wares that are especially valuable in her current location.

The Infernal adds (Bureaucracy/2, rounded up) dice on bargain rolls that benefit from the knowledge she gains this way, and on rolls with any Ability to appraise illicit goods, read the intentions of purveyors or customers, or introduce facts.

Raucous Market Bacchanalia

Cost: 5m; **Mins:** Bureaucracy 4, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Hell Money Economics

The Infernal incites a frenzy of commerce, inspiring merchants and thieves alike.

The Infernal makes a special ([Charisma or Manipulation + Bureaucracy) inspire roll with (higher of Essence or 3) dice against all characters who can perceive her, ignoring multiple target penalties. She doesn't need to speak to do so, and can't be discerned as the source of the influence. Affected characters are driven to engage either in commerce, theft, or some similar form of transaction, although the exact actions they take are still determined by their player. Resisting this influence requires entering a Decision Point and citing a Major or Defining Intimacy to spend one Willpower.

Keys

Boom-and-Bust Frenzy (Essence 2) (+1wp): For a one-Willpower surcharge, affected characters must act on their inspiration an additional time for every three extra successes the Infernal rolls over their Resolve.

Soul-Merchant Appraisal

Cost: 6m; **Mins:** Bureaucracy 5, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Hell Money Economics

The Infernal sees the passions behind every deal like a kaleidoscope of synesthetic color.

The Infernal makes a special (Perception + Bureaucracy) read intentions roll against all characters she can perceive who are currently engaged in any kind of commerce or transaction — including theft. If she uses Hell Money Economics on the roll, she doubles 8s.

Success reveals a character's intentions in connection with that transaction as well as his emotional state. If his emotional state is related to the commerce or transaction, she understands the connection, including a relevant Intimacy if he has one.

Reset: Once per scene unless reset when the Infernal engages in a meaningful transaction.

Hell-Mandate Prerogative

Cost: 2m; **Mins:** Bureaucracy 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal bears the mandate of the world's makers, an authority beyond question by inferior things.

When the Infernal makes a Bureaucracy roll or a bargain, instill, or persuade roll with any Ability, she rerolls a failed die for each of following that's true of the characters she influences or interacts with:

- Their Essence is lower than hers.
- They hold a position below her in an organizational, political, or social hierarchy. This always includes First Circle demons.
- They have a Tie of reverence toward her.
- They're gods.

When the Infernal rolls Bureaucracy to engage with an organization, the above criteria must apply to the majority of its membership for her to receive the bonus.

Infernal Caprice Edict

Cost: 4m; **Mins:** Bureaucracy 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Hell-Mandate Prerogative

If a Green Sun Prince says it is law, who would dare to gainsay her?

The Infernal proclaims a law of Hell — potentially one that she makes up on the spot — and rolls ([Charisma or Manipulation] + Bureaucracy) with double 9s to instill a Principle based on adherence to this law. Alternatively, the Infernal can make a persuade roll that leverages an Intimacy she's instilled with this Charm. First Circle demons and characters with Ties of reverence toward the Infernal suffer –1 Resolve.

If a character wishes to spend Willpower to resist being instilled with a Minor Intimacy, he must enter a Decision Point and cite at least a Minor Intimacy to do so.

Keys

Counter-Pronouncement of Enthymemic Law (Bureaucracy 4, Essence 2): The Infernal can use this Charm reflexively to oppose social influence or a Shaping effect with this Charm's roll, citing or inventing a law that forbids such trespasses. Its influence always applies against the character who uses the opposing effect, but doesn't affect others unless the Infernal wins the opposed roll.

Proscribed Blasphemy Expurgation (Bureaucracy 5, Essence 3, Counter-Pronouncement of Enthymemic Law) (+6m, 1wp): If the Infernal pays a six-mote, one-Willpower surcharge when she uses Counter-Pronouncement of Enthymemic Law, winning the opposed roll causes the effect to automatically fail against any other characters targeted by it. If this spares a character from an unwanted effect, he must cite a Major or Defining Intimacy to resist being instilled with a Minor Principle by the Infernal's influence.

Endless Torment Emanation

Cost: 5m; **Mins:** Bureaucracy 4, Essence 1

Type: Simple

Keywords: Mute, Psyche

Duration: One scene

Prerequisite Charms: Infernal Caprice Edict

The Infernal emanates an invisible aura of spiritual desolation, subtly poisoning the hearts of those around her.

The Infernal and all characters within medium range of her add (her Essence) dice on influence rolls to weaken positive Intimacies or instill negative Intimacies. They suffer a –(Essence) penalty on rolls to weaken negative Intimacies or instill positive ones. First Circle demons count as having a Minor Tie of spite toward any character the Infernal has a negative Tie toward, unless they have an opposing Intimacy.

Keys

Broken Prophet Benediction (Bureaucracy 5, Essence 3) (+1wp): The Infernal can use this Charm on a touched character for a one-Willpower surcharge. This creates an aura that emanates from him, rather than the Infernal. If he's unwilling, she must make a special ([Charisma or Manipulation] + Bureaucracy) instill roll against him with double 9s. The Infernal can stack this Charm to affect multiple targets.

Withered Soul Wastes (Broken Prophet Benediction) (+1wp): The Infernal can pay a one-Willpower surcharge to use this Charm to create an aura that fills a mundane structure or vehicle — a teahouse, caravan, palace, ship, or the like. She can't enchant things capable of holding more than (Manipulation x20) people, but can affect a smaller portion of such a target.

Sublimation of Ordained Purpose

Cost: 4m; **Mins:** Bureaucracy 4, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Infernal Caprice Edict

The Infernal wears down the impurities of corruption, scraping them away until perfection is attained.

The Infernal doubles 9s on a bargain, persuade, or threaten roll to convince a god to perform its official duties in the Celestial Bureaucracy or a First Circle demon to perform the function for which it was made. She can use it against Second and Third Circle demons when convincing them to undertake tasks that fit the aspect of their Yozi that they express.

Targets can't use Intimacies based on corruption, laziness, or ethics to bolster their Resolve or in a Decision Points, nor can they use negative Ties to demons, Yozis, or the Infernal.

With Essence 2, the Infernal can use this Charm against any character when convincing him to perform the official duties of a job or position he holds.

Inauspicious Benediction of Endeavor

Cost: 8m, 1wp; **Mins:** Bureaucracy 5, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Hell-Mandate Prerogative

The Infernal grants her favor to organizations who heed her laws — or her whims.

The Infernal imposes a burdensome duty or rule upon a group that she holds authority over or whose leader asks for her help. It must be strange, onerous, and unrelated to the group's usual function, but still something that they can achieve. As long as the group observe upholds this obligation, it gains benefits based on how burdensome a task it is (**Exalted**, p. 216):

Inconvenient: The group halves the time needed to complete bureaucratic tasks like planning, securing authorization, or allocating resources in connection with its usual function. Any rolls made to carry out projects or oversee the group's functioning add an automatic success.

Serious: The time needed to complete bureaucratic tasks is reduced by one step: from centuries to decades, decades to years, years to seasons, seasons to months, months to weeks, or weeks to days. The bonus on rolls for leading the group increases to (Infernal's Essence/2, rounded up) successes.

Life-Changing: The time needed to complete tasks is reduced by one step, and by an additional step at the end of each story, maximum (Essence) steps. The bonus on rolls increases to (Essence) successes.

If the group's members fail to complete a task on schedule, violate a prohibition, or otherwise circumvent the Infernal's will, they lose this Charm's benefits. This inflicts (Essence) botches on rolls made by the group's leaders to carry out projects or oversee its functioning.

Shady Backroom Expertise

Cost: 4m; **Mins:** Bureaucracy 3, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Infernal knows shady dealings and corrupt bargains as if she were in the room where they happened.

The Infernal adds (Manipulation/2, rounded up) dice on a read intentions or profile character roll. Her target suffers -2 Guile if it would reveal any corruption or misuse of power on his part within an organization, any moral transgression he's committed as part of that organization, or any of his regrets, shames, or fears related to the organization or his role in it.

If the Infernal succeeds and uses the discovered information as part of a Bureaucracy roll, she adds (Manipulation/2, rounded up) dice. She can also add this bonus on an influence roll against the targeted character. She can only apply this bonus on a single roll, and loses it if she doesn't use it by the end of the scene.

Keys

Abacus of Venial Sins (Bureaucracy 5, Essence 2): The Guile penalty applies on any roll that would reveal information about a character's membership, position, or activities within an organization.

Anonymity Through Propriety

Cost: 5m, 1wp; **Mins:** Bureaucracy 4, Essence 2

Type: Simple

Keywords: Mute, Psyche

Duration: One scene

Prerequisite Charms: Hell-Mandate Prerogative

It is not the place of inferiors to pry into the lives of the great and powerful.

The Infernal makes a special ([Charisma or Manipulation] + Bureaucracy) persuade roll. Characters with Resolve lower than her successes will pay no attention to her or her affairs. While they remember the encounter, they steadfastly refuse to think about or even discuss his encounter with this obviously important and powerful personage for this Charm's duration.

If a character is the Infernal's inferior in an organizational, political, or social hierarchy, this counts as a Minor Intimacy supporting the Infernal's influence. This category always includes First Circle demons. Conversely, her hierarchical superiors count as having a Minor Intimacy that opposes the influence. This does *not* automatically include Second and Third Circle demons.

A character can spend one Willpower to resist this influence if the Infernal directly and overtly interacts with him or if she threatens one of his Major or Defining Intimacies. He can also do so if another character succeeds on a persuade roll to convince him to pay attention to the Infernal or talk about the encounter, treating this as an inconvenient task (**Exalted**, p. 216).

This Charm ends if the Infernal makes an attack, rolls Join Battle, or takes a similar hostile action.

Keys

Unquestioned Presence Fiat (Bureaucracy 5, Essence 3) (+1wp): The Infernal can pay a one-Willpower surcharge to extend this Charm's duration to one day. The Intimacies imposed by the Charm count as Major, and its influence costs an additional Willpower to resist unless the target has an Intimacy that opposes it.

Mercurial Passion Mint

Cost: 1m, 1wp; **Mins:** Bureaucracy 4, Essence 2

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Raucous Market Bacchanalia

The Infernal sends wild emotions flowing through the stream of commerce, exhaling a many-colored mist that lacquers currency in prismatic passion.

The Infernal imbues a coin, scrip note, or similar piece of currency with emotion, making a ([Charisma or Manipulation] + Bureaucracy) inspire roll. Whenever a character makes a transaction using that coin, all parties to the transaction present in the scene are exposed to the inspire roll. (Theft counts as a transaction.) Each character's player still chooses how they act on the inspired emotion, but it typically relates to the transaction.

The imbued emotion lasts for a number of transactions equal to the Infernal's total successes on the influence roll. If all parties to a transaction are trivial characters, that transaction doesn't count against the limit.

Keys

Impassioned Commerce Frenzy (Bureaucracy 5) (+4m): For a four-mote surcharge, Infernal can imbue passion into a specific marketplace or similar center of commerce, rather than a single coin. She can specify what kinds of transactions trigger her influence: “purchasing dyes,” “buying on credit,” “black market dealings,” and the like. This enchantment ends prematurely if the Infernal leaves that marketplace.

Euphoric Indulgence Commerce

Cost: 6m, 1wp; **Mins:** Bureaucracy 5, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Devil-Dealing Insight, Raucous Market Bacchanalia

The Infernal's patter is intoxicating, tempting others into forbidden exchanges.

The Infernal doubles 8s and ignores penalties for implausible claims on a bargain or persuade roll to convince a single character to buy or sell a good or service or to obtain something for himself through criminal means. She doubles 7s instead for commerce that's illegal or disreputable, like dealing in contraband, bartering on a holy day, or hiring an assassin, or for convincing people to commit crimes that carry a significant punishment.

If the Infernal rolls 3+ extra successes, her target gains a Minor Obsession toward whatever he seeks to obtain (**Exalted**, p. 169). She doesn't need extra successes on rolls that double 7s or against mortals and First Circle demons. Once the target obtains the object of his obsession or (10 – his Resolve) days have passed, he can pay one Willpower to convert it to an equivalent Principle of possessiveness or obsession.

Keys

Forbidden Market Allure (Essence 3): The Infernal can use this Charm against multiple characters, ignoring multiple target penalties.

Sense-Blinding Lightning Lure (Essence 3) (+4m): For a four-mote surcharge, the Infernal treats the Resources rating of good or service offered as one dot higher for purposes of her bargain. The Willpower cost to resist increases to (Essence), and she succeeds automatically against characters whose Willpower is lower than her Essence. Mortals and First Circle demons can't spend Willpower to downgrade the Obsession until the end of a story in which they obtain their desire. She can't use this key against the same character more than once per session. It isn't compatible with Forbidden Market Allure.

Quicksilver Mastermind Foresight

Cost: 1m, 1wp; **Mins:** Bureaucracy 5, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Any two of Hell-Mandate Prerogative, Hell Money

Economics, or Shady Backroom Expertise

The Infernal has contingencies and countermeasures for even the most unimaginable disasters.

The Infernal can use this Charm after making a Bureaucracy roll related to leadership, organizational management, taking measures against sabotage, and the like. She rerolls all dice that initially rolled failures and can activate additional Charms to enhance the roll, retroactively revealing contingency measures she's prepared.

If the Infernal's roll is opposed by a character attempting to sabotage her leadership, curse her organization, or the like, it also counts as a special read intentions roll against him. If successful, the Infernal begins to catch glimpses of the saboteur when she looks in reflective surfaces. They're not clear enough to reveal his identity, but the Infernal will automatically recognize him if they meet in person.

Once the Infernal learns the saboteur's identity — either by meeting him or otherwise — she immediately forms a Minor Tie to him. Its emotional context depends on how she views him as a rival: a Tie of love for a worthy opponent, or a Tie of disgust for those who fall short.

Self-Inflicted Tragedy Orchestration

Cost: 5m; **Mins:** Bureaucracy 5, Essence 2

Type: Simple

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Shady Backroom Expertise

The Infernal need not sabotage her rivals — they're perfectly capable of doing so themselves.

The Infernal slows the interval of time needed for a group to complete a project or bureaucratic task by (Essence) steps: from days to weeks, weeks to months, months to seasons, or seasons to years. This doesn't slow physical labor, instead inflicting severe delays that appear to be the fault of various group members. If this causes significant hardship for the group as a whole, its members gain a negative Minor Tie toward whomever they blame for it.

The Infernal need not interact directly with the project and doesn't need to be specifically aware of it — she could target “any investigation of my criminal enterprise,” for example. She doesn't learn if such a task is underway. If there isn't one, the tragedy befalls the first such task to begin while this Charm is active.

Up to (Essence) different projects can be simultaneously delayed by stacking this Charm.

All According to Plan

Cost: 15m, 1wp; **Mins:** Bureaucracy 5, Essence 3

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Inauspicious Benediction of Endeavor, Infernal Caprice Edict, Quicksilver Mastermind Foresight, Self-Inflicted Tragedy Orchestration

The Infernal plots schemes within schemes, an ever-branching fractal of infinite complexity.

The Infernal can use this Charm when she's faced with a significant challenge, threat, or obstacle. After a scene spent engaging with the business or members of an organization she leads, she reveals a countermeasure prepared in advance with a project (**Exalted**, p. 226). The project must be one that the organization could feasibly complete in (Essence) weeks based on its nature and resources, and can't completely resolve the obstacle.

If the Infernal uses this Charm in response to a threat posed by a specific character, she forms a Minor Tie of either love or disgust toward him, depending on whether she considers him a worthy rival. If she already has such a Tie, she gains one Willpower if she successfully overcomes the challenge.

If the organization benefits from Inauspicious Benediction of Endeavor, its time reduction applies when determining how lengthy a task the Infernal can prepare.

Reset: Once per story unless reset by accomplishing a legendary social goal with a bureaucratic project.

Keys

Aeon-Spanning Mastermind Agenda: The Infernal waives this Charm's cost and can retroactively accomplish projects that would take up to a year.

Infinitely Subtle Intrigue: The Infernal can use this Charm proactively for any feasible project, rather than doing so reactively. She can use a reactive project an additional time per story, or two times at Essence 5.

Wayward Serf Remonstrations

Cost: 3m, 1wp; **Mins:** Bureaucracy 5, Essence 3

Type: Supplemental

Keywords: Aggravated, Dual

Duration: Instant

Prerequisite Charms: Inauspicious Benediction of Endeavor, Sublimation of Ordained Purpose

The Infernal metes out punishment to those who defy her laws, making a gruesome example to deter such disobedience.

The Infernal passes judgment on a character who's violated a law of Hell that's been established in play (by the Storyteller, an introduce fact roll, Infernal Caprice Edict, etc.). She can also punish characters who disobey her commands if they're First Circle demons or if they're subordinate to her within any kind of hierarchy. She adds (higher of Essence or 3) dice on an attack roll against the offender, an influence roll against him to redress his crimes, or an influence roll to denounce him to others.

On an attack, the Infernal adds an automatic success on the damage roll and deals aggravated damage with **decisive** attacks. On an influence roll, the Willpower cost to resist is increased by one, and characters can't use Intimacies based on opposition to the laws of Hell, hierarchy, or authority figures.

Obedient World Oblation

Cost: 5m, 1wp; **Mins:** Bureaucracy 5, Essence 4

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Inauspicious Benediction of Endeavor, Sublimation of Ordained Purpose

All things heed the Green Sun Prince's authority, though some delude themselves otherwise. They need only be reminded of what they already know.

When the Infernal makes an influence roll that leverages a Tie of reverence toward her or a Principle based on belief in the laws of Hell, she treats its intensity as one step higher for determining what she can convince him to do (**Exalted**, p. 216). If it's a Defining Intimacy, the Willpower cost to resist her influence is increased by one.

Reset: Once per story unless reset by upholding an Intimacy in a way that makes use of or promotes the laws of Hell.

Sand-Scoured Society Infliction

Cost: 15m, 1wp; **Mins:** Bureaucracy 5, Essence 4

Type: Simple

Keywords: Stackable

Duration: One story

Prerequisite Charms: Endless Torment Emanation (Withered Soul Wastes)

The Infernal's words are a weapon against those who imagine there's such a thing as justice, laying bare the nasty, brutish truth of society.

The Infernal curses an organization or other group while interacting with its leader, in its headquarters, or otherwise engaged directly with its leadership or seat of governance. She rolls (Manipulation + Bureaucracy) opposed by the ([Charisma, Intelligence, or Manipulation] + Bureaucracy) of the organization's leader. Success afflicts the organization with the following:

- Any structures that it owns or uses are suffused with malevolence. This works like Blighted Temple Desecration, but can affect structures of any size. Additionally, characters within them count as having a negative Minor Tie toward the group and all of its members, within an emotional context chosen by their player.
- Its members suffer -2 Resolve against rolls to instill negative Ties toward the group or its other members or weaken positive Ties to them, unless their Resolve is higher than the Infernal's roll.
- Its members can't use positive Ties toward the organization or its other members to oppose the Infernal's influence rolls with any Ability, unless their Resolve is higher than the Infernal's roll for this

Charm.

- Once per session, the Infernal's player can inflict an automatic botch on any roll made as part of a part of the organization's affairs. If the group's leader has a negative Tie toward the group, the Infernal can inflict (Intimacy) botches per session instead.
- The Infernal can sense whenever group members come into serious conflict as a result of such negative Ties. She doesn't learn what happened or who was involved, but knows where it happened. Once per day, she may gain one Willpower from this out of smug satisfaction.

The Infernal can renew this Charm at the end of this duration without needing to interact with the organization, but must still make a roll opposing the group's leader.

This Charm can't curse a group if its effective Size is larger than a single Size 5 battle group (**Exalted**, p. 206), but can affect a smaller subset of such a group.

The Infernal can stack this Charm to curse multiple organizations.

Reset: This Charm can only be used on a given organization once per story.

Unquestioned Edict Proclamation

Cost: 15m, 2wp; **Mins:** Bureaucracy 5, Essence 5

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Obedient World Oblation, Sand-Scoured Society Infliction

Hell's Lawgiver brings a new order to the world, binding the kingdoms and nations of Creation to a covenant of damnation.

The Infernal enacts a law, rule, or regulation, either by her own authority or through some other involvement in the law's enactment. It counts as a law of Hell. Any character who reads or hears the law within the region it applies to are bound to it, suffering the following:

- They gain a Defining Principle of belief in the law. If they violate the law, they lose the Intimacy's benefits, but still suffer all its drawbacks.
- If they have a positive Defining Tie to whatever authority enforces the law or a Defining Principle that supports the rule of law, they must spend one Willpower to voluntarily weaken that Intimacy or the Intimacy imposed by this Charm. Mortals and First Circle demons must spend three Willpower.
- They suffer -1 Guile against rolls that would reveal they've broken the law and a one-success penalty on Bureaucracy and Larceny rolls to conceal their misdeeds.
- The Infernal can use Obedient World Oblation on influence that leverages the Intimacy imposed by this Charm once per scene, not once per story.
- The Infernal waives Wayward Serf Remonstrance's Willpower cost when using it to punish violations of the law.

Craft

Aesthetics of Brazen Perfection

Cost: 6m; **Mins:** Craft 1, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal's craft is beyond mortal ken; only Hell knows such wonders.

The Infernal doubles 9s on a Craft roll for any project that uses the exotic materials of the Demon City or orichalcum. It can be used with the other magical materials if they've been tempered in the vitriol of Hell, or another of the other corrupting or transformative substances found there.

Keys

Demon Prince Handiwork (Craft 3): The Infernal can use this Charm on any Craft roll. However, such creations invariably possess alien aesthetics and strange features reminiscent of the Demon City's craftsmanship.

Artisan of Infernal Wonders (Craft 5, Essence 2) (+2gxp): The Infernal can pay a surcharge of two gold points to double 8s.

Forge of Emerald Fury (Essence 3, Artisan of Infernal Wonders) (+1wxp): The Infernal can pay a surcharge of one white point to double 7s.

Unsurpassed Devil-Craft

Cost: 6m; **Mins:** Craft 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Aesthetics of Brazen Perfection

The Infernal's works marry mad genius with frenzied labor, unsurpassed by lesser smiths.

The Infernal rerolls 6s until they cease to appear on a Craft roll. If she rerolls at least three 6s, she also adds a non-Charm successes. She always gains this bonus on Craft rolls that involve the exotic substances of Hell or the craftsmanship of its demonic denizens.

Keys

Brazen Panoply Forging (Essence 2) (+1wp, +4gxp/wxp): The Infernal can pay a surcharge of one Willpower and four gold to points use this Charm after a Craft roll. If it's a roll for a legendary project, she must spend white points instead. The bonus for rolling three 6s increases to two non-Charm successes

and (Essence) non-Charms dice. As usual, the Infernal always receives this bonus on rolls involving hellish crafting.

Demon-King Atelier (Craft 4, Brazen Panoply Forging): The Infernal adds an additional non-Charm success for each 6 that's rerolled into a success. If it's rerolled into a 10, she adds two non-Charm successes. If she uses this Charm together with Demon Prince Handiwork, she also adds two successes for a die rerolled into a number that she's doubled with that Charm.

All-Shaping Vitriol Crucible (Craft 4, Essence 2): The Infernal always receives the bonus for rerolling three 6s. She waives this Charm's cost on rolls involving hellish crafting, except for superior and legendary projects.

Infernal Glories Wrought (Craft 5, Essence 3, Demon-King Atelier): For every three successes the Infernal rolls, she rolls an additional non-Charm die. Successes from these dice are counted in determining how many total dice she can roll with this Charm — e.g., if she rolled three successes with the extra dice, she'd then roll another die.

Primordial Demiurge Perfection (Craft 5, Essence 4, Infernal Glories Wrought): When the Infernal rolls enough successes to trigger Infernal Glories Wrought, she rolls three additional non-Charm dice. She only receives this benefit once per roll, no matter how many successes she receives.

Demon-Smith's Labors

Cost: —; **Mins:** Craft 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal overflows with hellish inspiration, born of fury at the sins of Creation and awe at the wonders of Hell.

The Infernal gains craft points as though she'd completed a basic project (**Exalted**, p. 240) when she:

- Uses something that she's created to right a perceived wrong.
- Uses something that she's created to advance the interest of a demon, a Yozi, or Hell as a whole.
- Introduces a fact related to one of her Crafts or challenges such a fact.
- Obtains exotic materials or wonders of the Demon City, or similar otherworldly substances useful to the Infernal's craft.

World Architect Prerogative

Cost: —; **Mins:** Craft 4, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Demon-Smith's Labors

The Infernal is a heritor to the makers of the world. If she aspires to equal them, it is not hubris — it is her right.

The Infernal adds the following “advanced” objective to the basic objectives for gaining craft points (**Exalted**, p. 240). Each advanced objective she achieves grants an additional two silver points for a basic project or one gold point for others.

- If another character gains or strengthens a Tie toward her, she gains extra points if it's a Tie of terrified awe, reverence, or the like, or if that character is either a demon or a worshipper of a demon, Yozi, or the Infernal.
- If the project provides a benefit to her, she gains extra points if that advantage aids her in righting a perceived wrong.
- If the project supports one of her Intimacies, she gains extra points if it's a negative Intimacy or a Principle that expresses the Infernal's vision of how the world should be.

This Charm is compatible with effects like Demon-Smith's Labors that let non-Craft actions trigger project awards.

Infernal Genius Declaration

Cost: —; **Mins:** Craft 5, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Unsurpassed Devil-Craft, World Architect Prerogative

The Infernal's mind surges with inspiration greater than the mortal soul can bear, envisioning the very workings of the cosmos.

The Infernal rolls (Intelligence + Craft) after a scene spent poring over designs, explaining her creations to a captive hero, examining models and prototypes, boasting over her latest creation, working in her laboratory, or the like. She gains silver points equal to her successes and a gold point for each 10. An audience isn't necessary, but who doesn't want an audience?

The Infernal doubles 9s if her labors involve exotic substances and reagents of the Demon City, demonic specimens, the forbidden lore of Hell, or the like, or a hellish stunt suitable to the Storyteller. However, if she receives any gold points, she gains a related Minor Intimacy: fascination with the transformative properties of vitriol; annoyance with one of her demonic minions; an arrogant confidence in her ability to master forbidden powers. She can't voluntarily weaken it for the rest of the session.

Reset: Once per story.

Keys

Blasphemous Epiphany of Design: The Infernal always doubles 9s, and doubles 8s with hellish crafting. With Craft 5, Essence 3, she always doubles 8s, and doubles 7s for hellish endeavors.

Triumphant Genius Vindication (Essence 2, Blasphemous Epiphany of Design): The Infernal can reset

this Charm by completing a superior project.

Ceaseless Brilliance Appreciation (Triumphant Genius Vindication): The Infernal can use this Charm once per day. However, she can't gain more than one gold point and (Essence + 2) silver points for each Craft Ability that she has rated at 5 dots. She can wait until after the roll to decide whether to invoke the once-per-story waiver of this limitation.

Raving Enlightenment Lesson (Triumphant Genius Vindication): The Infernal gains an additional (Essence + 5) gold points when she uses this Charm. This isn't compatible with Ceaseless Brilliance Appreciation's daily use.

Cosmic Forge Comprehension (Essence 3, Raving Enlightenment Lesson): Once per story, when the Infernal uses Raving Enlightenment Lesson, she also gains five white points.

Hundred-Handed Demiurge Endeavor

Cost: —; **Mins:** Craft 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal understands the cosmic principles that underly all creation, the unity of every art and craft.

When the Infernal learns this Charm, each dot she has in a Craft Ability grants her an additional dot that she may place in another Craft Ability with a lower or equal rating. Likewise, each Craft dot the Infernal purchases with experience grants another dot that can be assigned to a Craft with an equal or lower rating.

For example, an Infernal with Craft (Alchemy) 2 and Craft (Smithing) 2 would receive four extra Craft dots when she learns this Charm. If she raises Alchemy to 3 later, she'd gain another Craft dot.

Blasphemous Idol Grotesquerie

Cost: 1m, 1wp; **Mins:** Craft 3, Essence 1

Type: Reflexive

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: None

The Infernal's art evokes visceral terror and transgressive desire, holding up a hellish mirror to the world.

The Infernal can use this Charm upon completing a Craft project to create a painting, statue, tapestry, or other objects d'art. She makes a ([Charisma or Manipulation] + Craft) inspire roll to suffuse it with passion, which affects any character who views the object for the first time. Affected characters also gain a Minor Principle reflecting an appreciation for the arts and aesthetics of Hell. Mortals and First Circle

demons suffer –1 Resolve against this influence.

The Infernal's influence lingers for (Essence) weeks after this Charm ends.

The Infernal can use this Charm on up to (Essence) objects at a time.

Keys

Envenomed Heart Aesthetics (Craft 4): Instead of an inspire roll, the Infernal can instead instill a positive Tie toward herself or one of her own negative Ties for an individual.

Passionate Infernal Artistry (Craft 4, Essence 2): The Infernal can use this Charm on anything she crafts that incorporates artistic or ornamental elements.

Correction of Imperfect Forms

Cost: 10m, 1wp; **Mins:** Craft 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal makes whole what has been twisted and shattered, restoring the order of the Yozis to a broken world.

The Infernal needs only the slightest remnant of something to repair it (**Exalted**, p. 242), allowing her to accomplish impossible feats like reconstructing forbidden texts from ashes, rebuilding a teahouse that's been burnt to cinders, or similar feats. These repairs may improve on superficial flaws in the original, leaving the reconstructed object more symmetrical in design.

Alternatively, if an object has been altered by exposure to the Wyld or other environmental Shaping effects, the Infernal can restore it to normalcy with a repair project.

Experimental Acceleration Mastery

Cost: 6m; **Mins:** Craft 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal need not check and recheck the perfection of her designs. Implementation is efficiency.

The Infernal warps time around her to complete a basic or major project with incredible speed. Most projects can be finished in seconds or minutes if she has all the necessary tools materials. The most arduous, work-intensive projects can be completed in an hour for basic projects or a day for major projects.

If the Infernal uses this Charm to create something that provides a significant advantage while pressed for time, she gains an additional silver point.

Keys

Temporal Efficiency Optimization (Craft 5, Essence 2) (+4m, 1wp): The Infernal can pay a four-mote, one-Willpower surcharge to complete most superior or legendary projects in (6 – Essence) weeks.

Creating a five-dot or N/A artifact or manse takes that many months instead. This doesn't accelerate takes that aren't directly related to using Craft, like gathering resources or recruiting laborers. Projects that are heavily dependent on such efforts, like manse construction, typically take at least a season to complete.

Crystal-Fire Pattern Construct

Cost: 4m; **Mins:** Craft 5, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Experimental Acceleration Mastery

The Infernal crystallizes natural law into a tangible force, defining her surroundings in accordance with her design.

The Infernal can use this Charm on her turn to create a simple, geometric form out of hardened force at a point within short range of her. She can only use it once per turn. She can create constructs of sufficient size and thickness to provide light cover (**Exalted**, p. 199), but can also create platforms, bridges, ramps, or the like. She can't create constructs large enough to span multiple range bands.

A feat of demolition to destroy the construct requires a minimum Strength of (Essence + Intelligence) and has difficulty (Essence + Willpower). Environmental hazards and similar sources of harm can damage or destroy them, at the Storyteller's discretion, but they're immune to environmental hazards with damage lower than (higher of Infernal's Essence or 3).

At the end of the scene, the Infernal's constructs dissolve into translucent white light.

Keys

Conceptual Structure Reinforcement: The Infernal can create constructs large enough to provide heavy cover.

Crystal-Fire Barrier Technique (Essence 2) (+3i): The Infernal can pay a three-Initiative surcharge to use this Charm outside of her turn. She can use this in response to an attack against her or an ally, interposing the construct to provide cover against that one attack without the need for a take cover roll. There's no limit on how many times the Infernal can use this key in a round.

Crystalline Pattern Expansion (Craft 5, Essence 3, Conceptual Structure Reinforcement): The Infernal can create a construct large enough to span up to (Essence + 1) range bands. She can also create constructs that floats stationary in mid-air, without needing to attach it to any surface.

Glory-Forging Sacrifice

Cost: —; **Mins:** Craft 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal's forge is stoked with sacrifice, imbuing her works with her victims' agonies.

The Infernal refines her art through the ritual execution of a victim during a basic or major project, whether to supply raw materials or as a test of a work in progress (**Exalted**, p. 240). Doing so adds (victim's Essence) dice on each roll for a project. The Infernal adds (higher of applicable Craft or victim's Essence) to the silver points awarded by a basic project. On major projects, she subtracts the same amount from the silver point cost for the first roll. The sacrifice can't be a trivial character.

With Craft 5, Essence 3, the Infernal can enhance superior projects with the sacrifice of a supernatural being, reducing the first roll's gold point cost by (victim's Essence). If the victim is a celestial god or an Exalt, the cost is reduced by an additional point.

Fiendish Deathtrap Ingenuity

Cost: 3m, 3i, 1wp; **Mins:** Craft 5, Essence 2

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Unsurpassed Devil-Craft

The Infernal savors the fear of those caught in her elaborate deathtraps, leaving them to die a slow, lingering death.

The Infernal reveals that an enemy within medium range has stumbled into one of her traps, a one-time environmental hazard with difficulty (relevant Craft). Damaging traps have Damage (Essence)L, plus an additional die for each success the target failed by.

Snares, pit traps, and the like inflict the effects of being grappled on an enemy who fails his roll, with one round of control plus an additional round for each success he failed by. The Infernal can't take the usual special grapple actions but doesn't suffer any penalties. A trapped character or his ally can spend their entire turn to reduce the clinch's rounds of control by two. Attacking or damaging the Infernal doesn't subtract rounds of control.

If the Infernal has a relevant Craft, she gains three silver points if her target fails his roll. She gains (victim's Essence) additional gold points if a nontrivial enemy is incapacitated by a damaging trap, or if a snared nontrivial enemy surrenders.

If the Infernal leaves a snared victim behind at the end of the scene to await whatever fate befalls him, she rolls (Essence) dice and loses that many Limit, maximum once per day.

Force-Suppression Barrier

Cost: 5m, 1wp; **Mins:** Craft 5, Essence 2

Type: Reflexive

Keywords: Blasphemy, Perilous, Uniform

Duration: One scene

Prerequisite Charms: Crystal-Fire Pattern Construct (Crystal-Fire Barrier Technique)

It is the Infernal's will that she not be attacked. Who can gainsay her?

To use this Charm, the Infernal's anima must be at burning or higher. It crystallizes into a force construct around her, adding +1 Defense and (Essence) soak. She waives the Initiative cost for full defense actions, letting her use them while crashed, and can flurry them with non-attack actions. The shield shines as a burning anima (p. XX).

While using this Charm, the Infernal reduces the cost of Crystal-Fire Pattern Construct by two motes.

Blasphemy: If the Infernal's Devil-Body has Barrier Defense, this Charm's Defense bonus is non-Charm.

Unwrought Dream Perfection

Cost: 6m; **Mins:** Craft 5, Essence 2

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: World Architect Prerogative

The Infernal dreams of strange, ever-shifting forms and alien designs, glimpsing the impossible wonders known only else to Oramus, who sees beyond the world.

After at least five minutes spent in fever-dream sleep or drug-induced hallucinations, the Infernal may exchange craft points of one type for another. She may exchange silver points for gold points or gold points for white points at a rate of two to one, or white points to gold points or gold points to silver points at a rate of one to two. Each activation only allows her to convert one type of craft points.

This feverish inspiration urges the Infernal to create strange new wonders. For the rest of the day, she adds (Essence) dice on rolls to make something she's never created before or to create something unique, like most artifacts. However, she suffers a one-success penalty Craft rolls to create something she's made before, or something made from a preexisting design.

Demon-Smelting Furnace Temper

Cost: 10m, 1wp; **Mins:** Craft 5, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Glory-Forging Sacrifice, Unsurpassed Devil-Craft

The Infernal dissolves a demon into its very Essence to suffuse her artifice with its fiendish might.

The Infernal executes a demon as she begins a superior project to create an artifact, permanently destroying it and applying the gold point discount from Glory-Forging Sacrifice on all rolls she makes for the project. She chooses up to (Essence) of the demon's Eclipse Charms and imbues the artifact with them as Evocations, in addition to its own. They don't count toward the limit on how many Evocations the artifact can have. The Infernal can spend white points as if they were experience to awaken these Eclipse Charms.

Keys

Anvil-Altar Sacrament: The Infernal can use this Charm on any supernatural being with Eclipse Charms.

Verdigris Relic Corruption

Cost: 10m, 1wp; **Mins:** Craft 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Demon-Smelting Furnace Temper

Baptized in vitriol, the Infernal's masterworks become treasures worthy of a Green Sun Prince.

The Infernal tempers an artifact in vitriol or another of the caustic, transformative substances of Hell, turning it into one of the hellish artifact that Infernal Exalted are resonant with. This takes (10 – Essence) hours. At the Storyteller's discretion, this may alter the artifact's themes and the nature of the Evocations that can be awakened from it.

The Infernal can immediately awaken up to (Essence) of the tempered artifact's Evocations. She can do so by incurring experience debt (p. XX), spend white points toward the Evocation's cost as if they were experience, or a combination of the two.

The Infernal can use this Charm on an artifact that's already been corrupted to awaken a single Evocation, as above.

Reset: This Charm can only be used on an artifact once per story.

Elsewise Masterworks Paradox

Cost: 10m, 1wp; **Mins:** Craft 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Unsurpassed Devil-Craft (Demon-King Atelier), Unwrought Dream Perfection

The Infernal draws forth a wonder from thin air — something that she might have created, but never did.

The Infernal manifests a two-dot artifact out of nothingness. She must have at least one dot of Craft (Artifact). Such artifacts bear all the hallmarks of her crafting, but their aesthetics and design are sometimes strange and subtly unnerving, perhaps even to the Infernal herself. She receives five gold points as long as this satisfies a basic objective.

With Essence 5, the Infernal can use this Charm to create three-dot artifacts.

Reset: Once per story. The Infernal can reset it by completing a project to create an artifact or manse.

Green Sun Forge

Cost: 10m, 1wp, 5wxp; **Mins:** Craft 5, Essence 5

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Unsurpassed Devil-Craft (Primordial Demiurge Perfection), Verdigris Relic Construction

The Green Sun Prince is a peer to Hell's greatest artificers, equal both in glory and terror.

When the Infernal begins a project to create an artifact, she treats its level as one dot lower to determine how long the project takes, the goal number, and any effects that benefit from the lower rating. For two-dot artifacts, projects require one week and have a goal number of 10. This is compatible with N/A artifacts: they count as five-dot artifacts and only require a superior project, but the craft point cost must still be paid with white points.

However, such mastery is not without price. The Infernal's player and the Storyteller should work together to determine a cost to be paid by the Infernal or whomever the artifact is made for, akin to those asked by Ligier (p. XX). The severity of this varies with the artifact's rating: a two-dot artifact's price may be merely unpleasant, while an N/A artifact demands life-altering consequences. She can still complete the project if the price isn't paid, but the resulting artifact will bear a curse that falls upon its wielder or a potentially crucial imperfection.

Reset: Once per story.

Dodge

Who Strikes the Wind?

Cost: 2m; **Mins:** Dodge 1, Essence 1

Type: Reflexive

Keywords: Stackable, Uniform

Duration: Instant

Prerequisite Charms: None

The Infernal moves like a demonic wind. She is untouched by all opposition and adversity, even as the sky blackens with arrows meant for her.

The Infernal ignores penalties to Evasion from external sources: onslaught penalties, environmental penalties, and the like. It won't assist with "internal" conditions, like wound penalties, poison penalties, or crippling penalties. It also doesn't negate penalties from surprise attacks.

If the Infernal successfully dodges an attack, she adds one die on the next attack roll, rush, or disengage she makes against her attacker. Bonuses from multiple uses of this Charm stack. She loses this benefit if she doesn't use it by the end of her next turn.

While using Opened Eye of the Hurricane (p. XX), the Infernal also gains +1 Evasion.

Keys

Silent Wind Sublimation (Dodge 3): This Charm negates all penalties, other than surprise attack penalties.

Kalmanka's Grace

Cost: 2m, 1i; **Mins:** Dodge 3, Essence 1

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Who Strikes the Wind?

The Infernal waltzes and pirouettes with the Arrow Wind of Hell when she wishes, dancing around lesser projectiles.

When an enemy makes a ranged attack against the Infernal, his 1s subtract successes. If the Infernal's attacker is at medium range or further from her, his 2s subtract successes as well. If the Infernal successfully dodges, the attacker loses one point of Initiative for each success subtracted from his roll, maximum (higher of Infernal's Essence or 3).

This Charm's Initiative cost is waived against attacks from long range or beyond.

Keys

Arrow Wind's Embrace (Dodge 4, Essence 2): The Infernal gains the Initiative lost by her attacker, maximum (Essence).

Distorted World Ripple

Cost: 1m, 1i; **Mins:** Dodge 2, Essence 1

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: None

The Infernal is not where she seems to be, as if all the world but her was a mirror cracked.

When the Infernal dodges, up to (higher of Essence or 3) 6s on the attack roll force the attacker to reroll that many successful dice, starting with 7s and moving up. If her attacker rolls at least three 6s, she gains an additional +1 Evasion.

Keys

Topiary Reality Mirage (Dodge 3): The Infernal can use this Charm after an attack roll against her.

Skewed Reflection Shift (Dodge 5, Essence 2) (+1wp): For a one-Willpower surcharge, each 6 rerolls three successful dice.

Shadow Escapes the Sun

Cost: 2m; **Mins:** Dodge 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal is untouched by the blades and chains of the so-called righteous, a shadow ever just beyond their grasp.

The Infernal adds a non-Charms die on a disengage, withdraw, or take cover roll, plus an additional non-Charms die for each condition that applies:

- There's no more than one nontrivial enemy within close range of her.
- She's been hit by a **decisive** attack this scene.
- She's in darkness or dim light sufficient to impose visibility penalties.
- She's moving toward the exit of a confined space, or taking cover behind something between an exit and her enemies.

Keys

Shadow Without Form (Dodge 3): Each condition the Infernal meets also negates a point of penalty on her roll.

Untouched Gloaming Grace (Dodge 5, Shadow Without Form) (+1m): For a one-mote surcharge, the Infernal doesn't lose Initiative for disengaging. This surcharge is waived if she meets at least one condition.

Casting Long Shadows (Dodge 5, Essence 2, Shadow Without Form) (+5m): The Infernal can pay a five-mote surcharge to make a disengage roll against an enemy at short range.

Darkening Distant Horizons (Dodge 5, Essence 2, Shadow Without Form) (+2m, 1wp): For a two-mote, one-Willpower surcharge, a successful disengage lets the Infernal move two range bands away, instead of that action's usual effect. She can't use this key and attack on the same round.

Dusk Before Dawn (Dodge 5, Essence 2, Untouched Gloaming Grace) (+2m, 2i): For a two-mote, two-Initiative surcharge, the Infernal also treats a successful roll as a Stealth roll to establish concealment, as long as she ends her movement in a place that provides a suitable hiding place. She can't use this key and attack on the same round.

Sand-Through-Fingers Defense

Cost: 1m, 2i; **Mins:** Dodge 3, Essence 1

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Any two of Distorted World Ripple, Shadow Escapes the Sun, or Who Strikes the Wind?

The Infernal eludes her foe's grasp, dissolving into silvery sands, crimson wind, shattered glass, or writhing shadows.

The Infernal can use this Charm after successfully dodging an attack, dissolving and then reforming one range band away. This doesn't let her pass through physical barriers.

Keys

Bloodless Murk Evasion (Dodge 4, Essence 2) (+2m): For a two-mote surcharge, if the Infernal successfully dodges, she can reflexively roll Stealth to establish concealment, as long as her new location provides a suitable hiding spot.

Drifting Demon Abduction (Dodge 5, Essence 2) (+3m): When the Infernal dodges an attack at close range, she can pay a three-mote surcharge to drag her enemy with her to her new location. If this directly imperils him, such as dragging him off a cliff, the Storyteller should let him make a suitable roll to avoid harm, like rolling (Dexterity + Athletics) to grab on to the cliffside.

Sand-Slip Trick (Drifting Demon Abduction): When the Infernal uses Drifting Demon Abduction, she can choose to displace her attacker while remaining in her current position.

Laughing Gust Denial (Dodge 5, Essence 2): The Infernal's ephemeral form allows her to pass through any obstructions between her and her destination.

Opened Eye of the Hurricane

Cost: 5m, 1wp; **Mins:** Dodge 4, Essence 2

Type: Reflexive

Keywords: Perilous

Duration: One scene

Prerequisite Charms: Who Strikes the Wind? (Silent Wind Sublimation)

Many stand against the Infernal. Their opposition is prayer to her.

The Infernal gains the following benefits:

- She gains +1 Evasion. This is non-Charms if she's unarmored.
- She ignores onslaught penalties to her Evasion, and reduces other penalties by (higher of Essence or 3).
- Enemy battle groups don't receive benefits from their Size on attack rolls against her.
- She gains one mote when she dodges a **decisive** attack, maximum once per round.

This Charm ends if a round goes by without the Infernal moving at least one range band or successfully rushing an enemy.

Sloughed Husk Warren

Cost: 5m; **Mins:** Dodge 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Any two of Distorted World Ripple, Shadow Escapes the Sun, or Who Strikes the Wind?

The Infernal's skin flakes away as brass, basalt, metallic foliage, or other hellish debris, growing to engulf her anew.

The Infernal can use this Charm on her turn, forming a barrier of hellish debris. It provides light cover and turns the ground to difficult terrain out to close range from the Infernal. For the rest of the scene, she can roll to take cover behind it as a reflexive action on her turn, including the turn she uses this Charm.

The barrier heeds the Infernal's will — enemies don't benefit from its cover against her attacks, and it doesn't impede her movement.

Keys

Brazen Crucible Cage (Dodge 5) (+1wp): For a one-Willpower surcharge, as long as the Infernal benefits from this Charm's cover, she can dodge attacks with successes equal to her Evasion this scene. Enemies whose Initiative is lower than hers can't benefit from magic that reduces or ignores its cover.

Hellshrike Hunter's Nest (Dodge 5, Essence 3): The Infernal can create heavy cover. If an enemy fails a rush or disengage against her or hits her with an unarmed or natural attack while she benefits from this Charm's cover, he suffers one die of lethal damage, ignoring Hardness.

Seeds on Crimson Wind (Dodge 5, Essence 4): The Infernal can commit this Charm's cost for one scene to cause the hellish barrier to move with her, dragged by her anima or writhing along under its own power. It leaves a trail of difficult terrain in her wake when she crosses between range bands, which remains until the start of her next turn.

Swallowed in Eternity

Cost: 3m, 1wp; **Mins:** Dodge 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Sand-Through Fingers Defense

The Infernal denies her presence to those unworthy to prostrate themselves before her.

When the Infernal makes a disengage roll or opposes a rush roll, beating an enemy's roll causes him to move one range band away. He doesn't cross the space between, nor is he aware of this movement — only he isn't where he was before. If the Infernal uses this Charm while disengaging, she doesn't receive that action's usual movement on her turn, but still receives the reflexive moment from the disengage if an affected enemy pursues her.

This Charm's Willpower cost is waived if the Infernal only uses it against one enemy.

Keys

Foe-Swallowing Sandstorm Displacement (Dodge 5) (+5m): When the Infernal uses this Charm to disengage, she may pay a five-mote surcharge to roll against all enemies within short range.

Lost in Futility (Dodge 5, Essence 3) Affected enemies can't rush the Infernal or oppose her disengage rolls until the end of her next turn, unless their Initiative is higher than hers. Even then, they suffer a -1 penalty on rolls to rush her or oppose her disengages for the rest of the scene.

Endless Horizons Unfolding (+1wp): The Infernal can pay a one-Willpower surcharge when she uses this Charm against a single enemy to distort space even further. For the rest of the scene, he counts as one range band further away from her than he actually is if this is disadvantageous to him. He can overcome this by making a special rush action against her from "short" range. If he succeeds, he ignores this effect until the beginning of his next turn.

Demon-Gaoler's Durance (Essence 5, Endless Horizons Unfolding) (+6m, 2i): The Infernal can use Endless Horizons Unfolding against multiple enemies for an alternative surcharge of six motes and two Initiative.

Crimson Orphan Abandonment

Cost: 3m per afterimage; **Mins:** Dodge 5, Essence 2

Type: Reflexive

Keywords: Uniform, Stackable

Duration: Until next turn

Prerequisite Charms: Who Strikes the Wind? (Silent Wind Sublimation)

The Infernal outpaces her inner demons, trailed by screaming afterimages of crimson wind.

The Infernal can use this Charm after an attack against her to splinter off an afterimage. Each 1 on the opposing attack roll lets her create an additional afterimage for three motes each. She can have up to (Stamina or Wits) total afterimages, including from multiple uses of this Charm.

The Infernal can expend an afterimage after an attack roll, including the one she used this Charm in response to. The attacker rerolls a single successful die, starting with 7s and going up. She can only spend one afterimage per attack, but the attacker must reroll an additional die for each other afterimage she has.

Keys

Twins Shed Like Blood: When the Infernal takes **decisive** damage, she can expend all of her afterimages to reduce it by that many levels. If she takes no damage from an attack, she counts as having dodged it.

Splintered Gale Separation

Cost: 3m, 1wp [1m]; **Mins:** Dodge 5, Essence 2

Type: Simple or Reflexive

Keywords: Uniform, Stackable

Duration: Instant

Prerequisite Charms: Crimson Orphan Abandonment

The Infernal's fleeting whims are more real than most people will ever be, pouring out from her mouth to take form in a soundless scream of bloody vapor.

The Infernal splinters off a mortal duplicate of herself. It's fully independent and has the following traits:

- It has the Infernal's Attributes, Abilities, Willpower, specialties, and Innate Merits.
- It has the Infernal's base health track, not including extra levels from Hardened Demon Flesh.
- It has Essence 1, no mote pool, and no anima banner. It can't use the Infernal's Charms or other magic.
- It has the Infernal's Intimacies, plus a Defining Tie toward the Infernal chosen by her player. This Tie can't be weakened or altered.
- It appears with functional copies of the Infernal's equipment. Artifacts are replaced by superficially identical but mundane equivalents. This equipment dissipates if separated from the duplicate for more than a scene.
- Observers can't tell the duplicate from the Infernal with read intentions actions unless they enhance the roll with magic or use superhuman senses.
- It can travel up to (Essence) miles from the Infernal. If it goes any further, it dissipates into wind.
- The Infernal can touch it and end this Charm to absorb it, gaining its memories.

The Infernal can use this Charm reflexively after dodging an attack, creating a duplicate and reflexively roll Stealth to enter concealment. Characters who fail the roll believe the duplicate is the true Infernal, and vice versa.

This Charm can be stacked to create up to (Essence + 5) duplicates.

Keys

Abandoning Weakness (Essence 3) (+2i or +4i): The Infernal can pay a two-Initiative surcharge to transfer one level of non-aggravated damage from her health track to that of a newly-created duplicate. The surcharge increase to four Initiative if she has a -2 or higher wound penalty.

Adrian Falls, Adorjan Remains (Essence 5; Abandoning Weakness) (20m, 1wp): Once per story, the Infernal can pay twenty motes, one Willpower when she would be killed, dissolving into wind and taking over the body of her nearest duplicate within the same realm of existence. If the duplicate is within long range, she reforms at the end of her next turn, healing any damage to her Incapacitated level. Her equipment doesn't carry over with her. If the duplicate is further away, it takes her one hour for each mile between them. This can be averted by slaying the duplicate before the Infernal remanifests.

New Friend Excitement

Cost: 4m; **Mins:** Dodge 5, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Kalmanka's Grace (Arrow Wind's Embrace)

The Infernal thrills as arrows rain down upon her, skipping between them to meet her foe.

The Infernal can use this Charm after dodging an attack made from medium or long range, instantly dashing into close range with her attacker. She adds (Essence/2, rounded up) automatic successes on any close range attacks or rushes she makes against that enemy until the end of her next turn, and can rush with (Dexterity + Dodge).

If the Infernal has Sands-Through-Fingers Defense's Laughing Gust Denial key, its benefits apply to her movement with this Charm.

Soul-Sieve Transmutation

Cost: 2m. 1wp; **Mins:** Dodge 5, Essence 2

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Sands-Through-Fingers Defense

The Infernal dissolves into silvery sands, letting blades and flames pass through her until only she remains.

The Infernal briefly dematerializes as she's attacked or when she faces another source of harm. She can evade even undodgeable attacks and perfectly defends against any source of harm that's incapable of affecting dematerialized characters. This doesn't let her defend against ambushes.

Against magic that can attack dematerialized characters, the total successes on the attack roll and damage roll are both halved, rounded down. (Note that most such effects must be declared before the attacker

makes his roll, meaning he can't wait until after the Infernal uses this Charm to invoke such magic.)

If the Infernal is already dematerialized when she uses this Charm, she can instead manifest herself and dematerialize her attacker for the briefest moment. She perfectly defends unless her attacker can strike material foes while dematerialized — a rare talent.

Against large sources of harm that affect multiple characters, like a wildfire, she only dematerializes enough to protect herself. If the Infernal uses this Charm to evade a recurring source of uncountable damage, she waives the cost of subsequent uses this scene to defend against it.

Reset: Once per scene, unless reset by dodging a **decisive** attack made by an enemy with 20+ Initiative. This Charm can't reset itself.

Keys

Naught But Dust (Essence 3) (+4m): The Infernal can pay a four-mote surcharge to dematerialize her attacker even while she's material. Alternatively, she can use this key while dematerialized to extend this Charm's duration to one tick.

Endless Sands Exceed Mere Grains (Essence 5) (+4m, 1wp [4m]) The Infernal can pay a four-mote, one-Willpower surcharge to extend this Charm's duration until her next turn. However, each time she takes damage from an attack that bypasses her perfect defense, she must pay an additional four motes or this Charm ends. This isn't compatible with dematerializing attackers unless the Infernal has Naught But Dust. They're only dematerialized until the end of that tick.

Flesh-Scorning Flagellation

Cost: 10m, 1wp; **Mins:** Dodge 5, Essence 3

Type: Simple

Keywords: Blasphemy

Duration: One scene

Prerequisite Charms: Soul-Sieve Transmutation

Whirling silver sands flay away the Infernal's form, peeling away ephemeral flesh, stripping pulsating meat and slimy viscera from bone, and finally reducing bone to dust.

The Infernal dematerializes in a disquieting display. She can choose to remain visible as an apparition of swirling sand or sizzling rain, or render herself imperceptible, as most dematerialized beings are. She can pay one mote to reflexively change between these options. At bonfire anima, she becomes visible and must remain so until her anima recedes. She can dematerialize even in spiritual realms like Malfestas.

Blasphemy: If the Infernal's Devil-Body has Dematerialized Form, she instead gains +2 Evasion and can perfectly dodge attacks that aren't enhanced by magic even while partially material.

Keys

Stone-Flayer Touch (Essence 4) (1m or 1m, 1wp): The Infernal can pay one mote to affect materialized characters or objects with a single action. This costs one mote and one Willpower for attacks against nontrivial enemies.

Soul-Sand Devil Incarnation (Essence 5, Stone-Flayer Touch): The Infernal gains this Charm's benefits

permanently. She can activate it to materialize, reversing its grotesque transformation. This extends its duration to Indefinite.

Exodus Beyond Eternity

Cost: 10m, 1wp; **Mins:** Dodge 5, Essence 5

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Endless Horizons Unfolding

The Infernal deftly steps aside as a foe lunges for her, letting him stumble down the path of his damnation.

The Infernal adds a free full Excellency to her Evasion against an enemy who's at his base Initiative or lower. If her enemy is crashed — either before he attacked her, or as a result of her defensive Charms — he's banished into the Endless Desert. He can return to his original location with a five-day journey, though (Wits + Survival) rolls may be needed to navigate the shifting sands.

Reset: Once per scene.

Integrity

Ego-Infused Pattern Primacy

Cost: 4m (1wp); **Mins:** Integrity 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

It is not the place of the universe to dictate the Infernal's identity.

Ego-Infused Pattern Primacy defends the Infernal against a Shaping effect. She adds dice equal to her current temporary Willpower on an opposed roll or (current temporary Willpower/2, rounded up) to a static value, regardless of what Ability she uses.

If the Shaping would change the Infernal in a way that would undermine the sense of self expressed in one of her Intimacies, or hinder her ability to uphold that Intimacy, she adds an additional (Intimacy) dice, or (Intimacy/2, rounded up) to a static value.

Even if the Infernal fails, she can pay one Willpower to mitigate the consequences. The Shaping can't kill her, leave her unable to take actions, or completely prevent or from using Charms or other magic — at least, not immediately. The Storyteller can weaken or alter such effects, or can have the effect develop progressively over the course of seasons, or even years. If the Shaping is normally permanent, it becomes possible for the Infernal to break it, though it's up to her to figure out how — often with the use of Lore,

Medicine, or Occult.

Unyielding Devil Will

Cost: 2m; **Mins:** Integrity 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Crowned in hellfire, the Infernal will not bend before pain or horror.

The Infernal adds +1 Resolve and ignores up to (Stamina/2, rounded up) points of wound penalties, penalties from fear-based Intimacies, or other penalties based on pain or fear. This can't reduce a Resolve penalty from an Intimacy penalty by more than one point.

The Infernal can also use this Charm to enhance her Guile against effects that would reveal one of her fear-based Intimacies or otherwise expose her fears.

Freedom Lets Go

Cost: 4m; **Mins:** Integrity 2, Essence 1

Type: Simple

Keywords: Mute, Psyche

Duration: Instant

Prerequisite Charms: None

The Infernal flays away the burdens of her heart, scouring true love and vengeful bitterness alike.

The Infernal erases one of her Ties to an individual, turning her back on him and walking away. If he isn't present in the scene, she need only mouth his name silently. Forsaking a Major or Defining Tie grants her one Willpower. She can't forsake Ties to her Lunar mate.

For the rest of the story, the Infernal can't voluntarily reform or strengthen the forsaken Intimacy. Rolls to instill it use the rules for overturning influence (**Exalted**, p. 221).

The Infernal may optionally erase the forsaken character from her memories. She retains her memory of past events involving him, but misremembers or misattributes events and deeds specific to him.

Reset: Once per day, unless reset by voluntarily raising a Tie to an individual to Major or Defining intensity.

Keys

Easily Abandoned Burden (Integrity 4): The Infernal can use this Charm reflexively when a character makes an influence roll, sacrificing a Tie to an individual that would have supported the influence. Sacrificing an Intimacy used to justify an instill roll, persuade roll, or similar influence doesn't render that

influence unacceptable.

Outrunning the Past (Essence 2, Easily Abandoned Burden) (+3m): If the Infernal chooses to erase her memories of a Major or Defining Tie, she reduces the Willpower cost to resist the influence by one. She may pay a three-mote surcharge when facing an influence roll that requires the sacrificed Tie to justify it, like a persuade roll. If she does, that influence fails automatically unless the Infernal has another Intimacy that supports it.

Tragic Love Amusement

Cost: 2m, 1wp; **Mins:** Integrity 3, Essence 1

Type: Simple

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Freedom Lets Go

At times, the Infernal's hatred is safer than her love.

The Infernal instantly forms a Minor Tie of love toward an individual, whether romantic or otherwise. Alternatively, she can enchant an existing Tie. As long as she has the Intimacy, she gains the following benefits:

- Harming the beloved character, expressing affection for him, teaching him, or helping him can never violate her Tie toward him. Once per day, she can add (Intimacy) dice on a roll to do so.
- When the Infernal makes an influence roll against the beloved character, he suffers –1 Resolve against her.
- When the Infernal upholds the enchanted Tie, she gains (Intimacy) motes in addition to gaining Willpower.
- Once per day, she can reduce the Willpower cost to resist influence that would weaken the Intimacy by one. Even if she uses this Charm multiple times, they're all subject to the same once-per-day limit.

The Infernal can stack this Charm to have up to (Charisma) enchanted Ties.

Keys

Adoring Atrocity Infatuation (Integrity 5, Essence 3): This Charm permanently apply to all Ties of love the Infernal has toward individuals, with no limit on how many it can affect. She suffers –1 Resolve against those she loves and against influence that would instill such Ties.

Sevenfold Vengeance Oath

Cost: 1m, 1wp; **Mins:** Integrity 2, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

The Green Sun Prince will not be denied her vengeance.

The Infernal swears to avenge a significant wrong committed against her or one of her Intimacies, forming a Minor Intimacy appropriate to her vengeance. The Intimacy can't be fully eroded, only reduced to Minor intensity, and the Infernal adds +2 Resolve against influence opposed by it. She can't voluntarily weaken the Intimacy.

If the Infernal achieves her vengeance in a narratively significant way, she gains one Willpower. If she ends this Charm before her revenge is complete, she gains one Limit.

Cosmic Transcendence of Virtue

Cost: —; **Mins:** Integrity 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal has transcended mortal ethics, a paragon of alien virtues at their uttermost extreme.

Upon purchasing this Charm, the Infernal gains one of its keys, irrevocably altering her mind. She can pay one Willpower to suppress a key's effects for a single action, or three Willpower for a scene.

Keys

Apex Being Assurance: Fear is no longer a meaningful concept for the Infernal. She gains +3 Resolve against fear-based influence and is immune to fear-based influence that isn't enhanced by magic. She is incapable of having Intimacies based on fear, whether voluntarily or as a result of social influence. She can't retreat, surrender, or otherwise avoid combat for any reason other than practical strategic concerns.

Greatest Good Benevolence: The Infernal's empathy and compassion crystallize into something inhuman, caring for others not as individuals but as components of a greater whole. When she bolsters her Resolve with a positive Tie toward a group, an Intimacy reflecting compassion or benevolence on a broad scale, or a similar "greater good," she ignores any Resolve penalties from positive Ties to individuals unless their intensity is higher. She can act against positive Ties toward individuals without gaining Limit or suffering other consequences as long as doing so aligns with her Intimacy of greater good. However, she rolls two additional dice of Limit whenever she violates a "greater good" Intimacy.

Immutable Self-Concept Axiom: The Infernal's unfaltering conviction in her beliefs, goals, and choices reaches inhuman extremes. She adds +3 Resolve against any influence that would weaken or alter one of her Intimacies, as well as Psyche effects that would cause her to gain Intimacies or alter her memories. She can't violate her own Major or Defining Intimacies, including by voluntarily weakening it.

World-Transcending Temperance: With extreme self-control comes absolute clarity of focus. The Infernal gains +3 Resolve against influence that is based on worldly pleasures and hedonistic desires, and influence that would cause her to act in an intemperate or unmannerly fashion. She also gains this bonus against Psyche effects that compel her to take actions or alter her perception. She's incapable of having

Intimacies based on enjoyment, hedonism, or desire. She can't indulge in worldly pleasures that provide no concrete benefit.

Delightful Nightmare Embrace

Cost: —(5m, 1wp); **Mins:** Integrity 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The shifting chaos of the Wyld is as ephemeral as a dream to the Infernal, evanescent nightmares that fade upon waking.

The Infernal and her equipment can't truly be affected by environmental Shaping effects. Any changes that she suffers are illusory and fade away as soon as she leaves the Shaping effect's area. They still appear real, and are convincing enough that the Infernal suffers any downsides they'd usually cause. If she doesn't like that, she can commit five motes and pay one Willpower to render an effect truly illusory, causing no impediment at all. She can maintain this commitment indefinitely, protecting herself against all environmental Shaping she faces.

Intolerable Burning Truths

Cost: —; **Mins:** Integrity 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal is beyond all human conceptions of love and hate.

Upon purchasing this Charm, the Infernal gains one of its keys.

Keys

Existence is Agony: The Infernal gains one mote when she voluntarily forms or strengthens a negative Tie. Once per session, she can roll (Intimacy + 2) dice when she upholds a negative Tie. She may strengthen the Intimacy one step before rolling. She gains Willpower equal to her successes, minimum one, and twice that many motes. However, she must pay one Willpower to show mercy to someone she has a negative Tie for when she has an opportunity to harm him. Sparing them to prolong their suffering doesn't run afoul of this prohibition.

Hate Springs Eternal: If the Infernal uses a negative Tie to an individual to bolster her Resolve, it can't be penalized by positive Intimacies of any kind unless they have greater intensity. Even then, the penalty is reduced by two. However, the Infernal must pay one Willpower to help a character that she has a negative Tie toward. This doesn't apply if she believes her own life depends on doing so.

Mother Before Daughter: The Infernal gains +2 Resolve against influence that would cause her to harm someone she had a positive Tie toward. If she cites that Tie in a Decision Point, its intensity counts as one step higher. If it's already Defining, the Willpower cost to resist is lowered by one. However, she must pay one Willpower to purposefully harm a character that she has a positive Tie toward. This doesn't apply if she believes the benefits of her action for that character will outweigh the harm done.

Never Forgive: The Infernal gains +2 Resolve against influence that would weaken a negative Tie or alter negative memories related to such a Tie. When she recovers Willpower from resting, she also gains one mote for each negative Tie she has, maximum (Essence + Integrity). However, she must pay one Willpower to voluntarily weaken a negative Tie.

Trust is Naïve: Any influence that would cause the Infernal to believe something bad about a character that she has a positive Tie toward is unacceptable. This isn't optional. This can be circumvented only if she's presented with significant evidence and has a Major or Defining Intimacy that supports the influence. She must pay one Willpower voluntarily believe anything bad about such a character, and only when she has at least some evidence.

Bitter Heart Unfeeling

Cost: 5m; **Mins:** Integrity 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Intolerable Burning Truths *or* Sevenfold Vengeance Oath

The Infernal's calloused heart grows ever stronger from hate, and ever more inhospitable to lesser passions.

The Infernal gains +2 Resolve against influence that's opposed by a negative Intimacy. The bonus is non-Charm if it's a Tie of hatred or a Principle related to revenge. Her Resolve can't be penalized by positive Ties toward individuals, and any such Intimacies that would have penalized her Resolve are weakened by one step.

The Infernal can't use Ties to her Lunar mate with this Charm — hate him as she may, their bond is undeniable. Likewise, this Charm can't negate Resolve penalties from positive Ties to her mate.

With Integrity 5, Essence 3, the Infernal's Resolve can't be penalized by any positive Intimacies of any kind, not just Ties to individuals.

Selfishness is Power

Cost: 1m, 1wp; **Mins:** Integrity 3, Essence 1

Type: Simple

Keywords: None

Duration: One day

Prerequisite Charms: None

The Infernal's ego is swollen with baleful power, guiding her in self-serving pursuits.

The Infernal's empowered ego has the following effects:

- She can instinctually determine how much a given course of action would benefit her, as long as this could potentially be found with some kind of roll with difficulty 1-5 based on information available to her.
- When she takes an action that directly benefits herself at the expense of others, she adds (Essence) dice. This doesn't apply on attack rolls or other hostile actions in combat.
- Once per scene, when she succeeds on an action that received this Charm's bonus, she may gain motes equal to her 9s and 10s on the roll, maximum (Manipulation).
- However, if she willingly takes an action that benefits others more than herself, she loses three motes if she succeeds. If it helps others in a significant way while providing no benefit to the Infernal, she loses ten motes instead.

The Infernal can't end this Charm voluntarily. If she renews it at the end of its duration, she waives its Willpower cost.

World-Forging Course Ablation

Cost: 5m per 1wp; **Mins:** Integrity 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Unyielding Devil Will

Pleas and supplication cannot turn the Infernal from her course, becoming a cloud of embers in her anima as they're burned to nothingness by her refusal.

The Infernal can spend motes instead of Willpower to resist social influence or other mind-affecting magic, paying five motes per Willpower. They always count toward increasing the Infernal's anima banner, even if she spends personal motes.

If using this Charm raises the Infernal's anima to bonfire, she gains +1 Resolve against the next influence roll made against her. She loses this benefit once her anima falls below bonfire.

Broken Silence Laughter Defense

Cost: 8m; **Mins:** Integrity 4, Essence 2

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Freedom Lets Go

The Infernal delights in the absurd comedy that is the world, laughing uproariously in her

enlightenment.

The Infernal breaks out into inappropriate or unnerving laughter as a character makes an influence roll against her, adding (Essence) to her Resolve against it. She gains a Minor Intimacy expressing her amusement or delight at the opposing character's foolish babble, which automatically counts as opposing that influence. This defense isn't limited to spoken influence — the Infernal can laugh away written influence and psychic intrusions just as easily.

If the Infernal hasn't made any other vocal utterances in the scene, the Resolve bonus is non-Charms.

Reset: Once per session.

Impervious Primacy Mantle

Cost: 4m, 1wp; **Mins:** Integrity 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Unyielding Devil Will

It is inconceivable that another could hold authority over the Green Sun Prince. She has no masters, not even the Yozis who made her.

The Infernal can use this Charm after her Resolve is beaten by a persuade or threaten roll that's framed as a demand, order, or expression of authority. She perfectly defends against that influence. She can likewise defend against Psyche effects that control her or compel her to act.

Reset: Once per story, unless reset by upholding a Defining Intimacy by defeating or punishing a narratively significant enemy who's tried to command or control the Infernal this story.

Victory in Defeat

Cost: 4m; **Mins:** Integrity 4, Essence 2

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Selfishness is Power

The Infernal can endure any humiliation in the name of ambition, biding her time until the moment for betrayal draws near.

The Infernal can use this Charm after her Resolve is beaten by an influence roll that she could have spent Willpower to resist. By forgoing the opportunity to resist, she forms a Minor Tie of resentment toward the influencing character and steals one Willpower from him. She can't voluntarily weaken the Tie for as long as she remains subject to his influence: until she's fully removed an instilled Intimacy, completed a task she's been persuaded to perform, etc.

Bitterness Beyond Wounds

Cost: 2m, 2i; **Mins:** Integrity 5, Essence 2

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Bitter Heart Unfeeling

Hate shelters the Infernal from the wretched, vile universe that wishes to harm her.

When the Infernal is attacked, she can use a Tie of hatred or a similar emotion that's applicable to her attacker to bolster her Defense as if it were Resolve. If the Tie isn't to her attacker individually, the bonus is reduced by one.

Reset: Once per scene unless reset by upholding a Tie of hatred that applies to any of the Infernal's enemies.

Brooding Resentment Defense

Cost: 7m, 1wp; **Mins:** Integrity 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Victory in Defeat

The Infernal's smoldering hatred defies any who would usurp her mind, casting off such hateful imprisonment.

The Infernal can use this Charm to escape Psyche effects, possession, or any other magic that exerts control over her body, mind, or soul. Before she can do so, she must first be forced to act against one of her Intimacies by it. Once she has, she can break free of that effect after a scene spent lashing out with rage, swearing revenge, simmering with venomous resentment, or the like.

The Infernal forms a Tie of spiteful resentment to the character who used that effect, with an intensity depending on the total Willpower cost she would have to pay to resist it: Minor for one Willpower, Major for two to three Willpower, or Defining for more. If she already has a negative Tie to that character of equal or greater intensity, she strengthens that Intimacy by one step and may optionally change its emotional context to spiteful resentment. She can't voluntarily weaken this Tie for the rest of the story.

Special activation rules: The Infernal can use Sevenfold Vengeance Oath reflexively to empower the Tie she forms, waiving that Charm's Willpower cost.

Reset: Once per story. If a character successfully uses a Psyche effect or similar magic against the Infernal, she can reset this Charm by raising a negative Tie toward the influencing character to Defining intensity. If she already has a Defining Tie to a character when he uses the offending effect, this Charm is reset immediately.

Dissonant Lies Made True

Cost: 6m, 1wp; **Mins:** Integrity 5, Essence 3

Type: Reflexive

Keywords: Mute, Psyche

Duration: Instant

Prerequisite Charms: Broken Silence Laughter Defense

The wretched clangor of lies rouses the Infernal's righteousness, infinitely worse than her wrath.

The Infernal can use this Charm after successfully asserting her Resolve against a Manipulation-based influence roll or any other influence that involves deception. She makes a special (Charisma + Integrity) instill roll against him, doubling 9s and adding non-Charm successes equal to the number of successes he failed by. If she succeeds, he's made to believe his own lie. If his memories conflict with this, he'll assume he misremembered.

Resisting this Charm costs the same amount of Willpower as the influence used by the opposing character, or (Infernal's Essence) if that's higher. If it required entering a Decision Point, the affected character must do so as well. However, he can only resist with Willpower if he encounters external evidence of the lie's falsity.

Solipsistic Rejection of Impossibilities

Cost: 10m, 1wp; **Mins:** Integrity 5, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant *or* Indefinite

Prerequisite Charms: Ego-Infused Pattern Primacy, Impervious Primacy Mantle

Such is the Infernal's conviction in her own primacy that the world does not dare to defy her.

The Infernal perfectly defends against a Psyche effect, Shaping effect, or sorcerous curse. She gains a Major Derangement that expresses her belief that she couldn't have been affected, or its psychological consequences (**Exalted**, p. 168). She might succumb to Paranoia to resist an attempt win her trust by altering her memories, or suffer Megrimms after rejecting a mentally overwhelming wave of joy. If none of the listed Derangements are a good fit, the Infernal's player can instead take a Major Principle instead, though it's still considered a Derangement.

The Infernal can commit this Charm's cost indefinitely to become immune to any further Psyche, Shaping, and sorcerous curses, as long as her Derangement's rationale applies to them. The Charm ends if she loses that Derangement.

If the Infernal already has a Derangement from a previous use of Solipsistic Rejection of Impossibilities, it's overwritten by the new Derangement. If the previous Derangement still applies against the effect the Infernal defends against, she instead increases the old Derangement's intensity by one step, rather than forming a new one.

With Essence 5, the Infernal can choose to form a Defining Derangement, rather than a Major one. Doing so reduces this Charm's cost by five motes.

Reset: Once per story unless reset by using Impervious Primacy Mantle to defend against influence, or by using Ego-Infused Pattern Primacy to defend against or mitigate a Shaping effect.

Supreme Being Defiance

Cost: 10m; **Mins:** Integrity 5, Essence 5

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Brooding Resentment Defense, Solipsistic Rejection of Impossibilities

No.

To use this Charm, the Infernal must have zero temporary Willpower. She can use it when her Resolve is beaten by an influence roll that opposes a Defining Intimacy or a Psyche effect. She reflexively enters her Devil-Body and perfectly defend against that effect. Against a Psyche effect, she becomes immune to that power for the rest of the scene.

If the opposing roll fails to beat the Infernal's Resolve, she gains one Willpower for each success it failed by, maximum (higher of Essence or 3).

The Infernal can use this Charm even if she's already used her Devil-Body this scene.

Investigation

All Things Betray

Cost: —; **Mins:** Investigation 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Yozis trusted, once. Their Green Sun Princes won't make the same mistake.

Whenever the Infernal could gain relevant information from a case scene or profile character action, the Storyteller should reveal this fact to her player, along with a vague description of why it would be useful — for example, that there's a hidden trap she could detect with a successful case scene roll.

This flow of insights hones the Infernal's suspicions, adding an automatic success on any case scene or profile roll she makes that aligns with an Intimacy based on suspicion, doubt, or paranoia. However, she suffers -1 Resolve against influence that instills such Ties, or that would weaken an Intimacy based on

trust or loyalty.

Bloodied Shard Reflection

Cost: 1m; **Mins:** Investigation 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: All Things Betray

The Infernal breathes in the scent of wickedness and savors the tang of suffering — such things bring peace to her tumultuous heart.

When the Infernal witnesses someone commit a crime or act of violence, she reflexively makes a profile character roll against the offender. That character's Guile is penalized by the strongest Intimacy he has that's relevant to the act, as if it were his Resolve.

If successful, the Infernal learns that Intimacy in addition to the information from profiling him, and gains it herself at Minor intensity. She may choose to invert positive Intimacies into a suitably opposed negative Intimacy.

If the discovered Intimacy is negative, the Infernal gains it herself at Minor intensity and this Charm's duration becomes Indefinite. She can't voluntarily weaken the Intimacy until the story ends or she concludes her investigation. If she has the Intimacy at Major or Minor intensity, she adds (Intimacy) dice on Investigation rolls against the culprit.

This Charm ends if the Infernal's Intimacy is fully eroded. She can't voluntarily end it before that.

Imagined Enemy Simulacrum

Cost: 2m, 1wp; **Mins:** Investigation 5, Essence 1

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: Bloodied Shard Reflection

If the Infernal's suspect deviates from her profile, the fault must lie in him — her mental model is far superior to reality.

The Infernal can use this Charm after a successful profile character roll or a case scene roll to investigate someone's acts, forming a mental model of her suspect based on the information the roll revealed any other evidence available to her. She gains the following benefits:

- She adds (Perception/2, rounded up) dice on Bureaucracy, Investigation, and Lore rolls that benefit from the information the profile provides.
- She adds +2 Resolve against influence that seeks to convince her the target acted in a way that

diverges from her profile.

- At times, she glimpses him in mirrors, though his face is always obscured. This provides a general sense of what he looks like, if she's unfamiliar, and the Storyteller may use these visions to update the players on his current appearance.
- All Things Betray alerts her to anyone who fits the profile or any sequence of events that's consistent with the profiled character's customary methodology.

If the Infernal witnesses her target act in a way that's completely out of character for the profile she's developed for him, this Charm ends and she forms a negative Minor Tie to him as her mental model of him shatters. Examples include violating a Defining Intimacy or betraying what seemed to be a close ally. She rolls three dice and gains Limit equal to her successes.

Implacable Nemesis Insight

Cost: 5m; **Mins:** Investigation 3, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: All Things Betray

No transgression is beneath the Infernal's notice, no sin too small to draw her wrath.

The Infernal makes a case scene or profile character roll in a handful of seconds, rerolling 6s until they cease to appear. If the roll aligns with an Intimacy based on suspicion, doubt, or paranoia, or one based on a desire for revenge, she also adds (Intimacy) automatic successes. If she already knows a culprit's identity, she can also gain this bonus from any negative Tie toward him.

Keys

Infallible Demon Judge: If a roll benefits from a Major or Defining Intimacy, the Infernal rerolls 5s as well as 6s. If she upholds such an Intimacy with a successful roll, she may exchange the Willpower she'd normally receive for an additional clue.

Imprecation of Accursed Sinners (Investigation 5, Essence 2, Infallible Demon Judge): Once per scene, the Infernal may strengthen a supporting Intimacy by one step before rolling, or form a supporting Intimacy at Minor intensity. Doing so makes the automatic successes added by that Intimacy a non-Charm bonus.

Exquisite Trespass Connoisseur

Cost: 2m; **Mins:** Investigation 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Implacable Nemesis Insight

Each crime the Infernal uncovers is a treasure to be cherished, each secret a nail to drive into the iniquitous.

The Infernal can use this Charm when she uncovers one of someone's secrets with a case scene or profile character roll. She intuitively recognizes how great of an impact that secret's exposure would have on him. This is quantified like an Intimacy: Minor if it would be embarrassing or inconvenient, Major if it would have significant risk or consequences, or Defining if it would be life-changing.

Once the Infernal's appraised a character's secret, she can use this Charm to add non-Charm dice equal to the secret's intensity on profile character and read intentions rolls against him, and on any influence roll in which she refers to the secret, even if it's vague and indirect. If she explicitly reveals that she knows it or threatens to expose the secret, she converts the bonus dice to non-Charm successes.

If the target's secret becomes widely exposed or becomes irrelevant, the Infernal can no longer use this Charm for that secret. However, if the Infernal is the one who reveals it, she gains one Willpower. She can only do so once per secret, and no more than once per day.

Factual Determination Analysis

Cost: 3m; **Mins:** Investigation 4, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Implacable Nemesis Insight

The Infernal recognizes the totality of truth, sifting out falsehoods with inhuman clarity.

The Infernal can tell if someone is lying when he makes a statement. If the statement contains partial or incomplete truths, she discerns which parts of the statement are false or misleading. If she uncovers deception, she instantly forms a negative Minor Tie to the liar.

Against magic capable of contesting this perfect discernment, the Infernal rolls (Perception + Investigation) for her opposed roll, adding (Essence) automatic successes. The opposing character's 1s and 2s subtract successes from his roll.

Cheated Monarch Outrage

Cost: 5m; **Mins:** Investigation 4, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Implacable Nemesis Insight (Infallible Demon Judge)

The Infernal picks at old wounds of betrayal to keep the pain sharp, honing her intuition to detect the faintest pangs of treachery.

When someone breaks a promise or betrays a superior in the Infernal's presence, she reflexively makes a

profile character roll against him. She doesn't need to be aware of the character to use this Charm. Success lets her identify the offender if she can see him, or tell that someone nearby has just committed such an offense. For every three extra successes, the Infernal's player may ask the Storyteller a question about it: "What promise was broken?" "Who did he betray?" "What was he offered to do it?"

If the culprit's misdeed was directed against the Infernal herself, he suffers a Guile penalty equal to her Essence, and the offense counts as a crime for purposes of other Investigation Charms.

Keys

Inescapable Master's Fury (Investigation 5, Essence 5) (+5m, 1wp): If one of the Infernal's peers or subordinates breaks a promise to her or betrays her, she can pay a five-mote, one-Willpower surcharge to use this Charm no matter where he is. This is true even if he's in another realm of existence, though the Infernal's read intentions roll suffers a -3 penalty. If she knows Inevitable Manhunt Summons, she can sense whether the culprit is within its range. Once per story, she can use that Charm reflexively to hale the offender to her if he's within range, using the extra successes on the profile character roll to set its difficulty. The once-per-story limit doesn't apply for mortals and First Circle demons.

Sand-Writ Exodus

Cost: 6m; **Mins:** Investigation 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: All Things Betray

Hell walks with the wicked, exposing their misdeeds to the Infernal's harsh judgment.

When the Infernal makes a profile character roll against someone who's committed a crime or misdeed within the last hour, that character suffers -1 Guile. The Infernal doesn't need to be aware of the offense. If she succeeds on a roll against such a character, his movements over the last hour are revealed, as footsteps of silver sand appear, tracing back his path. He continues to leave footprints of sand for (Infernal's Essence) hours.

If circumstances require a roll with any Ability to notice the footprints or follow the trail, characters add two non-Charm successes. The footprints remain for at least (Infernal's Essence) hours, even under conditions where this would normally be impossible. They reform if swept away, though appropriate magic can permanently dissipate them. The footsteps only show where the suspect actually stepped — they wouldn't reveal the path a culprit took while swimming, for example.

The suspect continues

Alternatively, the Infernal can curse a suspect to leave footprints of sand behind wherever he walks for the next (Essence), as above. She can do so even if he hasn't committed a crime, as long as she suspects he's committed some misdeed.

Keys

Sinner-Scouring Condemnation: The Infernal curses her target even if hasn't committed a crime. The suspect continues leaving footsteps of sand for (Infernal's Essence + Perception) days.

Unwitting Confession Stride (Investigation 4, Essence 2): If the Infernal's roll revealed any information about the suspect's crimes or misdeeds, she may cause his footprints to spell out whatever secrets she uncovered. A roll may be needed to notice this, receiving the benefits above. She can't use this key when she uses Sand-Writ Exodus to reveal past movements.

Branching Future Foresight

Cost: 6m, 1wp; **Mins:** Investigation 4, Essence 2

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Implacable Nemesis Insight

The Infernal perfectly anticipates the villainy of lesser minds, imposing her order over their predictably futile efforts.

The Infernal can use this Charm after a scene spent actively pursuing an investigation, poring over evidence, or the like. She rolls ([Intelligence or Perception]), banking *contingency points* equal to her successes. She can use them to advance that investigation, spending them reflexively on the following effects:

3 points: Retroactively reveal the presence of useful informants within the area, equivalent to one-dot Contacts.

3 points: Retroactively reveal that the Infernal is carrying exceptional equipment (**Exalted**, p. 580) for a relevant task.

5 points: Waive the Willpower cost of a resisting influence that would deter the Infernal from pursuing her investigation or deceive her about key facts.

5 points: When using a relevant Awareness, Investigation, Larceny, Stealth, or Survival Charm, reduce its Willpower cost by one. This can't be used in combat.

5 points: Waive Factual Determination Analysis' cost for one scene. This doesn't include costs or surcharges for its keys.

5 points: After a successful roll with Mirror Sees All, the Infernal can reveal preparations that would have taken a day or so to prepare. However, it can't be something that would completely solve whatever problem she faces.

7 points: Automatically succeed on a relevant case scene or profile character roll.

7 points: Use Imagined Enemy Simulacrum to retroactively form a profile of a character involved in the investigation without needing to roll.

The Infernal must know any Charms enhanced with Branching Future Foresight.

Reset: Once per session.

Keys

Smug Foreknowledge Smile (Investigation 5, Essence 3): Once per story, the Infernal can use this Charm

reflexively, retroactively revealing her past involvement in a case. She adds a free full Excellency on the roll and mutes all motes spent on it. This key resets if her investigation faces a significant setback or unexpected obstacle.

Ceaseless Accusant Innuendo

Cost: 6m, 1wp; **Mins:** Investigation 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Exquisite Trespass Connoisseur

The Infernal confronts the wicked with their sins in a sick mockery of justice.

If the Infernal reveals her knowledge of a character's misdeeds or evidence that could implicate him as part of a bargain or threaten roll, she doubles 8s on the roll. If this leverages an Intimacy based on guilt or a Tie of fear to her, the Resolve penalty is increased by one. The influence costs an additional Willpower to resist, or two Willpower if they target has an applicable Defining Intimacy.

If the Infernal's roll fails by two or fewer successes, her target is left wary and nervous, instilling an Intimacy based on guilt or a Tie of fear to the Infernal, chosen by the target's player.

If the Infernal uses this Charm together with Exquisite Trespass Connoisseur after she's uncovered a secret with that Charm, the secret penalizes her target's Resolve as if it were an Intimacy, including the increased penalty from this Charm.

Damning Evidence Acquisition

Cost: 5m; **Mins:** Investigation 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Ceaseless Accusant Innuendo

The Infernal knows just where to find your secret shames.

On a successful case scene roll, the Infernal also learns the approximate location of someone or something that could provide information about the identity of the culprit or other details of the act. This doesn't reveal what the source of information is, requiring the Infernal to find it herself.

Alternatively, the Infernal can use this Charm on a profile character roll. If successful, she also learns the location of a source of information about that character's crimes or misdeeds. She can't distinguish between the severity of crimes, but this defaults to a character's most serious misdeed.

Guilt-Shackled Conscience

Cost: 5m, 1wp; **Mins:** Investigation 5, Essence 2

Type: Supplemental

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Damning Evidence Acquisition

The Infernal's quarry can feel her relentless pursuit like a whisper at the back of their mind, a promise of the reckoning to come.

When the Infernal succeeds on a profile character roll, she also treats it as a special influence roll against her target. He hears a distant, seemingly sourceless sound: a hissing static at the edge of hearing, the ominous tolling of bells, the Infernal's eerie laughter. If the Infernal succeeds, her victim is overwhelmed with dread and fear of discovery, suffering Minor Paranoia (**Exalted**, p. 169). Whenever possible, the target isolates himself, avoids conflict and public appearances, and refuses to take actions that might draw significant attention to himself. He fears the sun — green or otherwise — and avoids bright light. His paranoid behavior paradoxically puts him at greater risk of discovery, inflicting -2 Guile.

If the Infernal's victim wishes to act in defiance of his fear, he must spend one Willpower by entering a Decision Point and citing an Intimacy with an intensity that equals or exceeds that of his Paranoia. Once he's done so (Infernal's Essence) times, he's freed from his Paranoia.

If the Infernal uses this Charm together with Exquisite Trespass Connoisseur after she's uncovered a secret with that Charm, her victim's paranoia centers around ensuring that it remains secret or checking that it's secure. The Guile penalty he suffers increases by one against rolls that might expose the secret.

Reset: This Charm can't be used against a character more than once per story.

Analytical Modeling Intuition

Cost: 4m, 1wp; **Mins:** Investigation 5, Essence 2

Type: Simple

Keywords: Mute, Psyche

Duration: Instant

Prerequisite Charms: Factual Determination Analysis

The Infernal has no patience for lies and prevarication — she will rip the answers from suspect's minds if she must, bearing witness to rapid-fire flashes of their memories.

The Infernal makes a special profile character roll to intrude upon the mind of a character within medium range, extracting information. If successful, she asks the target's player a question of her choice about him, causing the character to relive a memory that contains the answer. Alternatively, she can learn one of his Intimacies through a flashback. Her player can prioritize certain kinds of Intimacies— his strongest Intimacies, Intimacies related to things he desires, Ties toward a certain character, etc. If he's forced to relive painful or humiliating memories, he loses one Willpower.

The Infernal's victim experiences this as a sudden phantom pain, as if being vivisected, and is aware that some unknown force is intruding upon his mind. He can refuse to answer questions or reveal Intimacies

for spending one Willpower each.

Reset: This Charm can only be used on a given character once per session.

Keys

Psychic Scalpel Vivisection (Essence 3) (+6m): The Infernal can pay a six-mote surcharge to ask an additional question or learn an additional Intimacy for each extra success on the roll. Her victim forgets the experience of being probed unless he spent at least one Willpower resisting it.

You Poor Thing

Cost: 1m, 1wp; **Mins:** Investigation 5, Essence 2

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: Implacable Nemesis Insight

The Infernal cannot help but pity the doomed, nor resist the dark delight of witnessing their downfall.

The Infernal can use this Charm when an Investigation roll reveals that another character is imperiled by some long-term threat, looming disaster, or other doom. She gains a Major Tie toward that character of fascination, obsession, love, or the like, which she can't voluntarily weaken. As long as she has it, she gains the following benefits:

- She adds a non-Charm success on Awareness and Investigation rolls to uncover threats to the chosen character and on Awareness or Investigation rolls to examine such threats.
- She gains +2 Resolve against influence that would cause her to abandon, ignore, or neglect the chosen character.
- She gains +2 Resolve against influence that would cause her to do anything to protect against the threat, mitigate it, or otherwise aid the chosen character or dealing with it.
- Her Tie counts as a valid Intimacy for Implacable Nemesis Insight.

If the doom revealed by the Infernal's investigation comes to pass, she rolls (higher of Essence or 3) dice upon learning of it. Each success grants her one Willpower and removes one Limit.

Reset: Once per story, unless reset when a chosen character meets his doom. If the Infernal maintains this Charm for multiple stories, she must wait until the current story ends for it to reset.

Epistemological Pattern Analysis

Cost: 4m, 1wp; **Mins:** Investigation 5, Essence 3

Type: Simple

Keywords: Mute, Psyche

Duration: Instant

Prerequisite Charms: Analytical Modeling Intuition

Reality quivers in pain as the Infernal's mind bores a hole into the past, extracting truth at its source.

The Infernal makes a special case scene roll to tap into echoes of the past, asking a question about a past event that occurred in the area. The difficulty is 3 by default, but may vary based on how long ago the event took place. If she succeeds, the answer to her question revealed to her through brief, fractured flashes of the past. Details from the distant past are almost often vague or ambiguous.

Keys

World-Memory Echo: The Infernal may glimpse the past instead of asking a question. She experiences about a minute's worth of past events that occurred at that location, choosing a specific point in time to view, though no more than (Essence x10) years ago. She can use multiple questions for this to extend how long this vision is, but must use them all consecutively to view the same course of events.

Mirror Sees All

Cost: 2m, 1wp; **Mins:** Investigation 5, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Branching Future Foresight, Imagined Enemy Simulacrum

The Infernal in her infinitude knows many things she is not yet aware of, and acts on these instincts in service of her inevitable self.

The Infernal makes a retroactive case scene roll to examine an area she could have plausibly been at this story, or a retroactive profile character roll against someone she's interacted with this story. Whatever information this reveals, the Infernal has retroactively known all along — for instance, she might be aware she's having a conversation with a killer if she retroactively turns up a murder weapon in his lodgings.

Success also lets the Infernal reveal preparations she's made based on the information revealed. As she meets with a murderer, she might reach for a daiklave hidden in advance or stall for time until the allies she's tipped off can surround the teahouse. The preparation must be something she could've feasibly accomplished in the last few minutes.

Reset: Once per scene.

Keys

Ten Thousand Steps Ahead (Investigation 5, Essence 3) (+8m): Once per session, the Infernal can pay an eight-mote surcharge to make more dramatic preparations, something that she could have feasibly done in the past day. It can't be something that resolves the problem outright.

Inevitable Manhunt Summons

Cost: 2m (10m, 1wp) ; **Mins:** Investigation 5, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Sand-Writ Exodus (Sinner-Scouring Condemnation)

The Infernal has no time to chase after reprobates. The road of perdition that they walk leads inevitably to her justice.

The Infernal can use this Charm when she succeeds on a case scene roll with 3+ extra successes to uncover evidence of a character's crimes or misdeeds. The offense must be either serious or life-changing. If the culprit is within (Essence x 3) miles, she senses his presence, though not his location. She can then pay ten motes and one Willpower to hale him before her. He rolls (Wits + [Larceny, Occult, or Survival]) at a difficulty equal to the Infernal's extra successes on the case scene roll. If he fails, he finds himself drawn into the Endless Desert, seemingly between eyeblinks. Any nearby companions can follow him through the hellish rift before it closes.

The culprit and his companions find their way back to Creation after one hour for each mile between him and the Infernal. If he was less than a mile away, this takes only a few minutes instead. The wanderers reappear in a sand-strewn breeze somewhere within medium range of the Infernal. If multiple characters arrive, the Infernal instinctively senses which one is the culprit.

Reset: Once per session.

Infinite Facets Puzzle-Box Understanding

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

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Branching Future Foresight

The Infernal's mind expands to encompass all possibilities.

When the Infernal uses Branching Future Foresight on an investigation that's relevant to one of her Major or Defining Intimacies, she can pay a four-mote surcharge to gain access to the following effects.

5 points: Retroactively reveal an expansive intelligence network, equivalent to two-dot Contacts.

5 or 7 points: Use an Awareness, Investigation, Larceny, Stealth, or Survival Charm that's currently "down" on a relevant action without needing to reset it. This costs seven successes for Charms that can only be used once per story and five successes for other Charms.

7 points: Waive the cost of an Awareness, Investigation, Larceny, Stealth, or Survival Charm with instant duration used on a relevant action.

7 points: Temporarily gain an Awareness, Investigation, Larceny, Stealth, or Survival Charm for Branching Future Foresight's duration. The Infernal must meet its prerequisites and can only use it for

purposes of her goal.

Keys

Every Path Foreseen: Instead of limiting Branching Future Foresight to a single investigation, the Infernal can apply its benefits to all investigations she undertakes that relate to one of her Intimacies. She only needs a Minor Intimacy to gain Infinite Facet Puzzle-Box Understanding's benefits. With Essence 5, she no longer requires an Intimacy for either of these benefits.

Of Course I Know

Cost: —; **Mins:** Investigation 5, Essence 5

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Infinite Facets Puzzle-Box Understanding, Mirror Sees All (Ten Thousand Steps Ahead)

Through impossible leaps of logic that border on prescience, the Infernal bends fact and intuition to the fulfillment of her will.

While using Infinite Facets Puzzle-Box Understanding, the Infernal can spend contingency points to ask the Storyteller questions about the investigation at a cost of three points per question. The cost is reduced to one point if it's relevant to a Defining Intimacy. If the Infernal has a relevant Intimacy, she can ask (Intimacy) additional questions. She can wait to decide whether to spend points on another question until after she receives an answer, but must ask all her questions in one go. This can reveal information that's entirely beyond what the Infernal could deduce from available evidence as she reveals retroactive discoveries.

If the Infernal has Infinite Facets Understanding's Every Path Foreseen key, she can ask a question about any ongoing investigation, even if she doesn't have an Intimacy.

Special activation rules: The Infernal can use Mirror Sees All together with this Charm to reveal a preparation based on the information revealed by this Charm.

Reset: Once per story.

Larceny

Cracked Cell Circumvention

Cost: 3m; **Mins:** Larceny 2, Essence 1

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Infernal cannot be caged, laboring tirelessly and furiously to shatter her prison's walls.

The Infernal adds an automatic success and rerolls 1s until they cease to appear on a roll with any Ability to escape physical restraint or confinement: a Larceny roll to pick the lock on her cell's door, a feat of strength to shatter her manacles, a Brawl roll to resist an enemy's grapple, an influence roll to win her captors' sympathy. This can't be used to help others escape — the Infernal's freedom comes first.

This Charm can be used to enhance attack rolls, but only if the Infernal's enemy is actively restraining her or blocking the only exit from a confined space.

Keys

Freedom-Seizing Fury: On unopposed Larceny rolls, the Infernal successfully overcomes the obstacle or restraint even if she fails the roll. Instead, failure indicates an unfortunate development: she draws a guard's attention, breaks her lockpicks, triggers a trap, etc. This doesn't apply on rolls against supernatural restraints or barriers, like a gaol-manse's locks or sorcerously enchanted manacles.

Shattered Chains Escape (Larceny 4): The Infernal can use this Charm to help free others, as long as her roll directly contributes to their liberation. If she frees a character this way, he forms a Minor Tie of gratitude to her.

Stolen Glories Reclaimed

Cost: 4m; **Mins:** Larceny 2, Essence 1

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisite Charms: None

The Infernal thief's audacity rivals that of the gods, who stole Creation from its makers.

The Infernal adds (Essence) dice and rerolls 6s until they cease to appear on a Larceny roll for pickpocketing and other forms of theft. If she has an Intimacy that would support stealing something, she also gains this bonus on Awareness, Bureaucracy, and Investigation rolls to detect, examine, or appraise it.

Keys

Audacious Villain Heist (Larceny 4, Essence 2) (3m): The Infernal can pay three motes when she rolls to steal something to automatically succeed against opposing Awareness rolls unless they're enhanced by magic. She can't do so for objects that are currently in use or attuned artifacts. Onlookers who fail their roll can't notice the object's absence for at least (Infernal's Essence) minutes, unless they directly discover it — for instance, when a mercenary goes to draw his stolen sword.

Wicked Deeds Unseen

Cost: 2m; **Mins:** Larceny 2, Essence 1

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Infernal keeps her crimes hidden until the time is right to expose them.

The Infernal adds a non-Charms die on a conceal evidence roll, plus an additional die for each condition that applies:

- She's concealing evidence of her own misdeeds.
- She's concealing evidence of a crime.
- She's concealing evidence of an act that would be considered morally wrong within the community where it was committed.
- She's in total darkness or it's night.

Keys

Shadow Play Charade (Larceny 3) (+1m-4m): The Infernal can arrange the scene so that it suggests a false cause or culprit for a surcharge of four motes, minus one mote for each condition she meets. She can choose any false result that's plausible for the evidence available, but can't dictate specific details: the angle of a wound could be made to implicate a garrison soldier's sword, but not to frame a specific soldier. An investigator who fails his case scene roll believes he's succeeded, but receives a clue that points him towards the false cause.

Guilt Cast Aside (Larceny 4, Essence 2) (+1wp): The Infernal can pay an additional one-Willpower surcharge to convert the added dice to non-Charms successes. If she uses this key with *Shadow Play Charade*, even successful Investigation rolls turn up the false clue she plants in addition to the actual evidence. The investigator is aware of the discrepancy, but not of which piece of evidence is genuine.

Your Little Problem (Larceny 5, Essence 2, *Shadow Play Charade*) (+1wp): The Infernal can pay an additional one-Willpower surcharge when she uses *Shadow Play Charade* to make it seem as if a specific character committed the concealed act, or some equally detailed cause. This key's surcharge is waived if she uses it together with *Guilt Cast Aside*.

Shameless Devil Stride

Cost: 1m; **Mins:** Larceny 3, Essence 1

Type: Simple

Keywords: Mute

Duration: Indefinite

Prerequisite Charms: None

The Infernal carries herself with a bearing of unquestionable legitimacy, welcome in the halls of princes and priests.

Onlookers who see the Infernal don't register the significance of any details of her appearance or demeanor that suggest she's a criminal, outsider, or undesirable (dress, ethnicity, tattoos, accents), nor any that make her seem inhuman or monstrous (mutations, weapons, etc.). They still notice these features, but

can't draw the connection between those details and what they suggest.

Once the scene ends, nontrivial characters can pay one Willpower to fully recognize any obscured details, believing that they were simply too frightened or scandalized to think straight.

Stolen Reflection Smile

Cost: 2m; **Mins:** Larceny 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

The Infernal steps into another's life, as uncanny a duplicate as his own reflection.

The Infernal adds (Manipulation) dice on a disguise roll to impersonate another character and ignores penalties for not being familiar with him. If she knows one of the impersonated character's Major or Defining Intimacies, the added dice are non-Charm. The disguise is always mirrored right-to-left, though this can't be noticed except by characters who've seen through the disguise.

If the Infernal breaks character, allowing observers to make a roll opposing her disguise, the dice bonus those characters receive is reduced by one. If the Infernal shares one of the subject's Intimacies at the same intensity or higher, the bonus is reduced by (Intimacy) instead.

Special activation rules: If the Infernal uses this Charm together with Loom-Snarling Deception, she waives this Charm's cost. She mimics the impersonated character's fate rather than assuming a fictitious one.

Keys

One and the Same (Larceny 5, Essence 3) (5m): If the Infernal shares one of the impersonated character's Major or Defining Intimacies at the same intensity or higher, she's never at risk of compromising the disguise by acting "out of character." If she's about to break character, she senses this and can pay five motes to stop short just in time to avoid breaking character. She doesn't learn *why* it would be out of character. However, she can't voluntarily weaken Intimacies she shares with the impersonated character while she's disguised.

Loom-Snarling Deception

Cost: 5m; **Mins:** Larceny 4, Essence 1

Type: Simple

Keywords: Mute

Duration: Indefinite

Prerequisite Charms: None

The Infernal's shadow rises up to wreath her in liquid darkness, melting away to reveal a new face and a false fate.

The Infernal assumes a fictitious identity and a false destiny of her own imagining, instantly making a disguise roll. She needs no equipment, instead physically transforming her body. She can increase or reduce her height by up to ten inches; increase or decrease her weight by up to 10%; alter her apparent age; change or remove sexual characteristics; change skin tone, eye color, and hair color and length; and make cosmetic changes like adding scars or birthmarks. She may choose to retain physical alterations after this Charm ends.

The Infernal's false destiny beguiles reality itself — she ceases to be an enemy of fate while disguised. Sidereal Charms or similar magic used to learn of her past, her future, or her place in fate reveal a result consistent with her fictitious identity. Such magic still provides accurate information to the extent that it doesn't contradict the Infernal's disguise. However, this can't make it seem like she's another type of Exalt or supernatural being.

Keys

Clothed in Falsehood (+1wp): For a one-Willpower surcharge, any rolls to see through the Infernal's disguise fail automatically unless enhanced by magic. Even then, opposing rolls suffer a penalty of (Infernal's Manipulation). With Larceny 5, Essence 2, even characters using magic can't make opposing rolls unless the Infernal acts blatantly out of character, and the penalty subtracts successes instead of dice.

Eldritch Secrets Mastery (Larceny 5, Essence 2): The Infernal can alter the appearance of her anima banner and Caste Mark to imitate those of other types of Exalted as part of this disguise. She can also manifest supernatural sensory displays like the black oil that constantly drips down the demon Octavian (though not its poisonous qualities). Additionally, divinations used against her can now be twisted to make it seem as if she's another type of Exalt or supernatural being.

Forbidden Endeavor Clientele

Cost: 5m; **Mins:** Larceny 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Cracked Cell Circumvention (Shattered Chains Escape)

The Infernal offers underhanded solutions to her criminal clientele, if only they will call upon her.

The Infernal's presence permeates a community roughly the size of a village or a city neighborhood. As long as she remains there, those in the community who have trouble with the law or problems that can only be solved through criminal means will be drawn to her. They don't need to actively seek out help, nor do they need to know the Infernal. Subtle cues will direct them to her — flickering shadows, half-glimpsed reflections, and strange omens.

Potential clients don't understand why or how they've been drawn to the Infernal: it's up to her to convince them to share their problem and accept her help. She can use Cracked Cell Circumvention to enhance read intentions rolls to uncover such problems, instill rolls to convince clients to trust her, and persuade rolls to convince them to accept her help.

Once the Infernal agrees to help another character, she no longer draws new clients. Instead, she gains the following benefits:

- She can use Cracked Cell Circumvention on Larceny rolls, Stealth rolls, and Manipulation-based influence rolls that will help solve her client's problem, even if they don't involve escaping confinement.
- She gains +2 Resolve against any influence that would deter her from completing the job or weaken a positive Tie to her client.

Upon successfully resolving a client's problems, the Infernal gains one Willpower and (Essence + 5) motes if the job required meaningful effort. If she ends this Charm before completing the job, she loses one Willpower.

Keys

Preeminent Wickedness Advertising (Larceny 5, Essence 3) (+1wp): The Infernal can pay a one-Willpower surcharge to affect a larger community: a group of nearby villages, a small city, or a major district of a large city. She can use Cracked Cell Circumvention on rolls with any Ability that assist her client, except for attack rolls.

Theft as Release

Cost: 5m; **Mins:** Larceny 4, Essence 2

Type: Reflexive

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Stolen Glories Reclaimed (Audacious Villain Heist)

The Infernal's theft frees others from the weight of their cherished possessions.

The Infernal can use this Charm after stealing an object from someone, making a special (Manipulation + Larceny) instill roll against him. She can use Charms that enhance pickpocketing on this roll. Success causes her target to believe that he never owned that object, or to take a "sour grapes" attitude and reject that object as worthless. He can resist this influence for one Willpower, but must wait at least (Infernal's Essence) minutes to do so, giving her time to flee the scene.

Keys

Windswept Burden Release (Larceny 5): The Infernal can use this Charm after disarming an enemy, convincing him to give her an object, or relieving him of something on his person by other means. If the Infernal makes a disarm gambit and succeeds on this Charm's influence roll, the gambit's Initiative cost is refunded.

Contrary Dharma Toys

Cost: 10m, 1wp; **Mins:** Larceny 5, Essence 2

Type: Simple

Keywords: Mute, Shaping (Object)

Duration: Instant

Prerequisite Charms: Theft As Release

The Infernal strips away delusions of meaning and value, exposing petty trinkets and worldly pleasures for the shameful trifles there are.

The Infernal makes a difficulty 4 (Manipulation + Larceny) roll to steal the meaning from a mundane object with a touch. If the player of the object's owner or creator objects to this, the difficulty increases to (character's Essence + 3). She can use Charms that enhance pickpocketing on this roll.

Success strips away the semblance of any emotions involved in the object's creation. They're revealed to the Infernal, including any of its creator's relevant Intimacies. While the object's appearance doesn't change, any meaning that it was meant to express or convey is either muted entirely or twisted into self-parody: heartfelt artwork seems cynical, a poem seems trite, a handmade gift seems thoughtless. Any semblance of use, value, or significance is likewise stripped away, making evidence seem useless or coins seem like forgeries.

Any roll to examine or appraise the meaning, value, or use of an affected object must beat the Infernal's successes. Otherwise, the object appears truly meaningless and worthless. For more casual examination, characters a (Perception + [Awareness, Investigation, or other appropriate Ability]) opposing half the Infernal's successes, rounded up, to recognize that the object might have some meaning or value they haven't noticed.

This Charm can be used on written messages or other objects that convey social influence, making their message seem thoughtless, unoriginal, or plagiarized. The Infernal's roll must beat the influence roll's successes if they're higher than the roll's base difficulty. Doing so subtracts one success from the object's influence, plus an additional success for every two extra successes the Infernal rolls. This doesn't apply to Psyche effects.

This Charm's effects can be undone by magic capable of impossible repairs, like Crack-Mending Technique (**Exalted**, p. 295), in addition to magic that undoes Shaping effects.

Keys

Senseless Gibbering Sleight (Essence 4): When used against written text or other objects that convey social influence, a successful roll negates the influence entirely. This includes Psyche effects.

Toppled Idol Testimony

Cost: 3m, 1wp; **Mins:** Larceny 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Shameless Devil Stride, Wicked Deeds Unseen

A broken pillar brings a temple crashing down; a broken law shatters the world's order.

When the Infernal makes a conceal evidence roll, characters who make an opposing case scene roll also treat the Infernal's successes as an influence roll to instill an Intimacy that would justify her misdeeds. Such Principles involve believing that the law, authority, or custom violated lacks legitimacy or importance. If the investigator's Resolve is beaten, his case scene roll suffers a -1 penalty for each extra successes over his Resolve, minimum (Infernal's Charisma or Manipulation), even if he spends Willpower to resist.

If a character is affected by the Infernal's influence *and* fails his roll, he'll act to dissuade any further investigation into the crime and any similar or seemingly related misdeeds, as if affected by a persuade roll. His efforts won't go beyond an inconvenient task. (**Exalted**, p. 216).

This Charm's Willpower cost is waived if the Infernal uses it together with Wicked Deeds Unseen's Guilt Cast Aside or Your Little Problem keys.

Drifting Wind Avarice

Cost: 5m; **Mins:** Larceny 5, Essence 2

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Stolen Glories Reclaimed (Audacious Villain Heist)

The Infernal has never stolen anything. She simply receives the tribute owed to her by the world.

The Infernal rolls ([Dexterity, Manipulation, or Wits] + Larceny) to steal an object within short range. She need not be aware of it — her player can use this Charm without any conscious action on her part. If successful, the object dissolves into wind and drifts to her hand before reforming, passing through even the slightest of openings.

Alternatively, the Infernal can use this roll as a disarm gambit to steal a weapon within short range. Against mortals and trivial enemies, she can do so even if she isn't aware of them.

Keys

Unexpected Bounty Breeze (+1wp): The Infernal can use this Charm to make a disarm gambit against enemies of any kind without needing to be aware of them.

Borrowed Blade Zephyr (Essence 3) (+3m or 3m, 1wp): The Infernal can pay a three-mote surcharge to use this Charm reflexively on her turn. It doesn't use her attack, but she can only do so once per turn. Alternatively, she can pay a three-mote, one-Willpower surcharge to clash an attack with it. If she uses this together with *Unexpected Bounty Breeze*, she can clash an ambush.

Treasure-Seizing Tempest (Larceny 5, Essence 3): If the Infernal steals an attuned artifact from a character, his attunement to it is broken. The Infernal gains up to (higher of Essence or 3) motes that were committed to the artifact and can reflexively attune to it.

Crown-Seizing Sneer

Cost: 6m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Reflexive

Keywords: Psyche

Duration: Indefinite

Prerequisite Charms: Contrary Dharma Toys

There is no authority that cannot be snatched away. This the Yozis know well.

The Infernal usurps a character's authority by stealing an object that represents it, like a guard's cudgel or a satrap's diadem. Before she can use this Charm, she must have spent at least a scene dramatically challenging or undermining the character's authority earlier in the story, either to his face or when speaking publicly to those under his authority. If his position is equivalent to 2+ dots in Backing or Influence rating, the Infernal must spend a full day assailing his authority (**Exalted**, pp. 159, 162). Higher positions require (Merit rating) consecutive days, or a substantial amount of downtime.

Upon stealing a token of her victim's authority and using this Charm, the Infernal makes a special (Manipulation + Larceny) instill roll. She can use Charms that enhance pickpocketing on this roll. For the object's owner, this influence is identical to Theft as Release. Other characters who encounter the stolen object or its former owner are also exposed to this influence, causing them to believe that the object's current holder rightfully holds the authority that it represents, and that the former owner has no such claim.

A character can spend one Willpower to resist this Psyche effect for one day if it opposes one of his Major or Defining Intimacies, such a Tie of respect to its victim or a negative Tie toward the stolen object's recipient. Principles based on respect for law, governments, or other authority don't count for this. The victim himself doesn't need an Intimacy to resist. Once a character has done so on (higher of Infernal's Essence or 3) days, he's freed from this effect.

This Charm ends if the victim reclaims the stolen object.

Keys

Shattered Scepter Petulance: If the Infernal destroys the stolen object, this Charm's influence causes others to perceive that authority as being wholly invalid, rather than belonging to another. Characters can't use Ties to the object's former bearer to support resisting the influence, but can use Principles of respect for law or authority. The victim can escape by this reclaiming and repair the stolen object, or by creating a replacement after dramatically reestablishing his authority through a significant triumph over the Infernal.

Ego-Devouring Enmity

Cost: 10m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Crown-Seizing Sneer

The Infernal's avarice consumes all that can be known of someone, gnawing away at their identity and their place in the world.

The Infernal devours an aspect of a touched character's identity, making a special (Manipulation + Larceny) instill roll against him. She can use Charms that enhance pickpocketing on this roll. Success eats away at an aspect of his social identity. This might be a position of authority, his standing in a cultural hierarchy, a formal or socially-recognized relationship, his reputation, or a similar aspect of his social life or public persona. If the Infernal publicly undermined or mocked that facet of the target's identity in the

same scene, she doubles 9s.

If successful, anyone who interacts with the victim is exposed to the Infernal's influence, which weakens any Ties to the victim that involve the chosen aspect of his identity or similar Intimacies. Additionally, affected characters' memories of the victim are distorted to make it seem as if he never had that aspect of his identity. The victim's husband remembers their love, but not the fact that they were married; a general's troops recall him as an arrogant and overbearing comrade, not their leader. Exposed characters become immune to influence from subsequent interactions for a week.

A character can spend one Willpower to prevent his Intimacies from being weakened by the Infernal's influence. Characters who have direct evidence that their memories have been altered can spend one Willpower to restore them, plus an additional point of Willpower for every two extra successes the Infernal rolled over the original target's Resolve, maximum five. This is separate from preserving Intimacies.

Once per week, the victim can pay one Willpower to reassert his identity after undergoing significant hardship or sacrifice to rebuild a relationship, uncover evidence of the truth, convince others their memories have been altered, or the like. Doing so reduces the Willpower cost of restoring memories by one point for all affected characters. Once it's reduced to zero, the victim is freed from this Charm, though other affected characters must still be prompted to recall their memories.

Special activation rules: The Infernal can use this Charm reflexively when she uses Crown-Seizing Sneer, making a single roll for both Charms. Ego-Devouring Enmity assails both the stolen position of authority and one other aspect of the victim's identity.

Keys

Identity Theft Digestion (Essence 5): The Infernal can commit this Charm's cost to digest and subsume her victim's social identity. In addition to the above, the Infernal's influence applies to anyone who interacts with her, making them believe she possesses that aspect of his identity. Affected characters are instilled with a Tie to the Infernal whose context fits this belief, and their memories are distorted to match. A character only needs to spend Willpower to restore their memories once, even if affected by exposure to both the victim and the Infernal. This ends if the victim breaks free of this Charm.

Fate-Rending Desperation

Cost: 10m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Cracked Cell Circumvention, Loom-Snarling Deception

Fate is not a cage except for those who fear it. The Infernal is not counted among their number.

When a character attempts to scry on the Infernal or predict her future, she becomes aware of this attempt and can activate this Charm. She rolls (Wits + Larceny) with double 9s against the opposing character's Guile to discern his identity. If she succeeds, she can also dictate the result of his prophecy or scrying. While this is most often used to evade such seers' notice, some Infernals prefer to taunt or terrify them.

Alternatively, this Charm can negate magic that guarantees some outcome will come to pass, like God-

King's Shrike (**Exalted**, p. 340). If such an effect would harm or impede the Infernal or one of her Intimacies, she becomes aware of the effect and the identity of the character responsible without needing to roll. She can then negate that effect by winning a notable victory over him or by implementing some scheme that the Storyteller agrees could thwart his prophesying.

Shadow Spite Curse

Cost: 1wp; **Mins:** Larceny 5, Essence 3

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Fate-Rending Desperation, Stolen Glories Reclaimed

Shadows ooze and lash from the Infernal's anima, entwining a rival in umbral tendrils that rob him of both luck and skill.

When the Infernal makes an opposed roll with any Ability, opposing characters' 1s and 2s subtract successes. If a character has a Major or Defining Intimacy that supports his action, only his 1s subtract successes. This also applies to any of this Charm's keys that apply to 2s.

Alternatively, the Infernal can use this Charm on a roll against a static value, like an attack, inflicting a -3 penalty. This is reduced to -2 by a relevant Major or Defining Intimacy.

If the Infernal succeeds with at least one extra success, characters whose rolls or static value were penalized gain a Minor Tie of self-loathing toward themselves and a Minor Tie of resentment toward the Infernal. He suffers -2 Resolve against the Infernal for the rest of the scene.

Reset: Once per day.

Keys

Mere Wounds Mocked: The Infernal can use this Charm after being hit by an attack, imposing its penalty on the damage roll.

Damning Petulance Technique (Essence 4): As long as an enemy rolls any 1s or 2s on an opposed, he loses an additional two successes, or one success if he has a valid Intimacy. If the Infernal makes a roll against a static value, the penalty inflicted increases to -5, or -3 with a valid Intimacy.

Shackled Soul Liberation

Cost: 5m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Cracked Cell Circumvention (Shattered Chains Escape)

The Infernal sets free those whose prisons lie within, unfettering their hearts.

The Infernal brings freedom to the fettered, rolling ([Charisma or Wits] + Larceny) to use one of the following effects on a character within close range (including herself).

- She can use it as an influence roll to convince a character to abandon a promise, obligation, contract, penance, or a similar oath or commitment that he's taken on as part of his own free will. If that promise is represented by an Intimacy, the level of supporting Intimacy needed to weaken it is reduced by one (**Exalted**, p. 215). If it isn't, this roll instead instills the target with a Major Principle representing a belief that he is no longer bound by that promise. Either way, this costs (higher of Infernal's Essence or 3) to resist.
- She can break a sorcerous binding imposed on a demon or other supernatural being. The difficulty is the summoner's (Essence + 5), or the summoned being's (Essence + 5) if it's higher. Success breaks the binding. The summoned being retains any Ties to its summoner imposed by the binding, but they can now be eroded.
- She can break a supernatural oath, like a promise sanctified by an Eclipse Caste Solar. The difficulty is the (Essence + 5) of the character who used the effect. Doing so frees the target from the oath or any consequences of breaking it. This doesn't affect any other characters bound by the oath. The character who sanctified the oath becomes aware that it's been disrupted somehow, but doesn't learn any other details. This Charm is incapable of shattering the surrender oaths sworn by the Yozis or other vows created by Essence 10 beings.

The Infernal can always use Cracked Cell Circumvention to enhance this Charm.

Unbound Freedom Infiltration

Cost: 10m, 1ahl; **Mins:** Larceny 5, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Cracked Cell Circumvention

The Infernal dissolves into a crimson wind to blow through walls. Sometimes she leaves, finding freedom; sometimes she enters, finding victims.

To use this Charm, the Infernal must spend two consecutive turns advancing toward an obstacle she wishes to pass through. As long as there's any opening whatsoever, she can pass through to the other side. She can't pass through obstacles that are more than one range band thick. This uses her movement action.

Keys

Wind-Scoured Prison Liberation (Essence 4): The Infernal no longer needs to advance toward an obstacle before using this Charm and can use it reflexively on her turn in combat. She can pass through thicker barriers by using it on multiple consecutive turns. She waives the health level cost of uses past the first. While moving through such obstructions, the Infernal has full cover (**Exalted**, p. 199), though appropriate magic or stunts might circumvent this. If she doesn't renew this Charm at the start of her turn, she's ejected from the barrier at the point she entered it.

Ascendant Misrule Mastery

Cost: 15m, 2wp; **Mins:** Larceny 5, Essence 5

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Crown-Seizing Sneer (Shattered Scepter Petulance),
Toppled Idol Testimony

The Infernal reveals the laws of god and man for the joke that they are, bidding those who labor under them to heed only their own will.

The Infernal subverts the laws of a region in which she oversees a criminal enterprise, limited only by the scope of her organization's reach. This takes hold of any characters within the region who engage in her organization's criminal dealings (knowingly or not) or choose to overlook such crimes, imposing the following:

- If they have Principles based on belief in or obedience to laws or positive Ties toward authority figures, governments, or rule-imposing organizations, they're treated as one step weaker if they're Defining or suppressed entirely if they're Major or Minor. A character can spend three Willpower to restore a Major or Defining Intimacy. Once (Infernal's Essence) Intimacies have been restored, any remaining Intimacies are also restored (including Minor Intimacies). Mortals and First Circle demons can only restore Defining Intimacies and aren't automatically freed after restoring (Essence) Intimacies.
- They gain +1 Resolve against influence that opposes illegal activities aligns with the kinds of Intimacies this Charm suppresses or opposes illegal activities.
- They suffer -1 Resolve against influence that encourages criminal activity or support for it or that oppose the kinds of Intimacies this Charm suppresses or opposes illegal activities.
- Affected characters can't spend Willpower to resist Shameless Devil Stride.
- Once per session, the Infernal can waive Crown-Seizing Sneer's cost when she uses it against an affected character.
- If she has Forbidden Endeavor Clientele's Preeminent Wickedness Advertising key, it extends that Charm's range to the entirety of the affected region.

Linguistics

Glyph-Graven Sagacity

Cost: —; **Mins:** Linguistics 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Sigils of still-bleeding ink tattoo the Infernal's skin, shifting and writhing through countless languages as they proclaim her genius to the world.

The Infernal gains the following benefits:

- She becomes fluent in Old Realm. If she already speaks it, her fluency is immune to any magic that would erase her knowledge of Old Realm, prevent her from using it through vocal or written communication at all, or the like.
- She adds an automatic success on Linguistics rolls that don't involve social influence, and on Investigation, Lore, and Socialize rolls about written alphabets, translation, language families, and similar topics.
- She can read a page of text in a second, and longer texts in no more than ten minutes.
- After reading a text, she can tell whether it was written by a demon or a similar being, like an Infernal or a Demon-Blood. This doesn't reveal the author's identity.

Progeny-Text Plagiarism

Cost: 1m (+1lh); **Mins:** Linguistics 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Glyph-Graven Sagacity

Language has a life of its own, a parasite that spreads through semiotics — and like all life, it seeks to reproduce.

The Infernal causes a written text to “bud off” a copy of itself, pouring rivulets of ink onto blank pages or a similar writing surface prepared by the Infernal. This reproductive process takes only seconds for a single page. Replicating a few pages takes minutes, while a lengthy tome may take a day. This doesn't duplicate any magic used to enhance the original text. The Infernal must be present the entire time to oversee the process.

The contents of the progeny-text are nigh-identical to their parent's but subtle variations may exist: a quirk of handwriting, altered punctuation, self-aware marginalia, etc. These allow a canny reader to distinguish it from the original with a (Perception + [Awareness, Investigation, or Linguistics]) roll at difficulty 3, though only if he has some reason to suspect the text's authenticity. This Charm won't reproduce wax seals, ornately embellished book covers, or the like — only the contents of the text.

The Infernal can bring forth greater fecundity by taking one level of lethal damage, shedding ink-black blood onto the parent text. Rather than a single copy, it births a litter of (Linguistics) progeny-texts, or (Essence + Linguistics) for very short texts.

Keys

Exact Words Heredity (Linguistics 4, Essence 2): Characters can't distinguish a prodigy-text from its parent unless they use magic, and the difficulty to do so increases to (Essence + Linguistics). The Infernal can duplicate physical aspects of the original text, like wax seals. The dripping ink transmutes whatever pages it falls on into a physical copy of the original, as long as its Resources value doesn't exceed (higher

of Essence or 3).

Gravid Grimoire Mitosis (Linguistics 5, Essence 3, Exact Words Heredity) (+1wp): The Infernal can pay a one-Willpower surcharge when she uses this Charm on a text she wrote, letting her copy any magic she used. If she takes damage to create multiple copies, she must pay this surcharge separately for each. With Essence 5, this applies to any text she copies, even if she isn't capable of learning the effect in question, as long as she meets its Essence minimum.

Azure Writ Proscription

Cost: 4m; **Mins:** Linguistics 3, Essence 1

Type: Supplemental

Keywords: Mute, Psyche, Written-only

Duration: Instant

Prerequisite Charms: None

A pale azure limns pages writ in the Infernal's hand, forbidding the unworthy from reading her works.

When the Infernal writes a text meant for certain recipients, she forbids all others from reading it. Other characters can't bring themselves to read the text and willfully refuse to understand if they're forced to read or hear it read aloud.

A character whose Resolve equals or exceeds the Infernal's (Essence + Linguistics) can pay two Willpower to resist this, or one Willpower if he has a relevant Defining Intimacy. The Infernal senses when such a transgression occurs and treats it as a violation of Hell's laws for other Infernal Charms. Mortals and First Circle demons can't resist.

Devil-Muse Fervor

Cost: 3m; **Mins:** Linguistics 3, Essence 1

Type: Supplemental

Keywords: Written-only

Duration: Instant

Prerequisite Charms: None

The Infernal draws on daemoniac inspiration, penning her works in a feverish hand to proclaim the Yozis' glory.

The Infernal adds a non-Charm die on a written influence roll, plus an addition non-Charm die for each condition that applies:

- Her influence has a single target.
- Her influence concerns something for which she has a Major or Defining Tie of curiosity, fascination, nostalgia, interest, or the like. This always applies to influence that involves the Yozis, demons, or Hell.

- Her writing takes the form of a story, poem, religious scripture, esoteric text, or autobiographical narrative.
- She writes in Old Realm.

She writes at a feverish pace, able to complete a full page in seconds, though not for works longer than a few pages.

Keys

Consummate Hellbound Authorship (Linguistics 4): The Infernal only needs a Minor Tie of fascination or the like to satisfy that condition. Similarly, she can satisfy the Old Realm condition with any language that she has a Linguistics or Lore specialty in.

Gospel of the Old Ones (Linguistics 5, Essence 3, Consummate Hellbound Authorship) (+2m): For a two-mote surcharge, the dice added by this Charm are converted to non-Charm successes. If the Infernal adds a full Excellency on the roll, she adds two additional non-Charm successes. If she meets at least three conditions, she doesn't need a full Excellency for this benefit.

Primordial Apocrypha Enlightenment (Linguistics 5, Essence 5, Gospel of the Old Ones): When the Infernal uses Gospel of the Old Ones, she rerolls a failed die for each automatic success added by this Charm.

Eloquence in Unspoken Words

Cost: 1m, 1wp; **Mins:** Linguistics 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

The Infernal swallows her voice, consuming that which is most antithetical to blessed quiet so that she might speak in silence.

The Infernal can communicate telepathically with other characters within long range, but can only do so in Old Realm. She can direct her mental messages either to a single character, or to all characters within this Charm's range. They can't respond to the Infernal's message. Those familiar with the Infernal recognize the mental voice as hers.

The Infernal is incapable of speech or any other utterances while using this Charm, except for laughter.

Keys

Every Tongue Severed (Linguistics 4): This Charm and its keys are no longer restricted to Old Realm. The Infernal adds two dice on telepathic influence rolls made in Old Realm.

Distant Whisper Wind (Linguistics 4, Essence 2) (3m): The Infernal can pay three motes to extend this Charm's range to (Essence x10) miles for a brief message or influence roll to a single recipient, or one band of extreme range beyond long range when addressing all characters in range.

Voice-Swallowing Kiss (Linguistics 5, Essence 3, Every Tongue Severed): The Infernal can use this Charm on other characters, requiring her to touch or kiss them. If her target is unwilling, she must also

make a special (Charisma + Linguistics) influence roll against him. Intimacies don't modify his Resolve against this. He can spend one Willpower to resist for a scene, breaking free once he's done so (Infernal's Essence) times. The Infernal can stack this Charm to affect multiple characters.

Unshattered Tongue Perfection

Cost: 5m; **Mins:** Linguistics 3, Essence 1

Type: Simple

Keywords: Psyche

Duration: One scene

Prerequisite Charms: None

Before the babbling, broken dialects of gods and man, all existence spoke as one. The Infernal restores that linguistic order.

The Infernal imparts temporary fluency in the Malfean dialect of Old Realm to a touched character, while suppressing his ability to understand all other languages. That character can incur experience debt to learn Old Realm permanently after this Charm ends. If a target is unwilling, the Infernal must make a special ([Charisma or Manipulation] + Linguistics) instill roll against him. Characters who already knew Old Realm are unaffected.

The imparted language alters the minds of those who think in it. Affected characters suffer -1 Resolve against influence used by characters with higher Essence or characters who are their hierarchical superior within an organization.

A character can spend (Infernal's Essence) Willpower to resist this influence. Mortals and trivial characters can't resist with Willpower.

Keys

Ecstatic Glossolalia Bestowal (Linguistics 5, Essence 2) (+1wp): The Infernal can pay a one-Willpower surcharge to affect any number of characters within medium range, without needing to touch them.

Orthodox Mind Vocabulary (Linguistics 5, Essence 2): The Infernal doubles 9s on this Charm's influence roll. Affected characters can't spend Willpower to resist it until they've gone a full day without speaking or writing in Old Realm, or a full hour without hearing or reading it.

Hierarchic Logos Syntax (Ecstatic Glossolalia Bestowal, Orthodox Mind Vocabulary) (+1wp): The Infernal can pay a one-Willpower surcharge to use this Charm on an organization that she leads, requiring her to first spend at least an hour interacting with its headquarters, members, or business. This Charm's influence spreads throughout the organization's hierarchy, affecting a number of group members equivalent to a Size (Intelligence) battle group (**Exalted**, p. 206). This begins with the characters nearest to where the Infernal uses this key and spreads outward. Its duration becomes indefinite. However, affected group members only need to pay one Willpower to exist, and can do so even if they're mortal.

Interlocution Metamorphosis Prophecy

Cost: 2m, 1wp; **Mins:** Linguistics 4, Essence 1

Type: Reflexive

Keywords: Stackable

Duration: One scene

Prerequisite Charms: Unshattered Tongue Perfection

The Infernal need only speak for her inferiors to obey. Comprehension is irrelevant.

The Infernal attunes herself to a language. Anyone who knows that language can understand her when she speaks, although this doesn't actually grant her knowledge of that language.

The Infernal can stack up to (Intelligence) uses to this Charm to attune to multiple languages.

Keys

Syntactic Exegesis Precept (Linguistics 5, Essence 3): This Charm's duration becomes Indefinite and its cost is reduced by one mote.

Fatal Flaw Soliloquy

Cost: 5m; **Mins:** Linguistics 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Any two of Devil-Muse Fervor, Glyph-Graven Sagacity, or Unshattered Tongue Perfection

What bit player doesn't dream of a chance to deliver a show-stopping monologue? The Infernal can't allow such aspirations to go unfulfilled.

The Infernal makes a special ([Charisma or Manipulation] + [Linguistics, Performance, or Socialize]) persuade roll to convince a single character to talk about himself. Intimacies based on pride, arrogance, and the like always penalize his Resolve against this and increase their penalty by one.

If the Infernal succeeds, the target unwittingly reveals a piece of information she could use against him over the course of the conversation. If her influence is supported by a Minor Intimacy, he reveals something that's merely inconvenient or embarrassing. With a Major Intimacy, he reveals something that could cause significant problems for him. With a Defining Intimacy, he reveals the most damaging information possible.

The Infernal gains a temporary specialty in all Abilities for exploiting this information. If the Infernal's action takes advantage of one of the target's Intimacies of pride, she also adds (Intimacy) dice on the roll. These extra bonus dice don't apply on attack rolls or Shape Sorcery rolls.

Resisting this influence requires entering a Decision Point and citing a Major Intimacy to spend one Willpower. If the target has any Intimacies based on pride — even a Minor one — he must cite a Defining Intimacy instead.

The Infernal can only have this Charm's benefits against one character at a time.

Parasitic Verse Infliction

Cost: 5m; **Mins:** Linguistics 4, Essence 2

Type: Simple

Keywords: Written-only

Duration: Indefinite

Prerequisite Charms: Progeny-Text Plagiarism

The Infernal's every brush stroke squirms with life, eager to nest in the hearts of her readers.

The Infernal makes a written instill or persuade roll against a single target. If her influence succeeds and her target doesn't resist with Willpower, this also counts as a separate persuade roll, compelling the target to try to convince others to read the text. He adds (Infernal's Essence/2, rounded up) dice on influence rolls to do so. This persuasion must be supported by an Intimacy of the appropriate level, as usual (**Exalted**, p. 216). It costs one Willpower to resist.

This Charm's effect lingers for (Essence + [Charisma or Manipulation]) days after it ends. Once this period elapses, the text no longer conveys this compulsion and affected characters are freed from its effect, losing the dice bonus it offers.

Living Scripture Palimpsest

Cost: 5m, 1wp; **Mins:** Linguistics 5, Essence 2

Type: Simple

Keywords: Written-only

Duration: Instant

Prerequisite Charms: Parasitic Verse Infliction

The Infernal's scriptures twist and coil like serpents, taking on new meanings to ensnare unwitting readers.

When the Infernal makes a written influence roll with a single target, she may choose a broad category of Intimacies that might support her influence: Ties based on love, Principles involving ethical beliefs, Ties toward demons, Intimacies counter to the prevailing norms of a character's culture, etc.

If the influence's target has such an Intimacy, the text of the Infernal's message shifts and rewrites itself, preserving the substance of her message but presenting it in a way that aligns with that Intimacy. A character can make a difficulty 5 (Perception + [Awareness, Investigation, or Linguistics]) roll to notice the shifting text, which also grants him +1 non-Charm Resolve against the influence.

Keys

Ever-Changing Epistle (Essence 3): The Infernal can use this Charm on written influence rolls with multiple targets, requiring her to commit its mote cost indefinitely. Once she ends her commitment, the message no longer shifts for readers, remaining in its most recent iteration.

Spoken Sigil Ideogram

Cost: 5m; **Mins:** Linguistics 5, Essence 2

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Glyph-Graven Sagacity

The Infernal's every word is scripture, her speech etched into the world for all to behold.

The Infernal's speech no longer takes the form of vocal utterances, but pale sigils in the color of her anima that spell out her message. Those who pay close attention may notice occasional droplets of ink-like blood welling up at the symbols' edges as they appear. The Infernal's speech appears in the writing system of whatever language she speaks, or in Old Realm if that language doesn't have a writing system or the Infernal doesn't know it. The illiterate are incapable of understanding her.

The Infernal's sigil-speech lets her use Linguistics instead of Performance, Presence, Socialize, or War for rolls involving spoken influence or commands, and adds (Essence) dice on such rolls. She can use Written-only Charms to enhance spoken influence rolls that use Linguistics, as long as their effect makes sense when conveyed through speech.

The size of the Infernal's written utterances depends on how "loud" she intends to speak. They're large enough that they can be seen by anyone who would've been able to hear the Infernal clearly if she were speaking normally, whispering, shouting, or so on.

Inescapable Narrative Labyrinth

Cost: 5m, 1wp; **Mins:** Linguistics 5, Essence 3

Type: Supplemental

Keywords: Psyche, Written-only

Duration: Instant

Prerequisite Charms: Living Scripture Palimpsest

The Infernal creates intricate, enticing traps out of words and narrative, linguistic puzzle-boxes too delightful to escape.

The Infernal imbues a text she writes with a tantalizing allure that compels any character who sees it to begin reading it. He doesn't realize that he's being influenced. Once he begins reading it, he must do so for at least (Infernal's Essence) minutes, or until he's finished. If the influence aligns with one of his Major or Defining Intimacies, he must instead read for at least (Intimacy) hours, if necessary.

If dropping everything to read the text would put him in peril, he'll only do so if the Infernal's written influence leverages an Intimacy sufficient to convince him to undertake that level of risk. Otherwise, he'll wait until he has a safe opportunity to do so. This costs two Willpower to resist, or (Intimacy) Willpower if aligns with an Intimacy as above.

Once a character is exposed to this Psyche effect, he's immune to it for the rest of the story.

Keys

Exquisite Temptation Calligraphy (Essence 4): If the Infernal's successes on the written influence roll exceed the target's base Resolve, he can't spend Willpower to resist this influence.

Conceptual Rebus Concatenation

Cost: 1m; **Mins:** Linguistics 5, Essence 4

Type: Supplemental

Keywords: Written-only

Duration: Instant

Prerequisite Charms: Living Scripture Palimpsest (Ever-Changing Epistle)

The Infernal composes infinite layers of intertwined meaning, so great it can only be written in the true tongue of reality.

The Infernal uses two Simple Linguistics Charms together in a single text. The text is not written in any language, each luminous sigil a reified signifier of pure meaning that is simply *understood*. If both Charms require a roll, the Infernal only rolls once, using the lower of the two dice pools. This roll benefits from any enhancements, like bonus dice or double 9s, provided by either Charm.

If both of the Charms the Infernal uses have a Willpower cost, this Charm's Willpower cost is waived.

Enthralling Infernal Mythopoeia

Cost: 6m, 1wp; **Mins:** Linguistics 5, Essence 5

Type: Simple

Keywords: Psyche, Written-only

Duration: Indefinite

Prerequisite Charms: Inescapable Narrative Labyrinth (Exquisite Temptation Calligraphy)

The Infernal writes of a world more compelling than reality, a paradise that imprisons those who read it long after they've finished the last page.

The Infernal makes a special ([Charisma or Manipulation] + Linguistics) influence roll to pen a story, poem, or other text that ensnares its readers' minds. Characters affected by this influence gain a Major Obsession with reading other texts written by her, convincing others to do the same, and seeking her attention (**Exalted**, p. 169). The Obsession is Defining if a character has a Defining Intimacy that supports the influence.

The Obsession's Resolve penalty applies against any written influence the Infernal uses and is increased by one against her influence. The Obsession fades away once the target has spent (higher of Infernal's Essence or 3) Willpower resisting it.

If an affected character already has an Obsession from this Charm, its intensity is increased by one step

instead. This resets the target's count of Willpower spent resisting the Derangement to determine when this Psyche effect ends.

Reset: This Charm can only be used against a character once per story.

World-Saga Demiurge Dramaturgy

Cost: 15m, 1wp; **Mins:** Linguistics 5, Essence 5

Type: Simple

Keywords: Blasphemy, Shaping (Body, Terrain)

Duration: Instant

Prerequisite Charms: Enthralling Infernal Mythopoeia, Spoken Sigil Ideogram

If reality is a text, then the Infernal is no passive reader. The world is hers to edit and revise.

The Infernal transforms physical reality into a reified language in an aura that extends out to long range. This change isn't harmful or incapacitating: people, things, and the even empty space dissolve into whispering glyphs that spell out their own identities and qualities, but remain animate and capable of physical interaction with other transmuted forms. The following effects apply within this aura:

- The Infernal defines a mood for the scene, choosing up to (Essence) Minor Intimacies to express it. All transformed characters count as having them. Actions that are supported by one of these Intimacies add a non-Charm success, while opposed actions suffer a one-success penalty.
- Spoken Sigil Ideogram's effects apply to all speech within the aura, translating spoken sound into written glyphs.
- The Infernal can use ([Charisma, Intelligence, or Manipulation] + Linguistics) in place of any other dice pool, rewriting reality rather than acting upon it.
- The Infernal adds (higher of Essence or 3) automatic successes on influence rolls, and adds the same value to her Guile and Resolve.
- Enemies can't spend Willpower to resist the Infernal's Linguistics Charms unless they have a Defining Intimacy that's opposed to the influence. Even then, it costs an additional Willpower to resist.
- Those outside this area can only affect those within, or vice versa, if it involves something physical that can pass in or out of this Charm's area and be translated: a projectile, a shouted message, etc. This is subject to the rules above. Otherwise, interaction is impossible, though the Storyteller may allow stunts to bypass this.

Blasphemy: The Infernal can use this Charm reflexively when she enters her Devil-Body.

Lore

Essence-Dissecting Understanding

Cost: —; **Mins:** Lore 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The secrets of the cosmos and its grand design are laid bare by the Infernal's piercing insight.

The Infernal gains the following benefits:

- She adds (higher of Essence or 3) dice on Lore and Occult rolls that involve understanding the nature and behavior of Essence, including sorcery, geomancy, artifice and the like. This only enhances her understanding — it doesn't aid in casting spells, performing sorcerous workings, or similar feats.
- She regains (lower of Essence or Lore) additional motes each hour.
- She gains greater control of her anima banner, letting her halve the time it takes for it to fade. (**Exalted**, p. 175).
- She can always tell what realm of existence she's in.

Systematic Imposition of Causality

Cost: 5m; **Mins:** Lore 3, Essence 1

Type: Simple

Keywords: Aggravated, Uniform

Duration: One scene

Prerequisite Charms: Essence-Dissecting Understanding

The Infernal brings order and stability to chaos, crystallizing the patterns and tents that undergird reality.

The Infernal radiates a soft white aura of world-ordering Essence out to short range. It has the following effects:

- The aura imposes a -3 penalty on rolls made for Shaping effects or spells unless the Infernal approves of them. (This doesn't penalize Shape Sorcery rolls.) If a Shaping effect or spell has a difficulty instead of an opposed roll, the difficulty is reduced by two instead.
- The Infernal and other characters within the aura add (Infernal's Essence/2, rounded up) dice on rolls with Bureaucracy, Investigation, and Lore that are based on pure logic, and on influence rolls based on logical argument.
- The Infernal and all allies within the aura gain +1 Defense and +1 Resolve as a non-Charm bonus against fae and other Wyld phenomena, spells, and Shaping effects.
- Fae treat the aura as an environmental hazard, with difficulty (Infernal's Intelligence), Damage 1A/round.

With Lore 5, Essence 3, the aura increases to medium range.

Special activation rules: The Infernal can use this Charm reflexively when she uses Mind-Hand Manipulation.

Mind-Hand Manipulation

Cost: 5m; **Mins:** Lore 4, Essence 1

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Essence-Dissecting Understanding

The Infernal needs nothing so crude as her hands to impose order on the world, wielding tendrils of mental force that trail white light and ripples of spatial distortion.

The Infernal can telekinetically manipulate things within short range, with the following effects:

- She can take physical actions through these mental limbs, using Wits instead of Dexterity and Intelligence instead of Strength. This includes determining the raw damage of **withering** attacks and whether she meets the minimum Strength to attempt a feat of strength. However, she suffers a -3 penalty on all actions that involve fine manipulation, including attacks with telekinetically-wielded weapons.
- She can make telekinetic attacks with (Wits + Lore). They have +4 Accuracy, Damage (Willpower + 2), and Overwhelming (Essence). Their damage doesn't include her Strength. **Decisive** attacks can deal either bashing or lethal damage, either exerting crushing force or focusing her telekinesis to a scalpel-sharp edge. If she makes a grapple gambit, she rolls (Intelligence + Lore) for the control roll, but can't grapple enemies beyond close range.
- She can also block attacks telekinetically, with Parry ($[\text{Wits} + \text{Lore}] / 2$, rounded up).
- She can hold up to (higher of Essence or 3) objects in mid-air with telekinetic force, in addition to any objects she's actively using as part of an action. They can be struck from the air with a disarm gambit. Levitating an object this way is reflexive, but can only be done on the Infernal's turn.

The Infernal's mental tendrils are clearly visible when in use, making it clear that she is the source of her telekinetic actions.

Keys

Precision Thought-Force Exercise: The Infernal doubles 9s on telekinetic actions, excluding attacks. However, this isn't compatible with Charms from the Ability that's normally used for that action, if they could ordinarily be used through telekinesis.

Psychic Surge Exertion (4m): The Infernal can pay four motes to add (Willpower/2, rounded up) to her effective Strength for a feat of strength or **withering** attack roll.

Tool-Transcending Constructs: The Infernal's telekinetic force can be used in place of any mundane equipment that might be needed for a task. She could mentally assemble an intricate clockwork mechanism, open a surgical incision with a psychical scalpel, or play a percussive rhythm by striking the air with psychic force. She doesn't suffer a penalty on actions that require fine manipulation as long as she relies solely on telekinesis.

Unseen Force Application (Essence 2): The Infernal can render her telekinetic force invisible when she pleases. Enemies can still defend against telekinetic attacks, sensing a tingling surge of Essence, but the Infernal adds an automatic success on unexpected attacks with them.

Focused Psyche Projection (Lore 5, Essence 2, Precision Thought-Force Exercise): The Infernal's telekinesis extends out to medium range.

Specimen Retrieval Modus (Lore 5, Essence 2, Psychic Surge Exertion): The Infernal can grapple enemies at this Charm's full range, dragging them into close range on a successful gambit. She doesn't suffer any of the usual penalties for grappling.

Force-Draining Exigence (Lore 5, Essence 3, Precision Thought-Force Exercise): If the Infernal deals 3+ levels of damage with a **decisive** attack, she can siphon her target's Essence, forgoing levels of damage to steal three motes per level from her target. She must still deal at least one level of damage.

Will-Crushing Force (Force-Draining Exigence) (3m, 1wp): The Infernal can pay three motes, one Willpower when she uses Force-Draining Exigence, waiving all levels of damage but one and causing her target to lose that many points of Willpower instead of motes. (She doesn't need to pay until after the damage roll). If this leaves her victim with zero Willpower, he's crashed, setting him to 0 Initiative. If he was already crashed — or if he's a mortal — he's instead incapacitated, forced into comatose unconsciousness.

Demon-Scholar Erudition

Cost: 2m; **Mins:** Lore 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal is versed in Hell's forbidden lore, heedless of law and morality in her pursuit of knowledge.

The Infernal adds (higher of Essence or 3) dice and doubles 9s on a Lore roll. If she rolls to introduce a fact with the intention of using that knowledge to cause someone physical or emotional harm in the current scene, she doubles 8s instead.

If the Infernal succeeds on a difficulty 3+ roll, she gains a Lore background in a relevant topic (**Exalted**, p. 153). Normally, this doesn't grant her a Lore specialty. However, once per story, she may gain a specialty matching the chosen Lore background at no experience point cost.

Keys

Blasphemous Wisdom Grimoire (Lore 3): The Infernal doubles 8s on rolls to introduce facts that will help her support one of her negative Major or Defining Principles. Once per session, she can use a negative Defining Principle as if it were a Lore background on a related topic.

Hell-Lore Esoterica (Lore 4, Essence 2): If the roll relates to one of the Infernal's Lore backgrounds, the added dice are non-Charm.

Insuperable Wickedness Genius (Lore 5, Hell-Lore Esoterica): When the Infernal rolls to introduce or challenge a fact, she rolls an additional non-Charm die for each doubled success, to a maximum of (Essence) additional dice.

Twisted Genius Epiphany (Lore 5, Essence 3, Blasphemous Wisdom Grimoire): Rolls that receive double

8s from this Charm don't count against the once-per-scene limit on introducing facts.

Ascending Wisdom Catechism

Cost: 10m, 1wp; **Mins:** Lore 5, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Demon-Scholar Erudition (Blasphemous Wisdom Grimoire)

The Infernal is an insurmountable peak of wisdom, the summit to which lesser minds aspire.

The Infernal trains a student. Before he can receive her wisdom, he must choose one of his Principles to cultivate, strengthening it by one step. If he has any Intimacies that oppose the Principle, he can't benefit from this training until he's fully removed them.

A suitable aspirant can be trained in (his base Resolve, maximum 5) dots of relevant Attributes or Abilities, which must relate to the chosen Principle or a goal related to that Principle. He adds +1 to this if the chosen Principle is negative. This can raise his trait ratings above the Infernal's own. For Quick Characters, this can raise dice pools up to fourteen dice and static values up to seven. The training time required is divided by (target's Resolve + 5), and the Infernal only needs to spend a single scene mentoring him.

Keys

Summit-Aspirant Convocation (Lore 5, Essence 3): The Infernal can train up to (Essence) students with a single use of this Charm. Not all students need take the same traits, although the Storyteller may require her to stunt appropriate instruction for training widely disparate subjects. Alternatively, she can train up to (Essence x5) students, but halves the number of dots she can grant each of them, rounded up.

Crumbling Tower Prophecy

Cost: 10m; **Mins:** Lore 5, Essence 2

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Demon-Scholar Erudition (Blasphemous Wisdom Grimoire, Devil-Lore Curriculum)

The Infernal's dreams are filled with fitful images of the future calamity, visions that ought never come into the waking world.

The Infernal can use this Charm when she sleeps for a full night, making a difficulty 3 ([Intelligence or Perception] + Lore) to witness flickers of future events in dreams. Success lets her player ask the Storyteller one of the following questions, plus an additional question for every three extra successes:

- Who currently poses the greatest threat to me?
- What currently poses the greatest threat or obstacle to my agenda?
- What currently poses the greatest threat to the surrounding region as a whole?
- Where am I most vulnerable to opposition, and how?

Such nightmares are harrowing: if the Infernal asks more than one question, she can't regain Willpower from sleeping and forms a Minor Intimacy based on fear related to the answers. However, she can use any answers she receives as if they were Lore backgrounds until she next sleeps.

If the Storyteller doesn't have an answer in mind, the Infernal's player should provide one, as if introducing a fact.

Keys

The Shape of Things to Come: The Infernal can prophesy more clearly if she commits to taking a Major Intimacy of fear in advance, or if she spends a full day sleeping. She can ask an additional question for each extra success, rather than every three. She can ask follow-up questions for any answer she receives in addition to the questions listed above.

Orbital Impact Storm

Cost: 5m, 4i, 1wp, 1i per round; **Mins:** Lore 5, Essence 2

Type: Simple

Keywords: Perilous

Duration: One scene

Prerequisite Charms: Mind-Hand Manipulation (Precision Thought-Force Exercise, Psychic Surge Exertion)

The Infernal draws the fragments and debris of a broken world into a constellation of perfect motion, setting them in orbit around her.

To use this Charm, the Infernal must have Mind-Hand Manipulation active. She telekinetically seizes any loose objects or debris within that Charm's range, which float in an ever-accelerating orbit around her. If she wishes, she may reflexively make a telekinetic feat of demolition against any number of unattended objects within range, letting her rip cobblestones from streets or bricks from walls. However, even pebbles or clumps of dirt can be deadly at the speed with which they orbit the Infernal.

This constellation of debris pulverizes those who approach the Infernal, an environmental hazard extending out to Mind-Hand Manipulation's full range. It has difficulty (Intelligence) and Damage (Essence, maximum 5)L/round. It doesn't affect the Infernal or her allies.

The orbiting objects also impose a -1 penalty on attack rolls against the Infernal. This doesn't apply against unblockable attacks or attacks that ignore cover.

The Infernal must pay one Initiative at the start of each of her turns to sustain this Charm, or else the suspended objects fall to the ground.

Special activation rules: The Infernal can use this Charm reflexively when she activates Mind-Hand Manipulation.

Keys

Hostile Vector Realignment (Essence 3): Once per round, when the Infernal telekinetically parries an attack at close range, she can counterattack with a telekinetic disarm gambit. If she succeeds, the disarmed weapon is caught in the orbiting debris, requiring a difficulty 5 feat of strength to retrieve.

Manifold Mind-Storm Onslaught (Essence 3): The Infernal can use her turn to hurl the orbiting debris outward in all directions, extending one range band beyond Mind-Hand Manipulation's usual range. This is a one-time environmental hazard with difficulty 7, Damage (Essence + 3)L. This ends Orbital Impact Storm.

Principle-Invoking Onslaught

Cost: 6m; **Mins:** Lore 5, Essence 2

Type: Simple

Keywords: Aggravated, Dual

Duration: Instant

Prerequisite Charms: Mind-Hand Manipulation

All of existence is a weapon to an opened mind.

To use this Charm, the Infernal must have Mind-Hand Manipulation active. She makes a **withering** or **decisive** attack by shaping dangerous phenomena into reality: pulses of disintegrating white fire, lightning, grinding earth, boiling acid mist, low-frequency screams that split organs, or new colors of light that erase mass. These count as telekinetic attacks made through Mind-Hand Manipulation.

The Infernal can choose to make the attack unblockable or undodgeable, based on the form her manifestation takes, or she can double 9s on the attack roll. The attack gains any weapon tags suitable to the particular manifestation chosen by the Infernal (**Exalted**, pp. 585-586). **Withering** attacks double up to (Willpower/2, rounded up) attack roll extra successes when determining their raw damage. **Decisive** attacks double 10s on their damage roll, and can deal aggravated damage if the manifested danger exploits a logical weakness of the target.

An enemy killed by a **decisive** attack can be transmuted into inanimate matter, though not anything with a Resources value greater than (Infernal's Essence). An eerie metal fog might turn its victims into statues of tarnished gold — or untarnished, for higher-Essence Infernals.

Keys

Counter-Conceptual Interposition (+3m): The Infernal can pay a three-mote surcharge to clash an attack an attack with a defensive manifestation: crystalline orbs that shatter into ripples of bent space, concussive thunderclaps, geometric mandalas of impossibly-colored tiles. She can clash with either a **withering** or a **decisive** attack, but either way, she can't deal more than (Essence) damage. She doesn't gain Initiative from a **withering** attack.

Broken Soul Wisdom

Cost: 5m, 1wp; **Mins:** Lore 5, Essence 3

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Demon-Scholar Erudition (Hell-Lore Esoterica, Twisted Genius Epiphany)

One day, all Creation will understand the elegant necessity of suffering as perfectly as the Infernal does.

The Infernal makes a special ([Charisma or Manipulation] + Lore) instill roll against a single target as she reveals a terrible truth, which must relate to one of the target's Intimacies. In combat, this requires a difficulty 4 gambit. If she succeeds, her target gains a Major Derangement of her choice (**Exalted**, p. 169) and loses one Willpower, plus an additional point of Willpower for each 10 she rolls, maximum (higher of Essence or 3). In combat, he loses three Initiative for each point of Willpower lost.

The target must immediately make a Willpower roll against the Derangement. If he fails the roll, he loses an additional point of Willpower and three Initiative. Once the scene ends, the Derangement subsides to Minor intensity. It fades entirely after (10 – target's Resolve) days, but failing a Willpower roll against it resets this.

If the Infernal reduces a target to zero Willpower or crashes him, the inflicted Derangement is permanent, although it still subsides to Minor intensity at the end of the scene. She can't inflict a permanent Derangement on an enemy who still suffers one from a previous use of this Charm.

Reset: Once per scene.

Pattern-Reassertion Touch

Cost: 15m, 1wp; **Mins:** Lore 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Systematic Imposition of Causality

The Infernal cannot abide seeing others twisted against her understanding of their nature.

The Infernal touches a character and rolls (Intelligence + Lore). She can spend her successes to heal him of Derangements inflicted by the Wyld or Shaping effects for one success each. She can break ongoing spells or spirit Charms for a number of successes equal to the (Essence) of the character who used it. Alternatively, if an ongoing spell can be distorted, the Infernal can do so for only one success.

While using Systematic Imposition of Causality, the Infernal adds its dice bonus on this Charm's roll, and can use Pattern-Reassertion Touch against any character within her aura. She must make a difficulty 1 gambit with ([Intelligence or Perception] + Lore) against unwilling characters.

Constructive Convergence of Principles

Cost: 15m, 1wp per interval; **Mins:** Lore 5, Essence 3

Type: Simple

Keywords: Shaping (Terrain)

Duration: Instant

Prerequisite Charms: Demon-Scholar Erudition (Blasphemous Wisdom Grimoire), Pattern Reassertion Touch, Principle-Invoking Onslaught

The Primordials built Creation from the chaos of the Wyld. Tapping into this legacy, the Infernal gives form to the inchoate, birthing new worlds.

The Infernal can use this Charm to shape the Wyld. She can only use it within the deep Wyld or in the outermost edges of the middlemarches. If she has Spirit of the Living Realm (p. XX), she can shape her inner realm like the deep Wyld, waiving this Charm's Willpower cost.

The Infernal can shape an area that extends out to (Essence) miles from her, which can be increased further as described below. Shaping is an extended (Intelligence + Lore) shaping action with a one-minute interval, requiring a separate use of this Charm for each interval. The goal number depends on the effect the Infernal wishes to invoke. Once she reaches the goal number, she can continue the shaping with a new effect, resetting her successes to zero. The roll has a base difficulty of 5, subject to the following modifiers:

BEGIN TABLE

Condition	Difficulty Modifier
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Deep Wyld/Inner Realm	-2
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Middlemarch	+2
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Each roll past the first	+1
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END TABLE

The Infernal can make one of the following alterations once she reaches its goal number. Some require her to first lay groundwork with other alterations — most notably, increasing the range of her shaping.

Increase Range (Goal Number 5): This Charm's range increases to (Essence x 3) miles. A subsequent use increases this to (Essence x 5) miles, and a third use increases it to the maximum of (Essence x 20) miles. Increasing range must be done before any other shaping.

Create Land (Goal Number 5): The Infernal transforms the Wyld into an island of Creation. It takes on a form suited to the surrounding Wyld, with suitable terrain, natural features, and resources determined by the Storyteller.

Reshape Land (Goal Number 10): The Infernal resculpts shaped land, creating a new terrain feature and removing any existing terrain that's incompatible with it. She can introduce natural resources, such as deposits of gold in a newly-shaped mountain. Particularly drastic changes might require several uses: if she wishes to create an ocean amid a blazing desert middlemarch, she might begin with an oasis, then a sea, and then expand it further with subsequent uses.

Demesnes (Goal Number 20 or 30): After creating land, the Infernal may create a demesne within it. This

has a goal number of 20 for two-dot demesnes and 30 for four-dot demesnes.

Objects and Structures (Goal Number 3, 10, or 20): After creating land, the Infernal can shape its natural resources into mundane objects or structures suited to the landscape she's created. She could carve a fortified stronghold into a mountain or create weapons enough for an army from veins of iron. The goal number depends on the type of project that would be necessary to create the object: 3 for basic, 10 for major, and 20 for superior.

Denizens (Goal Number 10 or 20): After creating land, the Infernal can shape inhabitants that are naturally suited to its terrain. At goal number 10, they must be comparable in power to humans or to natural animals that would be one- or two-dot familiars (**Exalted**, p. 161). At goal number 20, the Infernal can introduce beings comparable to three-dot familiars. She must create discrete groups of denizens, though not all need be of the same kind: a village of human-like creatures, the flora and fauna of a shaped forest, or a handful of territorial tyrant lizards scattered throughout the region.

Magical Materials (Goal Number 30): After creating land, the Infernal can form natural deposits of magical materials within it, though she can't create soulsteel. A single use of this produces enough materials to forge a single artifact weapon or armor. A second use expands this to enough for multiple such artifacts or larger artifacts like warstriders. These materials form within the land — the Infernal must still mine them before she can use them. Magical materials can't be created within inner worlds.

The Infernal can continue shaping for as long as she can pay this Charm's cost. The roll's difficulty resets to its starting value each time she completes an alteration. She can act freely while shaping, including in combat, but can't take other extended actions. This Charm ends prematurely if the Infernal fails a roll for it or is incapacitated.

Shaping the Wyld risks its denizens' wrath. If the Infernal rolls six 1s in a single interval, the Storyteller may declare that a formidable threat is drawn to her, like a Fair Folk warband, or that she faces a "natural" peril of the Wyld's chaotic landscape. Each interval, the number of 1s needed to trigger this is reduced by one, minimum (Infernal's Essence). If the Infernal rolls more 1s than necessary, she may face even greater perils, like a Wyld-born behemoth, a Fair Folk of incredible power, or one of the hannya. This doesn't apply in inner worlds.

Reset: Once per story.

Lidded Eye Insight

Cost: 10m, 1wp; **Mins:** Lore 5, Essence 4

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Crumbling Tower Prophecy (The Shape of Things to Come)

The Infernal sleeps fitfully, bearing witness to secret horrors and forbidden truths.

The Infernal can spend a scene in deep sleep to introduce a fact without needing a Lore background, adding a free full Excellency. If she has a Defining Intimacy of fear related to the topic, she succeeds automatically, but can't voluntarily weaken that Intimacy for the rest of the story. If she has an applicable Lore background, she only needs a Major Intimacy for this.

Reset: Once per story.

Slumbering Prophet Revelation

Cost: 30m, 1wp; **Mins:** Lore 5, Essence 5

Type: Simple

Keywords: None

Duration: (10 – Essence) days

Prerequisite Charms: Lidded Eye Insight

The Infernal has seen the shape of things to come and the horrors that the future holds. As she wakes, her nightmares become reality.

The Infernal descends into sleep for this Charm's duration as she dreams of a calamity to befall whatever region she's in. She makes an (Intelligence + Lore) roll at difficulty of her choice, depending on the severity of calamity she wishes to unleash. Her player should work with the Storyteller to determine the calamity's exact nature, with increased consequences depending on the number of extra successes rolled.

Difficulty 5: A natural disaster with significant local consequences: an earthquake, a tidal wave, a plague of locusts wiping out harvests across the region.

Difficulty 7: A natural disaster on a grand scale or a terrible supernatural cataclysm: a city-killing volcanic eruption, a storm like that of the Typhoon of Nightmares (p. XX), a large forest and its flora and fauna transforming into a hellish ecosystem that poses a threat to the entire region.

Difficulty 10: A direful calamity falls on a region: a city falling into the Demon Realm, a rampaging behemoth trampling kingdoms underfoot, the appearance of an unbound Third Circle demon eager to wreak havoc.

While the Infernal sleeps, others in the region share her dreams, and strange omens and prodigies herald the coming disaster. Characters can recognize that something awful is coming with a difficulty 3 ([Intelligence or Perception] + Occult) roll. Rolling an extra success lets them discern that the calamity will be caused by someone in the region. Three extra successes let them discern the distance and direction to the Infernal, while five extra successes reveal her precise location. If she's slain before the calamity is complete or chooses to awaken prematurely, the disaster is averted.

Reset: Once per story.

Medicine

Plague-Savoring Palate

Cost: 1m; **Mins:** Medicine 1, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal's appetite for blight and affliction has been refined to infallibility.

The Infernal succeeds automatically on a roll to diagnose a patient. For diseases or poisons she has no prior knowledge of, she discerns only the general category of disease or poison they belong to and whether or not they're supernatural.

If the Infernal successfully diagnoses a character whom she's capable of eating, she may choose to succumb to a monstrous hunger, gaining a Minor Principle such as "I crave the taste of human flesh." If she does, she adds a non-Charm success on any Medicine rolls she makes to treat the diagnosed patient's condition for the rest of the scene.

If the Infernal chooses to take an Intimacy, she can't voluntarily weaken it as long as she remains in the patient's presence. Additionally, indulging in her hunger prevents her from doing so until the next time she regains Willpower from resting.

Festering Rot Repast

Cost: 5m; **Mins:** Medicine 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Plague-Savoring Palate

The Infernal's gluttony is at times mistaken for magnanimity.

The Infernal feeds on a disease afflicting her target, rolling (Stamina + Medicine) against its morbidity. Success purges the sickness from her patient, even if the disease is incurable, but exposes the Infernal to the it. Instead of making a separate roll against the disease's virulence to resist it, she uses half her successes on the initial roll, rounded down, to determine if she's infected. She may choose not to resist.

If the Infernal diagnosed the disease with Plague-Savoring Palate and still has the Intimacy of hunger, she adds (Intimacy) non-Charm dice on the roll. Success strengthens the Intimacy by one step.

Poisoned Heart Panacea

Cost: 4m; **Mins:** Medicine 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None

The Infernal's hatred can be a caustic, poisonous thing. No lesser venom can withstand her all-dissolving spite.

The Infernal gains the following benefits as long as she has at least one negative Tie:

- She adds (Intimacy) dice on rolls to resist poison, using the intensity of her strongest negative Tie.
- Any penalties she suffers from being poisoned are reduced by one.
- Lesser venoms draw her scornful notice. She adds (Intimacy) dice on rolls to diagnose poisoning and on Awareness and Investigation rolls to notice or examine poisons.
- Her blood is a potent antivenin. It counts as exceptional equipment for treating poisoning in others, adding a non-Charms die. It loses its efficacy after a scene.

Keys

Grudge-Nursing Endurance (Medicine 3, Essence 2): This Charm's benefits become permanent. However, the Infernal can't willingly weaken negative Ties while she's poisoned, or if doing so would leave her without any negative Ties.

Spiteful Sea Tincture

Cost: 3m; **Mins:** Medicine 3, Essence 1

Type: Supplemental

Keywords: Blasphemy, Decisive-only

Duration: Instant

Prerequisite Charms: Poisoned Heart Panacea

Spidery glyphs and patterns in garish hues anoint the Infernal's blade, dripping with the same venom that runs through her veins.

If the Infernal deals damage with a **decisive** attack, she envenoms her foe with a poison that has Damage 3i/round, Duration (Infernal's Essence + 3) rounds, and a -2 penalty.

If the Infernal has a negative Tie that applies to her target, the poison's duration and penalty both increase by one.

Blasphemy: If the Infernal's Devil-Body has the Toxic Apotheosis feature, she can choose to substitute this Charm's poison for that feature's standard traits when she enters her Devil-Body.

Keys

Caustic Hatred Curse (Essence 2): The Infernal adds +1 to the poison's duration, or +3 if she has a negative Tie toward her target. The poison deals aggravated damage to crashed enemies.

Hateful Depths Nectar (Medicine 5, Essence 3, Caustic Hatred Curse): The bonuses for having a negative Tie increase by one. The poison's duration can't be reduced below one round, no matter how many successes the target rolls.

Acidic Baptism Crucible

Cost: 5m (+5m, 1wp); **Mins:** Medicine 3, Essence 1

Type: Simple

Keywords: Shaping (Body)

Duration: Instant

Prerequisite Charms: Spiteful Sea Tincture

Anointing a favorite in a spray of acrid spittle, the Infernal dissolves his paltry form to leave something greater in its place.

The Infernal inflicts a mutagenic poison on a willing character, letting him gain up (higher of Infernal's Essence or 3, maximum 5) mutations by incurring experience debt (p. XX). These mutations are demonic in appearance, resembling the denizens of Malfeas. He suffers intervals of poison equal to the number of dots he takes on, as above. The poison has Damage 1L/hour and a -3 penalty. He doesn't receive a roll to resist, and the poison can't be treated. However, its damage is never fatal for those the Infernal has positive Ties toward. Once the poison has left his system, he fully heals from that crippling effect.

Alternatively, the Infernal can pay a five-mote, one-Willpower surcharge to inflict a flesh-warping poison that heals a crippling effect. This can heal amputations and similarly severe wounds, but only if they happened recently and the patient still has the severed limb to reattach to the wound. The patient must accept intervals of poison based on the wound's severity, as if it were a crippling injury, equal to the maximum damage that wound could prevent (**Exalted**, p. 201). She can also grant mutations as well, in which case her patient takes intervals of poison equal to the higher of the two, plus an additional interval.

Keys

Toxic Mercy Benevolence (Medicine 5, Essence 2): The poisoned character receives this Charm's benefits after the first interval of the poison passes, though he still suffers all remaining intervals. The Infernal adds +2 to the number of mutations she can grant.

Wound-Dissolving Alchemy (Medicine 5, Essence 3, Toxic Mercy Benevolence): The Infernal can treat the most grievous of crippling effects even if they didn't occur recently. She can do so even if there isn't a severed limb to reattach, as her poison causes damaged flesh to regenerate. However, regenerating damaged tissue adds +2 to the intervals of poison the target must take and increases its damage and interval to 4A/week.

Unmatched Physician Hubris

Cost: 1m; **Mins:** Medicine 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

When life and death hang in the balance, none but the Infernal's genius can save you.

The Infernal rerolls 6s until they cease to appear on a Medicine roll. If she has a relevant Intimacy based on pride, confidence, or the like, she may choose to reroll (Intimacy) additional dice that roll failures. If she does, a successful roll strengthens that Intimacy by one step. If it's already Defining, she may gain one Willpower, maximum once per day. She can't voluntarily weaken that Intimacy for the rest of the

session.

If the Infernal invokes an Intimacy and fails, that Intimacy is weakened by one step. The Infernal can't voluntarily strengthen it or use invoke it with this Charm for the rest of the session.

Keys

Mercy for the Damned (Medicine 3): The Infernal can invoke a positive Tie to some suffering a grievous ailment or a broader Intimacy based on positive feelings for the doomed or the dying more generally. If she fails on the roll, the Intimacy is still strengthened.

Anguish-Slaying Expertise (Medicine 5) (+2m) The Infernal can pay a two-mote surcharge to rerolls 5s as well as 6s. If she invokes an Intimacy that she's previously strengthened using this Charm in the current session, she also adds (Intimacy + 1) dice.

Ever-Moving Scalpel (Medicine 5, Essence 2, Anguish-Slaying Expertise): The Infernal is refunded one mote for each die she rerolls with this Charm, maximum (Essence), or (Essence + Intimacy) if she invokes one. Once per day, when she invokes a Defining Intimacy, she can also refund a point of Willpower spent on the roll.

Unparalleled Vivisectionist Mastery (Medicine 5, Essence 5, Ever-Moving Scalpel): Once per day, the Infernal can roll an additional non-Charm die for each failure that she rerolls with this Charm.

I Alone Can Save You (Medicine 5, Essence 5, Unparalleled Vivisectionist Mastery): Once per story, when the Infernal invokes a Defining Intimacy, she adds ten non-Charm successes and succeeds automatically if the roll is unopposed.

Nonsense Nostrum Babble

Cost: 3m; **Mins:** Medicine 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Unmatched Physician Hubris

In a world of toxins, blight, and charlatans, few are lucky enough to have a physician as trustworthy as the Infernal.

When the Infernal offers or provides medical treatment or advice to others, her self-evident expertise causes others to count as having Minor Tie of trust to her. Any penalties she suffers on influence rolls for making implausible claims about medicine, ailments, or the like are reduced by (Essence).

If the Infernal succeeds on a difficulty 3+ Medicine roll to treat a patient, he gains a Minor Principle based on a distrust of medicine in general or of physicians, healers, and their ilk — except the Infernal, of course.

Abhorrent Rejuvenation Chrysalis

Cost: 5m, 1wp; **Mins:** Medicine 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal cocoons her patient in a Chrysalis Grotesque to hasten his healing.

The Infernal rolls (Intelligence + Medicine) as she touches a willing or helpless character, causing a Chrysalis Grotesque to manifest around him. She rerolls 6s until they cease to appear, and adds two non-Charm successes if she rerolls at least three 6s, she adds two non-Charm successes on the roll.

After (3 + target's damaged health levels) hours, the patient emerges from the chrysalis, healing levels of non-aggravated damage equal to the Infernal's successes. His wounds seem strange and unsettling — they suppurate foul-smelling pus as they heal, scab over with living brass, or pulsate unnervingly as *something* moves under his skin. These side effects lasts only a few days.

Keys

Baleful Wounds Unwoven: Instead of healing non-aggravated damage, the Infernal can use this Charm to convert all aggravated damage a character suffers to lethal damage. If her total successes exceed the levels of aggravated damage her patient has, each additional success heals a level of non-aggravated damage (including those converted to lethal by her roll).

Chrysalis-Crucible Understanding (Medicine 4, Essence 2): If the Infernal enhances the roll with a full Excellency, she always receives the automatic successes. This also reduces the time needed for her patient to convalesce by (her Essence) hours, to a minimum of one hour.

Grotesque Rebirth Emergence (Medicine 5, Essence 3, Baleful Wounds Unwoven, Chrysalis-Crucible Understanding): Once per scene, the Infernal can use this Charm to create a Chrysalis Grotesque that only takes until the beginning of her target's next turn to heal him. However, the Infernal's effective successes on the roll are capped at (Essence). She can reset this succeeding on a difficulty 5+ Medicine roll, other than the roll for this Charm.

Immortal Monstrosity Chrysalis (Medicine 5, Essence 3, Grotesque Rebirth Emergence) (+10m, 1wp): When the Infernal uses Grotesque Rebirth Emergence, she can pay a ten-mote, one-Willpower surcharge to remove the maximum on how many successes she can heal.

Blight-Scourging Radiance

Cost: 4m; **Mins:** Medicine 3, Essence 1

Type: Supplemental

Keywords: Aggravated

Duration: Instant

Prerequisite Charms: None

The Infernal limns her hands in an emerald radiance that burns away lesser afflictions.

The Infernal adds (higher of Essence or 3) non-Charm dice on a roll to treat disease or poison and doubles 8s. However, her patient suffers two dice of unavoidable aggravated damage from the healing radiance.

With Medicine 5, Essence 2, the Infernal can pay a six-mote surcharge to double 7s.

Keys

Pestilence-Annihilating Flame (+1wp): The Infernal can burn away a disease entirely on a successful roll, curing her patient completely, but doing so exposes him to green sun wasting (p. XX) in addition to dealing damage. He automatically fails his roll against its virulence, but adds (higher of Infernal's Essence or 3) dice on rolls against its morbidity. Its intensity can't rise above Minor if the treated disease was mundane or Major for supernatural diseases.

Lesser Evil Mercy (Medicine 5, Essence 3): The Infernal's patient only suffers one die of aggravated damage. If she has Pestilence-Annihilating Flame, the green sun wasting inflicted for curing supernatural diseases can't rise above Minor intensity. When curing mundane diseases, the wasting fades entirely after (10 – Infernal's Essence) days.

Exquisite Contagion Connoisseur

Cost: —(1m); **Mins:** Medicine 3, Essence 2

Type: Permanent

Keywords: Blasphemy, Stackable

Duration: Permanent

Prerequisite Charms: Festering Rot Repast

The Infernal gorges on filth and pestilence, becoming a garden for all manner of ills.

If the Infernal succeeds on a roll against a disease's virulence or a roll to recover from a disease she's contracted, she can choose to retain the disease within her body, spreading it to others as usual. It's impossible to diagnose her without magic like Plague-Savoring Palate that specifically enhances such rolls. Even then, these rolls suffer a –4 penalty. The Infernal can suppress the disease, letting her spare her allies from exposure.

When the Infernal successfully cures a patient of disease, she can commit one mote to make him a carrier, conferring the same benefits — except that he can't suppress the disease. She can also do so when she inflicts a disease on a character, immunizing him against it while leaving him contagious. She can stack multiple uses to affect both multiple patients and multiple diseases.

This Charm doesn't apply to incurable diseases like the Great Contagion.

Blasphemy: If the Infernal's Devil-Body has the Pestilent Apotheosis feature, she can choose to substitute any disease she currently hosts for that feature's standard disease when she enters her Devil-Body.

Keys

Plague Takes Root (Medicine 4): Carriers remain contagious for (Essence + Intelligence) days after the Infernal releases her commitment.

Blossoming Pestilence Practice (Medicine 5): 1s subtract successes on rolls against the virulence or morbidity of diseases that the Infernal is hosting. Against characters she's capable of eating, 2s subtract successes as well.

Fever-Feast Inflammation

Cost: 1m, 1wp; **Mins:** Medicine 5, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Exquisite Contagion Connoisseur

The Infernal pollutes her victim's Essence meridians with surgical precision, feeding his own blighted Essence into the disease that wracks his flesh.

The Infernal makes an unarmed (Dexterity + Medicine) gambit against an enemy suffering from disease, at difficulty (2 + disease's intensity). She doubles 9s on the Initiative roll against enemies she can eat.

Success increases the disease's intensity by one step and makes her victim lose (Infernal's Essence) Initiative, plus another point for each of up to (Medicine) extra successes on the gambit's Initiative roll.

If the disease's intensity is at Defining, it doesn't progress to fatality unless the victim is a mortal or First Circle demon. Against others, the victim suffers dice of lethal damage equal to the amount of Initiative he loses, ignoring Hardness.

Miasma-Mire Expectoration

Cost: 8m, 1wp; **Mins:** Medicine 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Fever-Feast Inflammation

The Infernal exhales a sickly green miasma, a haze made up of countless demonic spores eager to take root in living flesh.

The Infernal exhales a miasma that extends out to medium range, remaining there for one scene. It carries a mundane disease chosen by the Infernal from those she plays host to with Exquisite Contagion Connoisseur, exposing characters in the miasma to that disease both when the Infernal uses this Charm and at the start of each of her turns. The miasma also inflicts a -1 penalty on vision-dependent actions, including attacks.

Keys

Devil-Plague Corruption (Essence 4) (+5m): The Infernal can pay a five-mote surcharge to spread a supernatural disease through the miasma. Doing so reduces the miasma's range to short and requires the Infernal to commit this Charm's mote cost for the scene. If she has Slavering Horror Maw (p. XX), she can use any supernatural disease for which she's purchased the Devil-Fever Ravages key, in addition to those she hosts.

Abundant Euphoria Apothecary

Cost: 4m; **Mins:** Medicine 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Nonsense Nostrum Babble

The Infernal is a cauldron of potent passions: she weeps tears of pungent liquor, grows herbs amidst her tangled hair, or vomits up clutches of candy-colored pills.

The Infernal makes a special ([Charisma or Manipulation] + Medicine) inspire roll with (Essence) non-Charm successes to distill an emotion into a psychedelic drug. It's exceptional equipment for treating disease, poison, or other ailments as long as someone tells the patient that it will do so (**Exalted**, p. 580).

A character who ingests the drug is exposed to the Infernal's inspire roll. If he chooses not to apply his Resolve against it when being treated for an ailment, the treating character adds a non-Charm success on the Medicine roll. If a character administering the drug rolls any 1s, he's also exposed to the drug's influence due to careless handling.

Drugs created with this Charm lose their potency after a month, though they remain exceptional equipment.

Keys

Consumptive Desire Formula (+1wp): The Infernal can pay a one-Willpower surcharge to create horribly addictive drugs. A character whose Resolve is beaten gains a Minor Obsession for the Infernal's drugs and becomes addicted to them (**Exalted**, pp. 167-169). If he chooses not to apply his Resolve, the bonus on the treatment roll increases to (Infernal's Essence/2, rounded up) non-Charm successes. The Obsession is broken once he's spent (higher of Infernal's Essence or 3) Willpower resisting it, but the addiction lingers after that until the end of the story. The drug's addictive potency fades after a day if it's not consumed, but not this Charm's other effects.

Gifts of Invisible Flame

Cost: 10m, 1wp; **Mins:** Medicine 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Blight-Scourging Radiance (Pestilence-Annihilating Flame)

The mad green light of Ligier bathes the world in sickly radiance like an unseen cancer.

The Infernal infuses an object with the sickly Essence of green sun wasting (p. XX). A character is exposed to this disease if he spends an hour in close proximity of the object or consumes it. This continues to recur until a nontrivial character fails his roll against infection. If the object is scattered

among others — such as tainting a grain silo or well — the virulence is halved, rounded up. It loses its effect if it's mixed in with more non-tainted materials than tainted ones.

Characters using magic like All-Encompassing Sorcerer's Sight can make a difficulty 3 diagnosis roll to recognize this Charm's taint.

Keys

Mad Sun Malison (Essence 3): The Infernal can commit this Charm's cost indefinitely to create a lasting taint. It continues spreading infection for as long as this Charm remains active. She can only have one such use active at a time, but can still use this Charm's base effect to taint other objects.

Sea-Within-Veins Rebuke

Cost: 3m, 2i; **Mins:** Medicine 4, Essence 2

Type: Reflexive

Keywords: Counterattack, Decisive-only

Duration: Instant

Prerequisite Charms: Spiteful Sea Tincture

Those who shed sacred blood invite their own destruction.

The Infernal can use this Charm after taking **decisive** damage from an attack at close range. She unleashes a spray of envenomed blood, rolling an unblockable **decisive** counterattack with (Stamina + Medicine). Her wound penalty doesn't apply to this roll — instead, she adds that many non-Charm dice. An enemy hit by the attack doesn't take damage, but is exposed to the poison created by Spiteful Sea Tincture. This benefits from any of that Charm's keys that the Infernal has unlocked.

With Medicine 5, Essence 3, the Infernal can pay a one-Willpower surcharge to unleash this counterattack against all enemies within close range. She can do so even if the **decisive** damage she took came from a ranged attack, an environmental hazard, or the like.

Caustic Hatred Alchemy

Cost: 4m, 1wp; **Mins:** Medicine 5, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Spiteful Sea Tincture

The Infernal transforms toxins that afflict her patients into poisons of another kind, sparing their lives by filling their hearts with hate.

The Infernal adds two non-Charm successes on a roll to treat poison. If her patient has any negative Ties, she also adds the strongest Tie's (Intimacy) non-Charm dice. If she rolls enough successes to reduce the poison's duration by at least one, she purges it entirely from her patient. He forms a negative Minor Tie toward someone who's irritated or offended him recently or strengthens an existing Tie by one step.

Flesh-Eating Flower Rite

Cost: 5m, 1wp, 1hl; **Mins:** Medicine 5, Essence 3

Type: Simple

Keywords: Psyche

Duration: Indefinite

Prerequisite Charms: Exquisite Contagion Connoisseur (Plague Takes Root)

The Infernal feeds a sampling of her flesh to a patient, planting the seed of a monstrous transformation.

The Infernal transforms a mortal, Demon-Blood, or First Circle demon who's either willing or helpless by feeding him of herself, causing alien flora to blossom within him. He gains the following benefits:

- He can consume meat for sustenance, but not any other foods.
- He gains a bite attack, a heavy weapon with the Brawl, Grappling, and Lethal tags and Overwhelming (Infernal's Essence + 1). For Quick Characters, it has a base attack pool of (Infernal's Essence + 7) dice and Damage (Infernal's Essence + 10)L.
- He gains six dots of mutations chosen by the Infernal to reflect him becoming as much a plant as an animal.
- He adds three dice on Awareness, Investigation, and Survival rolls to detect or examine things he can eat.

This transformation can be cured as if it were a crippling injury by removing the infestation of plants.

In addition to this transformation, the target gains a Defining Principle of "my hunger must be sated." He can pay three Willpower to voluntarily weaken it by one step, but it can't be weakened or altered by any other means. As long as he has it, he must sate his hunger by feeding on anything recently dead or still-living that he can consume until he's had his fill. This doesn't apply to humans and other intelligent life, or to animals that he has a positive Tie toward, unless he suffers a penalty from starvation (**Exalted**, p. 232). He can spend one Willpower to resist his hunger for day.

Let Hunger Blossom

Cost: 10m, 1wp; **Mins:** Medicine 5, Essence 3

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Flesh-Eating Flower Rite, Miasma-Mire Expectoration

A healthy appetite is the first step to recovery. Mindlessly gorging on flesh is the second.

The Infernal makes a special ([Charisma, Intelligence, or Manipulation] + Medicine) inspire roll with double 8s to awaken hunger in any number of characters within medium range, ignoring multiple target

penalties. Affected characters must act on their hunger by seeking out and eating whatever food is nearest, though this doesn't include plant-based food. They'll attack other characters or even feed on themselves if there's no other food available, though they won't harm other individuals that they have a positive Tie toward. Any character that successfully kills and eats another heals one level of non-aggravated damage.

Resisting this influence requires entering a Decision Point and citing at least a Minor Intimacy to spend one Willpower. This requires a Major or Defining Intimacy for mortals and First Circle demons.

Darkest Hour Theriac

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Unmatched Physician Hubris (Mercy for the Damned)

When all hope is lost, there is still one who can save you.

When the Infernal can use this Charm when she treats a patient facing a grievous ailment — one that's life-threatening, that could have life-altering consequences, or something similarly weighty. She waives the cost of all Medicine Charms that she uses on a single action.

Reset: Once per scene.

Doom-Prolonging Desperation

Cost: 5m, 1wp; **Mins:** Medicine 5, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Darkest Hour Theriac

It is not in the Infernal's nature to accept failure, no matter how inevitable it might be.

The Infernal can use this Charm after a Medicine roll to reroll all dice that showed failures. On a successful roll, she gains one Willpower if she has a positive Major or Defining Tie for her patient or a Major or Defining Intimacy based on positive feelings for the doomed or the dying. She also gains one Willpower if she fails a roll to treat a grievous ailment.

Mind-Devouring Horror Malaise

Cost: 10m, 1wp; **Mins:** Medicine 5, Essence 5

Type: Simple

Keywords: Psyche

Duration: Indefinite

Prerequisite Charms: Let Hunger Blossom

The Infernal is one with pestilence. She speaks with the voice of fever; she flows through tainted veins; she awakens a hunger that can never be sated.

The Infernal subverts the will of any character who suffers a disease that she's inflicted on them, or a disease that she's diagnosed or treated and discussed with them. No matter where they may be, such characters suffer the following:

- They treat the disease as both a Tie of helpless submission to the Infernal and a Tie of hunger toward anything made of meat, with the same intensity as the disease. If the Infernal makes an influence roll that's supported by the Tie, its Resolve penalty and the Willpower cost to resist both increase by one.
- They suffer a penalty equal to the disease's intensity on rolls opposing the Infernal and on rolls against poison, disease, or similar ailments. It also applies on other characters' rolls to treat such ailments. The penalty subtracts successes for ailments inflicted by the Infernal.
- They can consume meat for sustenance, but not any other foods.

This Charm also affects carriers infected with Exquisite Contagion Connoisseur. They count as having the disease at Major intensity. It drops to Minor if the Infernal releases the mote committed to them, but they remain carriers for as long as this Charm is active.

Sun-Salted Fields

Cost: 5m, 5i, 1wp; **Mins:** Medicine 5, Essence 5

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Gifts of Invisible Flame (Mad Sun Malison)

The Infernal shines with an invisible radiance that blights all that it touches, sickening land and life alike.

The Infernal unleashes a burst of invisible light that exposes all characters within long range to green sun wasting, except for allied demons and Infernals. It expands outward by one range band into extreme range at the start of each of the Infernal's turns. The spread of infection stops if the Infernal takes a non-reflexive action, moves or is moved, or is crashed.

Outside of combat, the blight extends outward by one mile per hour, maximum (Essence) miles. Instead of inflicting disease directly, this blights the land. Plant life grows sickly as a fine patina of tarnish spreads across it, while living things must resist exposure to green sun wasting for each hour they spend in the blighted region.

The virulence of the tainted land's infection drops by one for each day that passes. Once it falls to zero, the blight subsides.

Reset: Once per story unless reset by upholding a Major or Defining Intimacy by infecting others with green sun wasting. No reset is needed if the infection doesn't spread outside of combat.

Melee

Death-Dealing Journey

Cost: 1m; **Mins:** Melee 1, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Merely outpacing her opposition is insufficient victory for the Infernal.

The Infernal doesn't need to disengage to move away from an enemy at close range as long as she moves into close range with another enemy and attacks him. She can use Brawl, Martial Arts, or Melee for the attack.

Demon-Ogre's Cudgel

Cost: —; **Mins:** Melee 1, Essence 1

Type: Permanent

Keywords: Uniform, Versatile

Duration: Permanent

Prerequisite Charms: None

The Infernal swings her brutal implement with overwhelming force, making her enemies' grace and finesse meaningless.

The Infernal can use Strength instead of Dexterity on attacks with heavy and medium weapons, and to calculate her Parry with such weapons. This doesn't benefit from effects that grant bonus Strength dots, double successes on Strength rolls, or replace her Strength with a higher value.

Pathetic Distraction Rebuke

Cost: 2m; **Mins:** Melee 1, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

Try again.

The Infernal ignores all penalties to her Parry other than those inflicted by surprise attacks. If she

successfully blocks an attack, her attacker loses one Initiative.

Keys

Crumbling Temper Impatience (Melee 3) (+2m): The Infernal can pay a two-mote surcharge to extend this Charm's duration until her next turn.

Green Sun Nimbus Flare

Cost: 3m; **Mins:** Melee 2, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: None

The acid-green fire of Ligier wreathes the Infernal's blade, incinerating her foes.

If the Infernal deals 3+ levels of damage with a **decisive** attack, her blade erupts in a flare of emerald flame. She rolls an additional (higher of Essence or 3) dice of **decisive** damage, ignoring Hardness.

Keys

Blazing Demonic Radiance (Melee 3): The Infernal only needs to deal one level of damage to trigger the flare, and the flare deals aggravated damage. Dealing 3+ damage doubles 10s on the flare's damage.

World-Weathering Incandescence (Melee 3) The Infernal can use this Charm to enhance a feat of demolition made using her weapon, rolling (Strength + Melee) and adding (higher of Essence or 3) dice. Against flammable objects, she converts these to automatic successes. She can complete extended feats instantly: cracks spread across the object, hissing with green flame and wisps of acrid smoke until it's destroyed.

Cold Fire Desolation Brand (Melee 4, Essence 2) (+4m): For a four-mote surcharge, an enemy damaged by the flare is exposed to green sun wasting. With Melee 5, Essence 3, the disease can be fatal even for the Exalted.

Emerald Pyre Ablaze (Melee 4, World-Weathering Incandescence): An enemy damaged by the flare catches fire. At the start of each of his turns, he suffers another (higher of Essence or 3) dice of lethal damage, ignoring Hardness. This damage is aggravated if the Infernal has Blazing Demonic Radiance, but otherwise doesn't benefit from this Charm's keys. The flames can be extinguished normally, typically requiring a miscellaneous action to douse it with water, smother the fire by covering it in earth, or similar.

Viridescent Dawn Flash (Melee 4, Essence 2) (+1wp): The Infernal can pay a one-Willpower surcharge to use this Charm after an attack roll, but before the damage roll.

Immolating Terror Technique (Melee 5, Essence 2) (+4m): For a four-mote surcharge, an enemy damaged by the flare loses one Willpower and forms a Tie of terrified awe toward the Infernal. He can't voluntarily weaken it until he's gone a full day without perceiving the Infernal. If this reduces him to zero Willpower, the Tie is Major instead.

Wrath-Stoked Bonfire Soul (Melee 5, Essence 3, Blazing Demonic Radiance, Viridescent Dawn Flash) (+3m, 1wp): When the Infernal uses Green Sun Nimbus Flare against an enemy whose Initiative is at

least ten lower than hers, she can pay a three-mote, one-Willpower surcharge to add her attack roll extra successes to the flare's damage.

Emerald Hellfire Apocalypse (Wrath-Stoked Bonfire Soul): Once per scene, the Infernal can use Wrath-Stoked Bonfire Soul against an enemy regardless of his Initiative.

PLEASE ENSURE THIS SIDEBAR APPEARS ON THE SAME SPREAD AS GREEN SUN NIMBUS FLARE; IT EXPLAINS AN IMPORTANT CONCEPT FOR THAT CHARM.

Green Sun Wasting

This disease is among the most terrible of Malfeas, a horrifying sickness born of Ligier's mad green light. When inflicted through Infernal Charms, it has virulence and morbidity of (Essence + 2), a one-day interval, and the following supernatural effects:

Minor Symptom: The wasting's victim seems to have an extreme sunburn, rapidly developing hot sores surrounding his wounds and losing his hair clump by clump. His wound penalty is increased by one on Appearance- and Charisma-based rolls except threaten rolls.

Major Symptom: The victim's sores worsen into cancerous boils and pulsating sarcomas. His wound penalty is increased by one on all actions, or by two on actions penalized by the Minor version. He's treated as having the Hideous Merit (**Exalted**, p. 162).

Defining Symptom: The victim's organs begin to necrotize and liquefy into a bloody slurry. His wound penalties subtract successes rather than dice and the rate at which he naturally heals is halved (**Exalted**, p. 173).

Death: The victim dies in grotesque agony, leaving behind a corpse no animal will feed on.

Magnanimous Warning Glyph

Cost: 3m; **Mins:** Melee 2, Essence 1

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Green Sun Nimbus Flare

Such is the Infernal's mercy that she might spare those who stir her to wrath, offering them a chance to prove their loyalty.

The Infernal can use this Charm after a **decisive** damage roll that would deal 3+ levels of damage. She forgoes dealing any damage, instead unleashing a flash of emerald flame that brands her victim. The brand is invisible, though characters using magic like All-Encompassing Sorcerer's sight can see it: the Old Realm glyphs for "Mandate of Heaven," written in green flame.

The branded character immediately forms a Tie of terrified awe to the Infernal, and intuitively

understands that he will suffer his wrath if he opposes her. The brand erupts into emerald flame he attacks her, uses a hostile effect against her, or makes an influence roll against her that her player finds disagreeable. The branded character immediately suffers all of the postponed damage, which can't be avoided in any way. The Infernal doesn't need to be aware of the branded character's disloyalty.

This Charm's cost is waived if the Infernal uses it together with Green Sun Nimbus Flare. The dice added by that Charm are converted to automatic successes to determine the damage stored in the brand.

Kissed by Hellish Noon

Cost: 5m; **Mins:** Melee 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Green Sun Nimbus Flare

Emerald flames erupt from the edge of the Infernal's blade to incinerate distant foes.

The Infernal makes a **withering** or **decisive** attack against an enemy within short range. The emerald blaze is unblockable unless her target defends with an artifact weapon, defensive magic, or a stunt.

Withering attacks add an automatic success on the damage roll. **Decisive** attacks receive Green Sun Nimbus Flare's benefits for free. This can be enhanced with its keys, though Infernal must still pay their costs.

Keys

Sky-Scorching Fury (Melee 4, Essence 2) (+2m): The Infernal can pay a two-mote surcharge to extend the attack's range to medium. At bonfire anima, this increases to long range.

Impatient Tempest Labor

Cost: 3m; **Mins:** Melee 3, Essence 1

Type: Reflexive

Keywords: Dual

Duration: Instant

Prerequisite Charms: None

The Infernal has little patience for hesitation, wretchedly bored by enemies too slow to keep up with her.

The Infernal can use this Charm at the beginning of a round if she's within close range of an enemy. She takes her turn before all other characters and must use it to attack that foe. The only movement action she can take that turn is to rush him — or, if move away during her turn, a reflexive move action to pursue him.

With Melee 5, Essence 3, the Infernal can pay a one-Willpower surcharge against an enemy with lower

Initiative to add (Essence) dice of **decisive** or post-soak **withering** damage, plus additional damage dice equal to the difference in Initiative. The total damage bonus can't exceed (Essence + 5) **withering** dice or (Essence + 1) **decisive** dice.

Reset: Once the Infernal uses this Charm against an enemy, she can't use it against him for the rest of the scene unless reset by crashing him.

Crimson Wind Ribbons

Cost: 3m; **Mins:** Melee 3, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Impatient Tempest Labor

Beautiful droplets of blood stain the wind before the Infernal's victim realizes she struck him.

The Infernal can use this when she deals 5+ **withering** damage to an enemy whose Initiative was already lower than hers. She reflexively makes a **withering** or **decisive** attack against him. The attack can't trigger a subsequent use of this Charm.

Keys

Excitable Killer Urgency (Melee 3) (+1i, 1wp): The Infernal can pay a one-Initiative, one-Willpower surcharge to make a reflexive **decisive** attack with this Charm at any time. She can't do so if she took a full defense or defend other action on her last turn. If she knows Self-as-Cyclone Stance, she can use it reflexively instead of making a single attack.

Thousandfold Typhoon Hand

Cost: 3i; **Mins:** Melee 3, Essence 1

Type: Supplemental

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Crimson Wind Ribbons

The Infernal strikes with such blinding speed that her victim can barely follow her movements.

When the Infernal moves into close range with an enemy and attacks, her target must roll (Perception + Awareness) opposing the attack roll. If he fails, it becomes a surprise attack, inflicting -2 Defense.

Reset: Once per scene, unless reset by landing a **decisive** attack against an enemy and successfully rushing him on the same tick.

Dread Demon-Wind Panoply

Cost: 3m (1m); **Mins:** Melee 3, Essence 1

Type: Simple

Keywords: Uniform

Duration: Indefinite

Prerequisite Charms: Impatient Tempest Labor

The Infernal strikes at the air with a weapon. It fades into the wind, existing only as a vague potential for violence.

The Infernal disperses a weapons into wind, as if it'd been banished Elsewhere. She may pay one mote to call it back to hand for a single tick, flickering with bloody lightning. Because of this, the weapon can't be disarmed except in the tick that the Infernal uses it.

The Infernal can manifest up to (higher of Essence or 3) weapons. All she need do is take a miscellaneous action to strike the air, and the weapon vanishes, without needing a separate use of this Charm.

When this Charm ends, the banished weapons reform. The Infernal can reflexively ready as many as she has free hands to wield.

With Essence 4, the Infernal can manifest banished weapons for free.

Hell-Wind Reprisal

Cost: 3m; **Mins:** Melee 4, Essence 1

Type: Reflexive

Keywords: Counterattack, Decisive-only

Duration: Instant

Prerequisite Charms: Impatient Tempest Labor

The Infernal cuts down her foe as he moves to attack, striking as swiftly as Adorjan kills.

The Infernal responds to an attack with a **decisive** counterattack. If both attacks hit, the Infernal resets to her attacker's base Initiative if it's higher than hers.

If a character attacks the Infernal unprovoked outside of combat — or if she thinks one does — she must use this Charm to counterattack if she can pay its cost. She can pay one Willpower to resist this urge.

Special activation rules: The Infernal can use Kissed by Hellish Noon (p. XX) reflexively with this Charm, extending the counterattack's range.

Keys

Variety in Retaliation: The Infernal can counterattack with a gambit instead of a damaging attack.

Cherished Foe Appreciation (Melee 5, Essence 3): The Infernal can use her attacker's base Initiative instead of her own even if his attack missed. If her base Initiative equals or exceeds her attacker's, she instead adds +2 to her base Initiative upon resetting.

Unbroken Blade Conviction

Cost: 2m, 2i; **Mins:** Melee 3, Essence 2

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Pathetic Distraction Rebuke

The Infernal's confidence in her own invincibility is all she needs to turn aside the greatest of blows.

The Infernal can use this Charm after an attack roll against her. She rolls (current temporary Willpower), unmodified by any other effects, and adds her successes to her Parry against the attack, maximum (Essence).

Unassailable Hellbound Majesty

Cost: 4m (+1wp); **Mins:** Melee 5, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Unbroken Blade Conviction

The Infernal dismisses an attack with a contemptuous sneer, not even bothering to block as her raw, cosmic might pushes the blow astray.

The Infernal can block unblockable attacks. For a one-Willpower surcharge, she adds (Willpower) as a non-Charms bonus to her Parry

Alternatively, the Infernal can pay a one-Willpower surcharge to perfectly parry a source of uncountable damage. If the damage is recurring, she becomes immune to it for the rest of the scene.

Reset: Once per scene unless reset by successfully parrying a **decisive** attacker that her attacker spent 15+ motes to enhance.

Keys

Invincible Universe Emperor (Melee 5, Essence 5): The Infernal surges with power when she successfully defends an attack with this Charm's enhance Parry. She gains (Essence) motes, separate from her normal mote pool, and gains an additional (Essence/2, rounded up) motes at the start of each of her turns. These motes can only be spent on Charms that enhance attacks, command actions, and threaten rolls, as well as persuade rolls that are framed as direct commands. This ends if she's hit by an attack or if she goes a round without spending these motes on an action.

Rebuking Impudent Arms

Cost: 3m, 2i; **Mins:** Melee 4, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Green Sun Nimbus Flare (World-Weathering Incandescence)

Those who dare take up arms against the Green Sun Prince soon learn the greatness of their folly.

The Infernal makes a disarm gambit, adding (higher of Essence or 3) dice on the attack roll. If she succeeds, her enemy's weapon is engulfed in emerald flame as it's flung aside, causing their wielder to take (Infernal's Essence) dice of damage. This ignores Hardness. Wooden weapons are destroyed. Metal weapons remain superheated for the rest of the scene. If a character picks it up, they suffer (Essence) additional dice of damage.

An enemy who defends with their Parry suffers the above consequences even if they successfully block the attack, suffering (Essence) dice of damage unless they drop the weapon. Wooden weapons are destroyed while metal weapons are superheated as above.

Special activation rules: The Infernal can use Kissed by Hellish Noon (p. XX) reflexively with this Charm to extend the gambit's range.

Blazing Palace Tragedy

Cost: 5m, 4i; **Mins:** Melee 4, Essence 2

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Green Sun Nimbus Flare (Emerald Pyre Ablaze)

The Infernal plunges her blade into the earth, casting the world around her into a blaze of hellish flame.

The Infernal ignites a bonfire of emerald flame, a one-time environmental hazard that extends out to short range. It has difficulty 4, Damage 5L/round, and deals aggravated damage to both gods and Exalted who are Chosen by gods: Solars, Lunars, Sidereals, and Exigents. It doesn't harm Infernals or demons.

The blaze of emerald flame can't be extinguished by mundane means, burning until the scene's end, though magic capable of extinguishing supernatural flame can do so.

Special activation rules: The Infernal can use this Charm reflexively when she succeeds on a feat of demolition against a portion of structure using World-Weathering Incandescence (p. XX). The blaze almost always results in more damage to the structure than a single feat could achieve, though it can't go beyond the structure's bounds.

Keys

Scorched Earth Malediction (Melee 5) (+1wp): The Infernal can pay a one-Willpower surcharge to extend this Charm's duration to one scene.

Burning World Fiefdom (Essence 3, Scorched Earth Malediction): The Infernal may extend the hazard out

to medium range when she uses Scorched Earth Malediction.

Star-Piercing Spear

Cost: 5m, 1wp (+2m); **Mins:** Melee 4, Essence 2

Type: Simple

Keywords: Blasphemy, Uniform

Duration: One scene

Prerequisite Charms: Green Sun Nimbus Flare

The Infernal draws forth her hellish weapon, coalescing it from emerald flame and hateful radiance.

The Infernal creates an artifact Melee weapon from Essence. The type of weapon created and its exact appearance are the same each time she uses this Charm. When she uses Green Sun Nimbus Flare on an attack with the weapon, its total mote cost is reduced by (Essence/2, rounded up).

Blasphemy: The Infernal can use this Charm reflexively upon entering Devil-Body, waiving its mote cost. If it has an Enhanced Attack with Melee weapon traits (p. XX), she can merge the weapon with it, using the better of their traits.

Keys

Hell-Weapon Evolution: The Infernal awakens an Evocation for her weapon. Its themes and functions derive from the Infernal's personality, Caste, iconic anima banner, and any Yozis that she feels a strong affinity for. This key can be purchased any number of times.

Self-as-Cyclone Stance

Cost: 5m, 1wp; **Mins:** Melee 5, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Crimson Wind Ribbons, Death-Dealing Journey

There is stillness. And then storm.

The Infernal makes (lowest of Dexterity, Stamina, or Wits) **decisive** attacks against one or more enemies. She can divide her Initiative among attacks however she wishes for their damage, minimum one per attack. She resets to base Initiative after completing all attacks if any of them hit. She may move a single range band before each attack, maximum (higher of Essence or 3) range bands.

After making these attacks, the Infernal may reflexively make a rush roll against an enemy she hit from close range during this flurry, adding a non-Charm success on the roll for each attack that hit its target.

Keys

Hell-Scouring Swiftness (Melee 5, Essence 3): The Infernal can make up to (highest of Dexterity,

Stamina, or Wits) attacks, and removes the limit on how many range bands she can move. She applies the rush roll against all enemies she hit from close range, though she can still only move to pursue a rushed enemy once.

Violence Begets Violence

Cost: 1m, 1wp; **Mins:** Melee 5, Essence 3

Type: Reflexive

Keywords: Clash, Decisive-only

Duration: Instant

Prerequisite Charms: Hell-Wind Reprisal, Pathetic Distraction Rebuke, Thousandfold Typhoon Hand

The Infernal answers insults with sevenfold retribution.

The Infernal clashes an attack against her with a **decisive** attack. If she has a negative Major or Defining Tie toward her attacker, the clash becomes especially heated, doubling the damage bonus received by the winner and increasing the loser's Defense penalty by one.

Special activation rules: The Infernal can use Kissed by Hellish Noon (p. XX) reflexively with this Charm, extending the clash attack's range.

Keys

Mocking Blade Flourish: The Infernal can clash with a **withering** attack instead of a **decisive** one. She doesn't gain Initiative from this, but if she has a negative Tie toward her attacker, she can gain up to (Intimacy) Initiative.

Vitriolic Corona Endowment

Cost: 5m, 1ahl, 1wp; **Mins:** Melee 5, Essence 3

Type: Simple

Keywords: Dual

Duration: One scene

Prerequisite Charms: Rebuking Impudent Arms

Green light falls upon the Infernal's weapon from distant skies as she raises it in salute, burning her hands as emerald incandescence superheats her blade.

To use this Charm, the Infernal must be at bonfire anima. She superheats a weapon with emerald flame, granting her the following benefits with it:

- She adds an automatic success on **withering** and **decisive** damage rolls.
- She rolls an additional (Essence) dice of damage when she uses Green Sun Nimbus Flare.
- She reduces surcharges for Green Sun Nimbus Flare's keys by one mote or one Initiative each.

- She adds (Strength) to the difficulty of gambits to disarm the weapon. An enemy who attempts to do so from close range suffers (Essence) dice of lethal damage, which ignore Hardness, regardless of whether he succeeds or fails. Mundane weapons used for the gambit are destroyed if Rebuking Impudent Arms would be capable of doing so.

Mundane weapons enchanted with this Charm are destroyed when it ends, reduced to acrid ash and molten slag.

Universe-Shattering Supernova Wrath

Cost: 10m, 1wp; **Mins:** Melee 5, Essence 4

Type: Simple

Keywords: Blasphemy, Decisive-only

Duration: Instant

Prerequisite Charms: Blazing Palace Tragedy (Burning World Fiefdom)

The Infernal's blade blazes with cosmic fire and hellish radiance, unleashing a wrathful power that slaughters armies and razes cities to ashes.

The Infernal makes a **decisive** attack against all enemies within close range. It receives Green Sun Nimbus Flare's benefits for free. It can be enhanced with that Charm's keys, though the Infernal must pay any surcharges. She only needs to pay the surcharge once, no matter how many enemies she strikes.

The Infernal makes a single damage roll, adding two automatic successes for each enemy whose Hardness she overcomes. She divides her damage roll successes evenly among all hit targets, rounded up, to determine the damage they suffer. Battle groups instead suffer the total levels of damage rolled, plus the two additional levels.

Blasphemy: If the Infernal's Devil-Body has the Area Attack feature, this Charm's range increases to short.

Scarlet Rapture of the Silent Wind

Cost: 15m, 1wp; **Mins:** Melee 5, Essence 5

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Self-as-Cyclone Stance (Hell-Scouring Swiftiness)

The Infernal dissolves away like eroded stone, becoming a gust of crimson-hued wind that coalesces into a human-like shape as she bestows the mercy of a swift death.

The Infernal makes **decisive** attacks against a single enemy whose Initiative is lower than hers until she misses, to a maximum of (Initiative/3, rounded up) attacks. She suffers a -1 penalty on the second attack, which increases by one for each subsequent attack. She doesn't roll damage until after all attack rolls are completed. Each attack has a base damage of (higher of Essence or 3), and the Infernal divides her

Initiative evenly among all attacks that hit. Afterwards, she resets to base Initiative. If the Infernal uses any non-Excellency Melee Charms to enhance her attacks, she need only pay their cost once to benefit all of them.

The Infernal's wind-like form makes it impossible to identify her, a distortion that lingers until the end of the scene after she uses this Charm. The transformation doesn't render her immune to clashes or counterattacks; their disruptions to her wind-body leave wounds when she reforms.

Reset: Once per scene, unless reset by incapacitating an enemy after making at least three **decisive** attacks against him on the same tick. If the Infernal incapacitates a foe before she has the chance to make all three attacks, she still resets this Charm.

Occult

Hundred Devil Gaze

Cost: —; **Mins:** Occult 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal senses the presence of demonic Essence as a garish synesthetic overlay of colors and tastes.

The Infernal can perceive dematerialized demons. She can sense when a demon comes within range of her senses, even if it's dematerialized, and adds a non-Charm success on Perception rolls with Awareness, Investigation, or Survival that involve demons.

Wayward Divinity Oversight

Cost: 3m; **Mins:** Occult 1, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Hundred Devil Gaze

Creation's gods cannot escape the Infernal's gaze, marked as they are by their Primordial creators' fingerprints.

The Infernal extends Hundred Devil Gaze's benefits to all gods. She can sense their presence even while she isn't using this Charm, alerting her to use this Charm.

Keys

All-Seeing Demiurge (Occult 3): This Charm's effects apply to all spirits and other dematerialized characters.

Godscorch Invective

Cost: 1m; **Mins:** Occult 2, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Hundred Devil Gaze

The gods have much to answer for. No more shall their reckoning be postponed.

The Infernal can attack a dematerialized enemy. She still suffers the usual –3 penalty if she can't see her enemy.

While using Wayward Divinity Oversight, an attack that 5+ **withering** damage or any **decisive** damage to a dematerialized foe renders him visible to others as a translucent apparition for the rest of the scene.

Radiant Fury Dissolution

Cost: 3m; **Mins:** Occult 3, Essence 1

Type: Supplemental

Keywords: Aggravated, Decisive-only

Duration: Instant

Prerequisite Charms: Godscorch Invective

The Infernal burns immortals to ash, searing a victim's shadow into the ground. All that remains of him are horrific visions of his death that haunt the dreams of those who sleep nearby.

The Infernal's **decisive** attack deals aggravated damage to spirits. Each 10 on the damage roll sets the spirit's very Essence ablaze, causing it to lose one mote and rolling an additional die of **decisive** damage. A spirit incapacitated by this attack is permanently destroyed.

This Charm's cost is reduced by one mote against demons. Wayward Divinity Oversight can extend this discount to other kinds of spirits.

World Chains Geas

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Godscorch Invective

The gods once bowed before the infinite betters without bidding, but in this fallen Age, the

Infernal must remind them of their proper place.

The Infernal rolls ([Charisma or Manipulation] + Occult) against the Resolve of a dematerialized character she can perceive, forcing him to materialize if he succeeds. (He doesn't pay the cost for materializing). He can't dematerialize for the rest of the scene.

Demons suffer -1 Resolve against this, or -2 if their Essence is less than or equal to the Infernal's. If the Infernal has Wayward Divinity Oversight, the penalty applies to any entity that's compatible with it.

With Essence 3, the Infernal can pay a one-Willpower surcharge to use this Charm against multiple targets.

Demonic Puissance Integration

Cost: 3m; **Mins:** Occult 3, Essence 1

Type: Reflexive

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Hundred Devil Gaze

The Infernal is master of all hellish powers, subsuming demonic Essence into her own glory.

The Infernal can temporarily learn Eclipse Charms from demons, and can stack multiple uses to gain up to (Essence) Eclipse Charms. She can learn them permanently for eight experience points each, after which they don't count toward the maximum. She waives the experience point cost of the first Eclipse Charm she learns this way.

With Occult 5, Essence 3, if the Infernal has Wayward Divinity Oversight, she can learn Eclipse Charms from any entity it's compatible with. She must commit three motes for each Charm she learns from a non-demon, unless she learns them permanently with experience.

Fiend-Enfleshing Soul Eversion

Cost: 1m; **Mins:** Occult 2, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal forcibly inverts the Essence of a bound spirit, wrenching it into a material form that it might go forth and serve her.

The Infernal forcibly materializes one of her bound demons (p. XX), or a spirit of another kind that she's bound with a spell. A materialized demon's form may temporarily shift to reflect the Infernal's nature moreso than the demon's progenitor, particularly if the Infernal has Swallowing the Scorpion (p. XX).

Keys

Hell-Emptying Invocation (Occult 4, Essence 2) (+2m, 1wp): For a two-mote, one-Willpower surcharge, the Infernal makes a ([Charisma or Intelligence] + Occult) roll and materializes up to one allied spirit within long range per success. She counts 6s as successes for this, but only to materialize First Circle demons. This key can be used with any allied spirit, not just bound demons, though such characters' appearance isn't altered.

Demon-Thrall Goetia

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

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal forms deep bonds with her favored demonic companions, binding them to her as vessels of her power.

The Infernal may claim First Circle demons as familiars. If she uses sorcery to summon and bind a First Circle demon, it counts as a familiar for purposes of other Infernal Charms.

Heretical Wisdom Obsession

Cost: 3m; **Mins:** Occult 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

No knowledge is forbidden to the Infernal, no blasphemous secret beyond her comprehension.

The Infernal adds (Essence/2, rounded up) successes on an Occult roll, and rerolls 6s until they cease to appear. If she rerolls at least three 6s, she adds an additional automatic success and gains a Minor Intimacy related to the purpose or subject of her roll. Such Intimacies are always strange and uncanny, alienating the Infernal from humanity or making her more like the denizens of Malfeas. Binding a demon might give her a Tie of dominance over it, while studying the tides of the Wyld might give her an appreciation for its inchoate beauty.

Keys

Sixfold Blasphemy Enlightenment (Occult 5, Essence 2) (+3m, 1wp): The Infernal can pay a three-mote, one-Willpower surcharge to extend this Charm's duration to one scene.

Ominous Nightmare Invasion

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

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Heretical Wisdom Obsession

The Infernal dances through dreams with a grace that delights Hegra and Oramus both. How wonderful their Green Sun Princes are!

The Infernal touches a sleeping character and rolls ([Charisma, Intelligence, or Manipulation] + Occult) against his Guile. He suffers the –2 Guile penalty for being unaware of her. If successful, the Infernal enters into his dreams, watching them as a formless frisson of subtle dread. Spying on a character's dreams reveals a piece of useful information: one of his Intimacies, a glimpse into a memory, a clue relevant to an ongoing investigation, etc.

If the Infernal's roll also beats her target's Resolve, she can twist his dreams into nightmares, preventing him from recovering Willpower from sleep. His Intimacies don't modify his Resolve against this. If this leaves him with (Infernal's Essence) or less temporary Willpower, he forms a Minor Tie of fear toward the Infernal, though he recognizes her only as a vague nightmarish presence until he encounters her in person.

Reset: This Charm can only be used on a character once per day.

Keys

Beguiling Demon Dream (Occult 4) (+3m): For a three-mote surcharge, the Infernal can take on whatever form she pleases within the dream. She can convey an instill, inspire, or persuade roll through the dream instead of (or in addition to) inflicting nightmares. Her interactions with the dreamer aren't limited solely to the influence's topic, but the Infernal can't use other influence rolls or social actions against him.

Oneiric Eye Voyeur (Occult 4): The Infernal learns an additional piece of information from her target's dreams.

Glimpse of Distant Nightmares (Occult 5) (+1wp): The Infernal can pay a one-Willpower surcharge to send a dream to a character within (Essence x10) miles. If he isn't currently sleeping, he experiences it the next time he sleeps. She must have interacted with him or something meaningful to him in the current story. With Occult 5, Essence 3, this Charm's range becomes unlimited.

All-Seeing Incubus (Occult 4, Essence 2, Oneiric Eye Voyeur) (+1wp): For a one-Willpower surcharge, the Infernal gains an additional piece of information for each extra success she rolls over her target's Guile.

Baleful Parasite Phantasm (Occult 5, Essence 3, All-Seeing Incubus, Beguiling Demon Dream): The Infernal steals any Willpower her target recovers from his sleep and can use her influence to inflict a Minor Derangement or strengthen an existing Derangement by one step (**Exalted**, p. 168). Any of the target's Intimacies that oppose the inflicted Derangement are weakened by one step, though the victim can spend one Willpower to preserve Defining Intimacies. This replaces this Charm's usual influence.

Wickedness Beyond Life

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

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Heretical Wisdom Obsession, Hundred Devil Gaze

The Infernal turns her gaze to the sunless lands of death, bringing the power of the Yozis to bear against the horrors birthed by their siblings' murder.

Infernal Charms that affect First Circle demons also apply to un-Exalted undead if this is advantageous for her. Mindless undead count as First Circle demons for such effects. This isn't compatible with Demon-Thrall Goetia.

While using Ultimate Darkness Internalization (p. XX), the Infernal treats unExalted undead with Essence 1-3 as First Circle demons.

Insignificant Embers Intuition

Cost: 4m; **Mins:** Occult 5, Essence 2

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Hundred Devil Gaze

The Infernal's eyes glint with the faintest of flickering green flames, bearing witness to cosmic truths.

The Infernal can perceive dematerialized characters and the boundaries between Creation and other worlds, like the entrance to a spirit's sanctum. She can roll (Intelligence + Occult) to identify a spell being shaped or an Evocation in use, at a difficulty of that effect's minimum Essence. She can detect the presence of ongoing spells and workings and identify their function without a roll.

When the Infernal adds a success on a roll from Hundred Devil Gaze, she also adds (Essence) additional non-Charms dice. However, she suffers a penalty of (Essence) on any Perception rolls she makes to detect or examine mortals.

Nontrivial characters can attempt a difficulty 5 (Perception + Awareness) roll to notice the subtle green flame that flickers in the Infernal's eyes when she uses this Charm.

Keys

Dim Irrelevancies Unveiled (Essence 3): The Infernal adds (Essence) successes on Awareness rolls to see through magical disguises, shapeshifting, or any other form of magical that conceals a character's true appearance. She can always roll (Perception + Awareness) to see through such deceptions. If an effect doesn't provide a difficulty to contest it, the Infernal treats it as difficulty 5.

Stained Soul Bouquet

Cost: 3m; **Mins:** Occult 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Insignificant Embers Intuition

Madness and damnation are like cloying perfume to the Infernal's keen senses.

The Infernal makes an ([Intelligence or Perception] + Occult) roll to discern whether a character suffers from certain psychological and supernatural maladies. She doubles 9s on the roll and adds (Essence) dice. If she has a relevant Occult specialty, she doubles 8s and adds (Essence) successes instead. She can identify all of the following maladies whose difficulty she beats:

- She can identify Psyche effects, Shaping effects, and sorcerous curses at a difficulty equal to the (Essence) of the character who used them. For environmental effects and others effects not used by a character, the Storyteller assigns a difficulty of 1-5 instead.
- She can discern any Derangements a character suffers a difficulty of (4 – their intensity).
- She can uncover a possessing entity at a difficulty of its Guile.

If the Infernal uses what she learns to try to harm, intimidate, or humiliate her target in the same scene, she can waive one point of Willpower from the cost of a Charm that she uses to do so.

Shattered Gates of Heaven

Cost: 5m, 1wp; **Mins:** Occult 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Godscorch Invective, Wayward Divinity Oversight

Heaven is not safe from the Green Sun Prince's wrath.

The Infernal rolls ([Intelligence or Wits] + Occult) to enter a god's sanctum, use an otherwise inaccessible portal, cross between realms of existence, or temporarily breach a magical barrier. The roll's difficulty equals the Essence of the character who created or owns the gateway or boundary. If no such character exists, the Storyteller assigns a difficulty from 1-5.

Success lets the Infernal and (Essence × 2) companions pass through safely. The Infernal may choose to reveal her intrusion to the opposing character as a sudden sense of horrifying dread, treating her roll for this Charm as a roll to instill a Tie of fear to the unknown intruder.

Inner Devils Unchained

Cost: 5m, 1wp; **Mins:** Occult 5, Essence 3

Type: Simple

Keywords: Shaping (Body, Soul), Stackable

Duration: Five days

Prerequisite Charms: Heretical Wisdom Obsession, Stained Soul Bouquet

The Infernal awakens monsters that lurk in the hearts of men.

The Infernal transforms a mortal within short range into a First Circle demon, rolling (Manipulation + Occult) against his Resolve if he's unwilling. An affected character is transformed into a First Circle demon of the Infernal's choice. He retains his personality, memories, and Intimacies, but uses the demon's other traits instead of his own. This includes using Charms, but his mote pool begins empty. He has no inherent loyalty to the Infernal and doesn't count as a bound demon.

With Essence 4, the transformation lasts until the end of the next Calibration.

Keys

Humanity-Forsaking Horror (Essence 4) (+2xp): The Infernal can pay a two-experience point surcharge to permanently transform a character, without needing to commit motes. She waives the experience cost the first time she uses this key, and is refunded if the character dies or ceases to be narratively relevant. With Essence 5, the Infernal can waive the experience point surcharge once per story.

Infinite Horror Emanation

Cost: 20m, 1wp; **Mins:** Occult 5, Essence 5

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Ominous Nightmare Invasion (Baleful Parasite Phantasm, Glimpse of Distant Nightmares)

The Infernal's tormented psyche screams out to the horizon, upending reality into a world of nightmares.

The Infernal makes a special ([Charisma, Intelligence, or Manipulation] + Occult) influence roll to inflict nightmares across the land. This influence extends out to one mile for every two successes she rolls, rounded up, affecting everyone within the area. The Infernal can choose to exempt specific characters or locations from this.

Affected characters are haunted by nightmares and can't gain Willpower from sleeping. Their nightmares are born of their own fears, strengthening one of their fear-based Intimacies by one step each time they sleep unless they spend one Willpower. If they have none, they gain a fear-based Minor Intimacy of the Infernal's choice. However, if they go a night without sleeping, they lose one Willpower as nightmares rise to the edge of their conscious mind.

The Infernal can use Ominous Nightmare Invasion's Glimpse of Distant Nightmares key to invade an affected character's dreams regardless of range, without requiring any interaction with him. She doubles 8s on the roll, or doubles 7s if the target has a Major or Defining Intimacy based on fear.

Once a character has spent (higher of Infernal's Essence or 3) Willpower resisting this, he's freed from the nightmares. Mortals and First Circle demons can't break free unless they have no remaining fear-based Intimacies.

Reset: Once per story.

Sorcery and Necromancy

Terrestrial Circle Sorcery

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

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The power to rewrite the laws of nature is but another jewel snatched for the Infernal's crown.

The Infernal may use Terrestrial Circle sorcery. She learns one Terrestrial Circle spell — her control spell — and one shaping ritual.

Celestial Circle Sorcery

Cost: —; **Mins:** Occult 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery

The Infernal ascends to the higher mysteries, following in the Primordials' footsteps.

The Infernal may use Celestial Circle sorcery. She learns one Celestial Circle spell — an additional control spell — and one shaping ritual.

Solar Circle Sorcery

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

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Celestial Circle Sorcery

The Infernal has attained the apex of her blasphemous enlightenment, working nightmares and

wonders not seen since the Old Realm's Solar sorcerer-tyrants.

The Infernal may use Solar Circle sorcery. She learns one Solar Circle spell — an additional control spell — and one shaping ritual.

Ultimate Darkness Internalization

Cost: 3wp, 3ahl; **Mins:** Occult 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

Black lightning arcs across the Infernal's body, giving her a taste of the horror felt by the slain Primordials as she embraces their forbidden power.

The Infernal becomes undead and can use Ivory Circle necromancy. She learns one Ivory Circle spell — her control spell — and gains one shaping ritual. However, she must be in this death-fugue to use necromancy, including workings and control effects. The transformation lasts until she uses this Charm again.

Keys

Forbidden Wellspring Enlightenment (Occult 4, Essence 3) The Infernal can use Shadow Circle necromancy while in her death-fugue. She gains a Shadow Circle control spell and an additional shaping ritual.

Necromancy

Charms that enhance necromancy also enhance sorcery unless they state otherwise, and vice versa. For more on necromancy, see **Abyssals: Sworn to the Grave**.

Hell-Binder Mastery

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

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery

Demons summoned into the Infernal's service cannot deny their rightful prince.

The Infernal gains the following benefits:

- She doubles 9s on rolls to bind demons.
- Successfully binding a demon refunds one point of Willpower spent on the spell. The Infernal

also gains this refund if she summons a Second or Third Circle demon and chooses not to bind it.

- The Infernal adds (Occult) non-Charms dice on read intentions rolls against her sorcerously-bound demons — they have no secrets from her.
- When the Infernal binds a demon, she may mark it as hers. Anyone who sees it is and is familiar with the Infernal recognizes her as its binder.

Undying Cosmic Flame

Cost: —; **Mins:** Occult 4, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery or Ultimate Darkness
Internalization

The awful fires of the Infernal's will do not gutter out at mere distractions.

While shaping spells, the Infernal doesn't lose sorcerous motes for going a turn without gathering them. At glowing anima or higher, she gains one sorcerous mote at the end of each round if she didn't gather any sorcerous motes during it, or two sorcerous motes at bonfire anima.

World-Shaping Will

Cost: 1m; **Mins:** Occult 4, Essence 2

Type: Reflexive

Keywords: None

Duration: One turn

Prerequisite Charms: Undying Cosmic Flame

Sorcery is the Infernal's nature, an instinctual reflex of her soul that needs no effort or concentration.

The Infernal flurries a Shape Sorcery action with a non-attack action, ignoring all penalties from flurrying. Until the end of her next turn, she may use her confidence in her sorcerous knowledge and power to oppose social influence as if it were a Major Principle, but it can likewise support influence used against her.

Keys

Thousand Hands Mudra (Occult 5, Essence 3) (+4m, 1wp): The Infernal may pay a four-mote, one-Willpower surcharge to extend this Charm's duration to one scene.

The Time Is Now

Cost: —(+1wp or +2wp); **Mins:** Occult 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Celestial Circle Sorcery, Hell-Binder Mastery

As the Primordials once laid down the foundations of time itself, the Infernal bends it to the service of her sorcery.

Once per day, the Infernal can pay a one-Willpower surcharge to shorten the ritual needed to summon a First Circle demon to one hour and cast the spell even during the day.

Once per story, the Infernal can pay a two-Willpower surcharge to summon a Second Circle demon on any night, save the night of the full moon.

Keys

Five Days Revel (Essence 5) (+3wp): Once per story, the Infernal can pay a three-Willpower surcharge to summon a Third Circle demon outside of Calibration on the night of the new moon.

Universe-Forging Demiurge Omnipotence

Cost: —; **Mins:** Occult 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery

The Infernal sculpts the cosmos by her will alone, working miracles from naught but necessity and desire.

When the Infernal undertakes a sorcerous working, she gains the following benefits:

- She adds (Essence/2, rounded up) automatic successes on all rolls for it.
- Once per story, she can waive a working's experience cost.
- She adds a +1 to the working's terminus for any Means related to demons or Hell, maximum (Essence/2, rounded up). Examples include assistance from demons with complementary Abilities and sorcerous infrastructure in the Demon City.
- The Infernal can treat the sacrifice of a supernatural being as a Means for the working if its Essence equals or exceeds the working's (Circle + 3). This is reduced to (Circle + 1) for Exalted sacrifices. She adds an additional +1 if the sacrifice's Essence is at least two higher than the minimum.

Performance

Unrivaled Infernal Bravura

Cost: 2m; **Mins:** Performance 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Passion, pride, and the incomparable music of the Yozis fill the Infernal's heart as she launches into her performance.

The Infernal adds (Essence) dice on a Performance roll, and rolls an additional non-Charms die for each 10 she rolls. Demons count as having a Minor Principle based on their delight in this performance, unless they have an Intimacy that opposes the Infernal's influence.

The Infernal's performance must incorporate elements of the Demon City's art and aesthetics, whether consciously or not. Characters with firsthand experience or a relevant Lore, Occult, or Performance specialty can notice this with a difficulty 7 ([Perception or Intelligence] + relevant Ability) roll.

Keys

Hell's Strange Beauty (Performance 3): The Infernal may choose to add a non-Charms success instead of rerolling a die for any of her 10s. Each success she adds lowers the difficulty of the roll to notice her performance's demonic aesthetics by two, minimum (Essence).

All Must Dance

Influence rolls enhanced by non-Excellency Infernal Performance Charms ignore multiple target penalties.

Exultant Hellbound Revel

Cost: 3m, 1wp; **Mins:** Performance 4, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Unrivaled Infernal Bravura

The Infernal rouses irresistible passions, bidding her audience to join her in wild revels and decadent debauches.

The Infernal makes an (Appearance + Performance) inspire roll. Affected characters' players still choose how they respond to the inspired emotion, but most do so in an overt, dramatic, and potentially excessive way: raucous celebration, overexaggerated displays of grief, or even furious riots. This costs two Willpower to resist. Trivial characters can't resist.

Agreeable Devil's Masquerade

Cost: 4m; **Mins:** Performance 3, Essence 1

Type: Simple

Keywords: Mute

Duration: One performance

Prerequisite Charms: None

The Infernal's performance leaves her audience with pleasant memories of new friends, rather than the disgust and regret that follows a mixed soirée.

As long as the Infernal performs, her audience ignores any instinctive fear or revulsion associated with others' alien or unnerving appearances, including the effects of the Hideous Merit. The performance also suppresses any negative Minor Ties they have to groups that are forbidden or disreputable: criminals, heretical cults, foreigners, demons, Infernals, and similar groups. (This doesn't apply to Ties to individuals.)

If the Infernal performs for the entire scene without being interrupted by combat or similarly jarring events, audience members won't recall any details about their fellow attendees they would normally consider alien, dangerous, or suspicious. Nontrivial characters can pay one Willpower to resist if given reason to question this.

Extravagant Revelry Carnival

Cost: 5m; **Mins:** Performance 3, Essence 1

Type: Simple

Keywords: Psyche

Duration: One scene

Prerequisite Charms: None

The Infernal's attention is the highest praise any performer may receive.

The Infernal lends a captivating glamour to a performance she watches. Neither she nor any other audience member can ignore the performance, attempt to leave it prematurely, or interrupt it. They suffer –3 Guile against any roll that would reveal the performance's emotional impact on them. This costs one Willpower to resist, or two Willpower if a character seeks to initiate hostilities.

This Charm can't be used in combat, but it remains active if hostilities break out mid-performance.

Special activation rules: If the Infernal knows Agreeable Devil's Masquerade, she can use it reflexively with this Charm to apply its effects to the performance she watches.

Keys

Captivating Pleasure Chorus (Performance 4): The Infernal can use this Charm through her own performances.

Voice Like Crystal Facets

Cost: 6m; **Mins:** Performance 3, Essence 1

Type: Simple

Keywords: Mute

Duration: One scene

Prerequisite Charms: None

The Infernal's voice is as beautiful as it is alien, like the sound of a thousand tiny crystals pouring through a sieve.

The Infernal's words can only be heard by those she wishes to hear them. Others hear only a pleasant humming of diamond sighs and glass whispers, though they can't consciously notice anything unusual about this unless they pay one Willpower. Trivial characters can't resist.

Keys

Countless Facets Chiming (Performance 5): The Infernal can convey multiple statements at once, choosing which one each listener hears. This allows her to flurry two voice-based influence rolls with any Ability as long as they have different targets. She doesn't suffer any penalties for flurrying.

Disembodied Voice Tintinnabula (Performance 5): The Infernal can speak with a voice like dozens of crystal chimes, making it impossible to identify her voice. Mortals and First Circle demons must spend an additional Willpower to resist.

Glory-Stoking Congregation

Cost: —; **Mins:** Performance 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Unrivaled Infernal Bravura

The Infernal is fueled by the acclaim of her audience, rewarding faithful subjects with beauty beyond imagining.

When the Infernal succeeds on a Performance roll, she's refunded motes equal to the effective Size of her audience, as if it were a battle group (**Exalted**, p. 206). If the majority of audience members have or gain a positive Tie toward her, she's refunded (Intimacy/2, rounded up) additional motes.

Keys

Magnificent Demon-King Dance (Performance 5): Once per day, the Infernal can also refund one Willpower spent on the roll. She can reset this by succeeding on a Performance roll against a Size 3+ audience.

Let the Doomed Dance

Cost: 1m; **Mins:** Performance 5, Essence 2

Type: Simple

Keywords: Withering-only

Duration: One performance

Prerequisite Charms: Any two of Agreeable Devil's Masquerade, Exultant Hellbound Revel, or Unrivaled Infernal Bravura

The Infernal entreats the ill and infirm to rise from their sickbeds — who knows if they will ever dance again?

The Infernal's performance grants allies the following benefits:

- They gain a temporary -4 health level. It's the first to be filled when they take damage to her -4 levels. The temporary level and any damage in it vanish at the end of the scene. If the Infernal stops performing before then, the damage shifts into the ally's normal health levels.
- They reduce penalties from wounds, crippling effects, and deprivation by (Infernal's Essence) total, or negate them entirely for dance-based Performance rolls.
- **Withering** attacks against them suffer a penalty to raw damage equal to half their wound penalty, rounded up, maximum -3.

While performing, the Infernal can't take non-reflexive actions.

If the Infernal has an Intimacy based on positive feelings for the doomed or dying, the temporary health level improves to -2 for Minor, -1 for Major, or -0 for Defining. She adds (Intimacy/2, rounded up) to the amount of penalties negated and the penalty to raw **withering** damage.

Scar-Clad Acclaim

Cost: 1m, 1i per level; **Mins:** Performance 5, Essence 2

Type: Reflexive

Keywords: Decisive-only, Perilous

Duration: Instant

Prerequisite Charms: Let the Doomed Dance

The Infernal's lament is for her suffering alone. All others are forbidden even from bleeding lest their petty agonies upstage her.

When a character who can hear or see the Infernal performing suffers **decisive** damage, she can use this Charm to take up to (1 + her wound penalty, maximum 5) levels of that damage herself, paying one mote and one Initiative per level. Her flesh may be cut, but the wounds are hers alone. She ignores wound penalties on Performance rolls and any Appearance-based rolls for the rest of the scene.

If the Infernal's ally takes no damage after this, he gains the Initiative she spent on this Charm and forms a Minor Intimacy based on his understanding of (or speculation about) the Infernal's suffering.

Reset: Once per round.

Nightmare Muse Inspiration

Cost: 1m, 1wp; **Mins:** Performance 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Unrivaled Infernal Bravura (Hell's Strange Beauty)

The Infernal rouses strange dreams of things that never were from the depths of slumber, revealing a beauty antithetical to the order of the world.

The Infernal makes a special ([Appearance or Charisma] + Performance) inspire roll against a single character. If successful, a twisted inspiration takes root within the target's mind. The next time he sleeps, his dreams are disturbingly vivid, granting him a pool of (1 + Infernal's extra successes) bonus dice as well as a Minor Derangement chosen by his player. He doesn't recover Willpower for the night's sleep.

The inspired character can add up to (higher of Infernal's Essence or 3) dice from this pool on any Craft, Linguistics, or Performance roll that he makes involving creativity. Whatever he creates with such rolls takes on aesthetic qualities of Hell's artistry or artifice, which he recognizes only from his dreams.

When the inspired character sleeps, his player may choose to add three dice back to the pool instead of recovering Willpower as nightmares trouble his sleep. He also regains one die each time he fails a Willpower roll against the Derangement. These can't bring him above the amount of dice initially granted by this Charm.

The inspired character can pay one Willpower to free himself of the Derangement if he has no bonus dice remaining or if (Infernal's Essence) days have passed since she used this Charm.

The Infernal can only have one character inspired with this Charm at a time.

Dancing Sinner Choreography

Cost: 5m, 3i, 1wp; **Mins:** Performance 5, Essence 3

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Exultant Hellbound Revel

The Infernal's passionate performance inspires all who see her to join in frenzied dance.

The Infernal makes a special ([Appearance or Charisma] + Performance) inspire roll through music, dance, or song against a single character, adding (Essence) non-Charm successes. Success overwhelms the target with a feverish urge to dance for the rest of the scene. He adds (higher Infernal's Essence or 3) dice on dance-based Performance rolls he makes.

In combat, the affected character must spend each of his turns dancing, which can include making a Performance-based influence roll. He can still flurry, including actions that normally can't be flurried, like using Simple Charms. His frenetic dance makes all his movement count as being in difficult terrain. Once the scene ends, he gives a Minor Principle expressing a desire to dance or engage in revelry.

Alternatively, the Infernal can target all trivial characters who can perceive her, waiving this Charm's Willpower cost. She may choose to have them continue dancing for up to (Essence) hours after the scene ends.

This influence costs three Willpower and five Initiative to resist. It's reduced by one Willpower each time an affected character rolls 5+ successes on a dance-based Performance roll. If he reduces it to zero, the Initiative cost is waived as well.

Demon-Wracking Shout

Cost: 10m, 1wp; **Mins:** Performance 5, Essence 3

Type: Simple

Keywords: Aggravated, Decisive-only

Duration: Instant

Prerequisite Charms: None

A screaming wind pours from the Infernal's mouth to terrify and torment demonkind, the echoed death cry of that which was once Adorjan's heart.

The Infernal rolls an undodgeable **decisive** attack with (Charisma + Performance) with (Essence) automatic successes against all demons within long range, as well as any other spirits that are creatures of darkness. This can affect dematerialized spirits. She makes a single damage roll against all enemies and adds ten dice of damage. The damage is aggravated.

Reset: Once per scene.

Exquisite Horror Reverie

Cost: 10m, 1wp; **Mins:** Performance 5, Essence 3

Type: Supplemental

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Exultant Hellbound Revel, Nightmare Muse Inspiration

The Infernal's performance haunts her audience's nightmares, an irresistible obsession that gnaws at their sanity.

The Infernal doubles 8s and adds a free full Excellency on an influence roll. On an influence roll, the cost to resist increases to three Willpower and requires citing a Major or Defining Intimacy in a Decision Point.

Even if a character resists, the Infernal's performance haunts his dreams, subjecting him to that influence again each night. If he doesn't resist, he can't recover Willpower from sleeping. This lingering Psyche effect ends once he's resisted it (Infernal's Essence) times.

With Essence 5, the Infernal doubles 7s on the roll.

Reset: Once per day unless reset by upholding a Major or Defining Intimacy with a performance.

Universal Art Enlightenment

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

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Glory-Stoking Congregation (Hail to the King)

There is but one art. Mortals know it by many names and forms, but the Infernal knows the secrets of those who first sang the music of the spheres.

The Infernal can pay a two-mote, one-Willpower surcharge when she uses a Simple Performance Charm that's specific to one kind of performance, letting her use it through any form of performance. For example, she might perform the Battle Anthem of the Infernal Exalted through dance instead of song.

This Charm's Willpower surcharge is waived if the Infernal uses it with a Charm that has a Willpower cost.

Cosmos-Ordering Harmony Perfection

Cost: 1wp; **Mins:** Performance 5, Essence 5

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Exultant Hellbound Revel, Universal Art Enlightenment

The Infernal has attained a perfection beyond what this imperfect world can bear, a beauty to make even the Yozis weep.

The Infernal waives the cost of all Performance Charms used for a single influence roll or performance.

Reset: Once per day, unless reset by upholding a Defining Intimacy with a performance or by swaying large audiences with social influence. It doesn't reset if the Infernal has malevolent intentions or purposefully tries to harm someone — it must be free of malice.

Keys

Shattered World Refrain: Once per day, the Infernal can reset this Charm if she takes **decisive** damage or is crashed while performing.

Dance

Beauty Without Malice

Cost: 5m; **Mins:** Performance 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: Unrivaled Infernal Bravura

The Infernal is a dancer without mortal peer, forgetting the wrongs and injustices she has suffered as she abandons all in the dance.

The Infernal gains a bonus dot of Appearance, which can raise it above 5. While she's dancing, characters can't ignore her or leave before the performance ends unless they pay one Willpower. Interrupting the performance or initiating hostilities costs two Willpower. This doesn't apply if she begins to dance while in combat.

This Charm ends if the Infernal attacks or takes other hostile action. She can't use it again for the rest of the day.

King-of-Kings Ecstasy

Cost: 3m, 1wp; **Mins:** Performance 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Beauty Without Malice, Exultant Hellbound Revel

The Infernal's dance is glorious beyond imagining, following the steps of the first dancer.

The Infernal makes a ([Appearance or Charisma] + Performance) inspire roll through dance, adding (Anima) dice if her anima banner is visible. A successful roll also instills affected characters with a Tie of awe toward the Infernal. The Tie's context may vary depending on the emotion the Infernal evokes — if she inspires fear, it might be a Tie of terrified awe. The Tie's Resolve penalty applies when determining how many dice the Infernal's Appearance adds on influence rolls with any Ability against an affected character. This lasts until he goes (Infernal's Essence) hours without interacting with her.

Affected characters' players still choose how they respond to the inspired emotion, but they must do so in a way that fits the instilled Tie. This often involves trying to catch the Infernal's attention, find a chance to meet her, or learn more about her.

Hell-Soothing Reprieve

Cost: 5m, 1wp; **Mins:** Performance 5, Essence 3

Type: Reflexive

Keywords: None

Duration: One performance

Prerequisite Charms: King-of-Kings Ecstasy, Let the Doomed Dance

The horrors of reality cannot touch the Infernal as she dances through their tumult. Flame and storm alike bow to her who forgives their wrath.

The Infernal calms an environmental hazard with her dance, rolling ([Appearance, Charisma, or Stamina] + Performance) against its difficulty. She doubles 9s against mundane hazards as well as supernatural hazards of the Demon Realm. If she succeeds, the hazard is suppressed for as long as she continues to dance. Any terrain rendered perilous or impassable by the hazard can be safely traversed, like walking over the surface of molten lava. The Infernal can't take non-reflexive actions while performing.

For very large hazards, like a hurricane or raging wildfire, this quiescence is limited, extending out to long range from the Infernal, plus an additional range band for every two extra successes. On the other hand, smaller hazards, like a single bonfire, may be snuffed out permanently even after the Infernal stops dancing.

Once this Charm ends, the hazard remains quiescent until the end of the Infernal's next turn. If she uses it again before the hazard resumes, she waives its Willpower cost and doesn't need to roll to keep the hazard suppressed.

This Charm ends if the Infernal attacks or takes other hostile action, with the hazard resuming immediately. She can't use it again for the rest of the day.

Keys

Revel Before the End (Essence 5) (+5m): Once per story, the Infernal can stay the wrath of the heavens themselves. She can hold back a natural disaster or great cataclysm, even if it deals uncountable damage: an earthquake that threatens to swallow a city, a volatile manse on the verge of exploding, a sorcerer's Rain of Doom, a disaster foretold with God-King's Shrike, etc. The roll's base difficulty is 5; for perils created by another character, add (his Essence/2, rounded up) to the difficulty. If successful, the cataclysm and its effects are halted out to a distance of one mile from her for as long as she dances, plus an additional mile for every two extra successes. An earthquake pauses; a falling star halts its descent; a tidal wave dances alongside her rather than breaking against the shore. Once she stops dancing, the cataclysm arrives in full force after a minute has passed. She can reset this key by accomplishing a legendary social goal.

Music and Singing

Concordant Harmony Calibration

Cost: 6m; **Mins:** Performance 3, Essence 1

Type: Simple

Keywords: Mute, Psyche

Duration: One performance

Prerequisite Charms: Voice Like Crystal Facets

The Infernal's sublime harmonies cause her audience to naturally fall into eerie synchronicity.

As long as the Infernal performs with music or song, her audience counts as having a Minor Principle of

belief that teamwork and cooperation are superior to individual efforts. They must pay one Willpower to act in a way that violates that Intimacy. They must also pay one Willpower to initiate hostilities or take harmful actions unless another character initiates hostilities against them.

As the audience listens, they begin to unconsciously synchronize their movements. If multiple characters cooperate in some action, the character who makes the roll adds an automatic success on the roll. This can't be used in combat.

Keys

Crystalline Keening Trance: The cost to violate the Intimacy or take hostile actions increases to two Willpower.

Battle Anthem of the Infernal Exalted

Cost: 1m; **Mins:** Performance 5, Essence 2

Type: Simple

Keywords: Dual

Duration: One song

Prerequisite Charms: Unrivaled Infernal Bravura (Hell's Strange Beauty)

There may be no malice in the Yozis' music, but the Green Sun Princes bring forth a new song.

The Infernal's song grants allies who can hear it the following benefits:

- Their **withering** attacks gain +1 raw damage.
- Against enemies with lower Initiative, **decisive** attacks add one die of damage.
- They gain one Initiative whenever they take **decisive** damage, as long as they aren't crashed.
- Allied battle groups add two dice on rout checks.

If an ally has a wound penalty of -2 or worse, the **withering** damage bonus becomes post-soak and he always gains the **decisive** damage bonus. He gains two Initiative when he takes **decisive** damage.

The Infernal can't take non-reflexive actions while performing.

Sable Revelry Summons

Cost: 5m, 1wp; **Mins:** Performance 5, Essence 2

Type: Simple

Keywords: Mute, Psyche

Duration: One performance

Prerequisite Charms: Let the Doomed Dance

Like a hound herds sheep, like a rider leads cattle, like Erembour beckons the hordes of the night, the Infernal beckons the wicked and the damned with a call unheard in Creation.

The Infernal rolls ([Charisma or Manipulation] + Performance) with (Essence) automatic successes to instill a Principle of “I am drawn to the dark.” Intimacies based on grief, sorrow, despair, doomed love, or a yearning for freedom always support this influence. As long as she continues performing without taking any non-reflexive actions, this has the following effects:

- Affected characters suffer a –3 penalty on rolls against anyone but the Infernal or require them to pay significant attention to something else. They’re compelled to approach as close as possible to her, though they’ll stop if going further would obviously cause physical harm. In combat, they must use a move action each turn to advanced toward her, though they can still take other actions, including attacks against her.
- If the Infernal rolls 3+ extra successes against a target’s Resolve, he gains a Minor Obsession with avoiding sunlight, including that of the Green Sun (**Exalted**, p. 169). The Obsession fades after (Infernal’s Essence) days spent without any exposure to sunlight. It’s permanent for trivial characters.
- Creatures of darkness and nocturnal animals can hear this music out to (Infernal’s Essence) miles, though they aren’t subject to its influence until they come within the performance’s usual range.
- Her performance receives Agreeable Devil Masquerade’s benefits for free.

Resisting this Charm’s influence costs one Willpower and (Infernal’s Essence) Initiative, separate from resisting the instill roll.

Special activation rules: The Infernal can use Noon-as-Night Invocation reflexively with this Charm (p. XX).

Keys

Ecstatic Midnight Rapture (Essence 4) (+5m): For a five-mote surcharge, affected characters can’t take any actions other than to advance toward the Infernal. This aspect of the influence can’t be resisted with Willpower, but characters are freed if they’re attacked or placed at risk of physical harm.

Night-Clarion’s Beckoning Call (Essence 5) (+10m): For a ten-mote surcharge, affected characters will pursue the Infernal regardless of any danger they may face. The cost to resist increases to three Willpower and (Essence) Initiative.

Oratory and Acting

Sermon of the Yozis

Cost: 4m; **Mins:** Performance 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Unrivaled Infernal Bravura

The Infernal speaks with the voice of the Old Ones, proclaiming their blessings and commands to an unrighteous world.

Upon learning this Charm, the Infernal gains one of its keys for free. Each allows her to express a certain kind of Intimacy through oratory.

When the Infernal uses this Charm, she chooses a key she knows and makes a ([Charisma or Manipulation] + Performance) roll to instill one of that key's Intimacies. The instilled Intimacy's Resolve penalty is increased by one for the rest of the scene, or by two for mortals and First Circle demons.

The Infernal gains a special pool of motes equal to the 10s on her roll. They can only be spent on Charms that enhance influence rolls against affected characters that leverage the instilled Intimacy. This includes influence rolls with any Ability.

With Performance 5, Essence 2, the Infernal gains motes for her 9s as well.

Keys

All is Lost: The Infernal explains why her audience is already doomed, defeated, or otherwise without a hope, expressing a Principle of belief in her explanation or similar Intimacies.

Gospel of Submission: The Infernal speaks of hierarchy and submission. She can express a Tie reflecting obedience, submission, loyalty, or the like towards affected characters' superiors in an organizational, legal, social, or metaphysical hierarchy. Alternatively, she can express a negative Tie towards affected characters' inferiors.

Hope in Hell: The Infernal speaks of a better future, expressing an Intimacy based on hope. This isn't compatible with Charisma-based rolls.

Infernal Rhapsode Eloquence: This key can only be used through storytelling, acting, and poetry recitals, not conventional oratory. She expresses a Tie toward the work she performs or an Intimacy related to that form of performance more broadly, like a Principle emphasizing the importance of stories in people's lives.

Litany of Love and Hate: The Infernal praises her beloved and condemns those she reviles, expressing one of her own Major or Defining Ties based on love or hatred.

My Will Be Done: The Infernal commands the attention and obedience of her audience, expressing Ties of loyalty, obedience, terrified awe, or other Intimacies that give affected characters reason to obey her. This isn't compatible with Manipulation-based rolls.

Parable of the Peak: The Infernal speaks of lofty wisdom, expressing one of her own Major or Defining Principles based on philosophical, ethical, or spiritual beliefs. This isn't compatible with Manipulation-based rolls.

Demon-Prophet Exhortations (Performance 4, Essence 2, any one key) (+1m, 1wp): The Infernal can pay a one-mote, one-Willpower surcharge to make a persuade roll that leverages an Intimacy that fits one of her keys. Instead of persuading targets to perform a specific task, she names a broader goal related to her Intimacy. Affected characters work toward that goal however they see fit, with a level of effort based on the strength of the supporting Intimacy (**Exalted**, p. 216). She doesn't gain motes from her 9s and 10s.

Call to Righteous Blasphemy (Performance 5, Essence 3, Demon-Prophet Exhortations): If the Infernal uses this Charm to instill an Intimacy and then uses Demon-Prophet Exhortations to leverage that Intimacy in the same scene, the Willpower cost to resist the persuade roll is increased by one and the instilled Intimacy's intensity count as one step higher in the Decision Point. If it's already Defining, the Willpower cost increases by two instead.

Suspension Of Prosaic Reality

Cost: 5m, 1wp; **Mins:** Performance 4, Essence 2

Type: Simple

Keywords: Mute, Psyche

Duration: Instant

Prerequisite Charms: Sermon of the Yozis (Infernal Rhapsode Eloquence)

The Infernal uses words to paint the image of a world so wondrous that all would dwell there forever, if they could.

The Infernal makes a special (Manipulation + Performance) instill roll by telling a story or putting on a play about past events, presenting a false perspective or describing wholly fictitious events. Penalties for implausible claims subtract successes instead of dice. This takes at least a minute, while complex narratives may take longer.

Willing audience members — including the Infernal — may accept this version of events as true, distorting their memories to match. If the influence roll also beats their Resolve, they gain a pool of (1 + extra successes) bonus dice, which lasts for (Infernal's Essence) days. An affected character can add up to (Infernal's higher of Essence or 3) dice on influence rolls involving the Infernal's version of events. He can also add up to half that amount, rounded up, to his Resolve against attempts to convince him otherwise for two dice per +1 bonus.

If an affected character played a role in the Infernal's depiction of events, he can add these dice to relevant rolls or static values, though this can't raise his dice pool above (Infernal's Essence + Manipulation) before applying other sources of bonus dice.

Affected characters can be convinced of the truth through social influence. However, such attempts fail automatically unless the target is presented with direct evidence and are subject to the rules for overturning influence (**Exalted**, p. 221).

Keys

Wonders Beyond Truth (Performance 5, Essence 3): For a five-mote surcharge, the Infernal can affect unwilling characters as well if she beats their Resolve.

Presence

Temple-Self Apotheosis

Cost: —; **Mins:** Presence 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal exults in the worship of her faithful, empowered to answer their prayers for a new and better world made in her image.

The Infernal gains additional benefits from the Cult Merit (**Exalted**, p. 160):

- She can draw on her Cult an additional time each story.
- She can draw on her Cult to reduce a mote cost by (Essence + Cult), rather than reducing a Willpower cost.
- Once per day, she can draw on her Cult to heal a level of non-aggravated damage, rather than reducing a Willpower cost.
- When she makes an influence roll that's supported by her target's Tie of reverence toward her, she adds an automatic success. If the influence targets multiple characters, all of them must have such a Tie.

Penitents Like Scattered Grains

Cost: 2m, 1wp (2m); **Mins:** Presence 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Temple Self Apotheosis

Each prayer spoken to the Infernal is a single grain of sand, easily lost amid countless others — but not for her. Such is her mercy that none who praise her name shall go unheard.

The Infernal can hear prayers directed to her. Making out useful information from the background susurrus of prayer requires a difficulty 4 (Perception + Presence) roll. The difficulty can vary based on factors like making a valuable sacrifice alongside the prayer, large groups of people making the same prayer, and so on. She doesn't need to roll to hear supplicants within (Cult) miles of her.

When the Infernal hears a prayer made from a shrine or temple that she's raised to herself or a region that she's corrupted with Holy Land Infliction (p. XX) or similar Infernal Charms, she can pay two motes to answer it. A random nearby object begins to glow and takes on her image, lasting just long enough for her to respond — which may include an influence roll. She can't use Charms to enhance it.

While using this Charm, the Infernal gains a Minor Tie of patronizing benevolence to her worshippers, which can't be fully removed by any means. If she already has such an Intimacy, its Resolve penalty is increased by one instead.

With Presence 5, Essence 3, the Infernal can pay a one-Willpower surcharge to answer a prayer regardless of where it's made from. The Willpower cost is waived when answering prayers made from a temple or shrine to her.

Keys

Heritor of Worshipful Voices: The Infernal can manifest her presence in answer to prayers even if they aren't made at a temple or shrine.

Above All Others (Presence 5, Essence 2): The Infernal can use this Charm to eavesdrop on prayers made to another character, requiring a (Perception + Integrity) roll at a difficulty of that character's (Cult). She can only do so if she's had a meaningful interaction with that character in the current story, or while at a temple to him. She doesn't gain a Tie to his followers. The Infernal can stack this Charm to listen to prayers made to multiple characters. If she uses this key together with Symphony of Sinful Prayers she

makes a single roll for both.

Immanent Numinous Presence (Presence 5, Essence 2) (+3m, 1wp): The Infernal can pay a three-mote, one-Willpower surcharge when she manifests in answer to a prayer made from within (Cult) miles, remaining manifest there for the rest of the scene. She can make Perception rolls to observe her surroundings and influence rolls, but can't enhance them with Charms.

Thousand Voices Litany (Presence 5, Essence 2): The Infernal gains this Charm's effects permanently (this doesn't apply when using Above All Others). The range at which she can hear prayers without needing to roll increases to (Cult x5) miles. She also doesn't need to roll to hear prayers made from temples to her or regions that she's corrupted. This also increases the range of this Charm's other keys.

One with the Faithful (Essence 3, Heritor of Worshipful Voices, Immanent Numinous Presence): When a group of the Infernal's cultists within (Cult) miles of her notices something she'd be interested in, she can use Immanent Numinous Presence to appear. Rather than manifesting an apparition, she sees with her worshippers' eyes and speaks with their voices.

Verdant Emptiness Endowment

Cost: 5m, 1wp; **Mins:** Presence 5, Essence 1

Type: Reflexive

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Temple Self Apotheosis

In a breath of silver sand and delicate azure petals, the Infernal grants someone's greatest desire — and few are careful what they wish for.

When the Infernal hears someone (herself included) express dissatisfaction or dislike for their current state, she temporarily grants him up to (Infernal's Essence/2, rounded up) dots in an Attribute, (Essence) dots in an Ability, or (Essence) specialties. She must be there in person to hear him. If the target's player is unwilling, she must make a special ([Charisma or Manipulation] + Presence) bargain roll against him. He can pay one Willpower to resist. Granted traits don't count as bonuses from Charms. The target can gain them permanently by spending experience or incurring experience debt (p. XX), with no training time needed.

If the Infernal maintains this Charm for at least a full story, her target falls into her debt. The same is true if he purchases the granted trait permanently. She may demand that he perform a single inconvenient task (**Exalted**, p. 216). He is not compelled to obey, but if he refuses, his wish curdles into a curse, causing him to suffer (Infernal's Essence) botches at a dramatically appropriate moment. The consequences reflect the nature of his wish: if a merchant prince wished for great beauty, a botched influence roll might cause a potential business partner to become hopelessly enamored with him, getting in the way of business. No debt is incurred when granting her own wishes.

If the Infernal ends this Charm, her target immediately loses the granted trait unless he's purchased it with experience. She has until the end of the story to call in any favors owed by him.

The Infernal may use this Charm multiple times simultaneously in response to a single expression of discontent, waiving the Willpower cost of uses past the first. She can bless multiple characters, but can't

stack more than (Essence) uses per character. Multiple uses potentially allow her to accrue multiple debts.

Reset: The Infernal can only use this on a given character once per story. This is reset if he learns the granted trait permanently with experience.

Keys

Bestowal of Accursed Fortune (Essence 2): The Infernal can grant a character a total of up to five dots of the Backing, Contacts, Followers, Mentor, Retainers, or Resources Merits, which are drawn into his life by the end of the current session or the next one. She can't grant more than (higher of her Essence or 3) dots in the same Merit. Her target can lose these Merits based in story events even if he incurs experience debt, but this refunds any experience spent.

Scoured Perfection of Form (Essence 2): The Infernal can grant a character up to five dots of mutations as a body-altering Shaping effect. These mutations are often monstrous or demonic, though sometimes they're possessed of an alien beauty.

As You Wish (Essence 3) (+1wp): The Infernal can pay a one-Willpower surcharge grant wishes even if she isn't personally present, like when she hears a prayer with Penitents Like Scattered Grains.

Miracle Gift Mastery (Essence 3, Bestowal of Accursed Fortune, Scoured Perfection of Form) (+5m, 1wp): The Infernal can pay a five-mote, one-Willpower surcharge to instantly grant a character a Charm, spell, thaumaturgical ritual, or similar magical power whose prerequisites he meets. This applies even for magic the Infernal can't learn, like Solar Charms, though it can't teach Sidereal Martial Arts. The target *must* incur experience debt to gain it — the Infernal can't sustain this Charm with a mote commitment.

Demon Emperor Edict

Cost: 2m; **Mins:** Presence 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal speaks, and the world obeys. Such is the rightful order of things.

The Infernal adds (Essence) dice on a persuade or threaten roll. For each 10, she rolls an additional non-Charm dice. If she stunts her influence by overtly invoking a position of authority or power that she holds, she also rolls an additional non-Charm die for each 9.

The Infernal can't use this Charm if her persuasion is too indirect — she must expressly make her will known, rather than subtly manipulating targets into unwittingly serving her. She likewise can't use it when she's openly bargaining from a position of weakness, like pleading for mercy from a foe.

Crowned With Fury

Cost: 5m; **Mins:** Presence 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Demon Emperor Edict

A crown of green flame lights the Infernal's brow as she proclaims the rightful order of the cosmos.

The Infernal's emerald corona grants the following benefits when she makes a spoken persuade or threaten roll using any Ability to issue an order or make a demand, or any other influence the Storyteller deems suitable:

- She adds (Presence/2, rounded up) dice.
- Characters with Ties toward the Infernal based on fear, terrified awe, obedience, loyalty, or similar contexts apply those Intimacies' penalties to their Resolve when determining the bonus dice added by the Infernal's Appearance.
- Characters who have such Ties at Defining intensity must pay an additional Willpower to resist. This doesn't apply to characters with Essence higher than the Infernal's own.

The Infernal can't conceal her emerald crown, which shines like a glowing anima (p XX).

Keys

Fury-Forged Submission (Presence 4): The Infernal gains this Charm's benefits on rolls to instill Ties to herself that are based on fear, terrified awe, obedience, loyalty, or similar contexts. It also benefits rolls to weaken Ties to the Infernal that would oppose her commands.

Eternal Terror Reign (Presence 5, Essence 2): The Infernal gains this Charm's benefits permanently. Her crown blazes whenever she makes an influence roll it can enhance. This isn't optional.

Cosmic Tyrant Decree (Presence 5, Essence 3) (1wp): The influence roll's Willpower cost is increased for characters with Major Ties as well as Defining ones. The Infernal can pay one Willpower after a successful influence roll to increase the cost to resist by one for all characters, in addition to any cost increase from Ties. If her influence has multiple targets, she must pay this key's cost separately for each of them.

Fealty-Acknowledging Audience

Cost: 5m, 1wp; **Mins:** Presence 4, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Demon Emperor Edict

The Infernal is magnanimous in honoring her followers, accepting their admiration personally and feeding upon their awe.

When someone makes a declaration of loyalty or love to the Infernal in person, she marks him as her own. He must make the pledge willingly, though not necessarily happily. Insincere promises are still binding, incidentally converting moles and double agents to loyal followers. Emerald flames brand the

marked character with the Old Realm glyphs for “Mandate of Heaven.” He gains a Minor Tie of terrified awe toward her as the mark is burnt into place, and is intuitively aware that he’ll face harsh consequences for disobedience. The Infernal may choose to make the brand invisible, though it can still be seen with magic like All-Encompassing Sorcerer’s Sight.

The burning brand erupts into emerald flame if the marked character attacks the Infernal, uses a hostile effect against her, or makes an influence roll against her that her player finds disagreeable. It’s also triggered if he voluntarily weakens his Tie to the Infernal. The eruption deals (Infernal’s Charisma) dice of lethal damage, ignoring Hardness.

If multiple characters pledge themselves to the Infernal simultaneously — for instance, in reciting a pledge of allegiance — she can use this Charm to mark a number of characters equivalent to a Size (Essence) battle group (**Exalted**, p. 206).

If a Penumbra Caste uses this Charm together with her oath-binding anima power, she waives this Charm’s Willpower cost.

Infernal Ardor Intensity

Cost: 5m or 7m; **Mins:** Presence 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

The Infernal’s passions are a whirlwind, a tempest, a rain of emerald hellfire to captivate and terrify all who behold her.

The Infernal empowers one of her Intimacies based on emotion. She adds (Intimacy) dice on influence rolls made with any Ability and gains +1 Resolve against influence that opposes the chosen Intimacy. She reduces the cost of any Charms she uses with actions that receive this benefit by one mote each, minimum one. She doesn’t receive these benefits if her action violates or opposes the chosen Intimacy.

This Charm lasts one scene for five motes, or indefinitely for seven motes. It ends prematurely if the Infernal voluntarily weakens the chosen Intimacy or if it’s fully removed, and can’t be used for the rest of the day.

Ecstatic Passion Kaleidoscope

Cost: 4m; **Mins:** Presence 2, Essence 1

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Infernal Ardor Intensity

The Infernal is a fickle creature, her heart a storm of wild and mercurial passions.

The Infernal is overcome by an emotion of her choice, as if she'd been affected by an inspire roll. She may alter one of her Minor or Major Intimacies that's based on emotion, changing it to fit the inspired emotion. She can't change Intimacies based on positive emotion to negative emotions, or vice versa. Inspired with spiteful malice, she might turn a Tie of fear to one of hatred. Overcome with ecstatic joy, she could turn a Principle of "I enjoy quiet, calm, and contemplation" to "I delight in raucous revelry."

With Presence 5, Essence 3, the Infernal can use this Charm to alter Defining Intimacies. She can also change Intimacies based on positive emotion to negative, or vice versa.

Reset: The Infernal can't alter the same Intimacy more than once per story.

Inexorable Ego Vortex

Cost: 4m; **Mins:** Presence 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None

To look upon the Infernal is to be drawn in by the vastness of her existence, captured by the irresistible pull of her ego.

Any Ties that the Infernal has toward herself or Intimacies that express how she sees herself become obvious to anyone who perceives her, exerting a palpable emotional weight. She can't voluntarily weaken those Intimacies. The Infernal gains +1 Resolve against influence that opposes those Intimacies. She rerolls (Intimacy) dice that roll failures on influence rolls to instill complementary Intimacies or weaken opposed ones. For example, an Infernal with an Intimacy of pride would receive this bonus on rolls to instill Ties of respect or awe toward herself.

Any mundane surface or object that reflects the Infernal's image is destroyed, or at least disrupted until it's incapable of reflecting her. Mirrors shatter into twisted, blackened fragments, while placid waters boil. This also destroys other depictions of her that she encounters, like paintings or statues, unless the difficulty to destroy them with a feat of demolition exceeds (Essence + Charisma + Strength).

Keys

Shattered Mirror Singularity: Disguise rolls to impersonate the Infernal and Craft rolls to create depictions of her suffer a penalty of (higher of Essence or 3). This applies throughout all of existence. If a character is already disguised as the Infernal when she uses Inexorable Ego Vortex, he instead rolls that many dice, subtracting those successes from his disguise successes.

No Other Like Me (Presence 5, Essence 3): This Charm's effects become permanent. If she has Shattered Mirror Singularity, its penalty subtracts successes instead of dice. The Infernal may spend (Essence/2, rounded up) Willpower to suppress this Charm's effects for one scene.

Capricious Whimsy Carousel

Cost: 1m, 1wp; **Mins:** Presence 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Ecstatic Passion Kaleidoscope

The Infernal's erratic passions can be swayed, but not always in the direction that one might expect.

The Infernal can use this Charm after her Resolve is beaten by emotion-based influence, defending against it by inverting the emotion in question. A roll to inspire fear fills her with courage; a roll to instill a Tie of desire creates one of revulsion. This doesn't necessarily render her immune to harmful effects: a Psyche effect that inflicts an incapacitating despair might instead leave her unable to do anything but laugh. However, it does reduce the cost to resist any harmful effects by one Willpower. This defense doesn't apply to any other characters targeted by the influence.

Special activation rules: The Infernal can use Ecstatic Passion Kaleidoscope reflexively with this Charm, inspiring herself with the emotion that the influence was inverted into.

Reset: Once per session.

Hope is Folly

Cost: 5m; **Mins:** Presence 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Infernal Ardor Intensity

The world is a wicked, broken thing, and to exist in it is to suffer. To think otherwise is a torment worse than any damnation.

The Infernal makes a ([Charisma or Manipulation] + Presence) to inspire hope. If she succeeds, affected characters' irrational hope imposes a -3 penalty on rolls to notice threats or appreciate the danger they pose. This includes Join Battle rolls against concealed enemies or enemies whose true strength is unknown to them. The Storyteller may require (Perception + Awareness) rolls from affected characters to notice danger that would normally be obvious without a roll.

When the scene ends and the inspired hope subsides, it lingers as a Minor Principle expressing a hopeful, optimistic outlook on life. Each affected character's player chooses this Intimacy's precise phrasing. As long as a character has that Intimacy, he suffers a -1 penalty on rolls to notice danger. If he's acting in accordance with the Principle, the penalty increases to -3 and the Storyteller may call for rolls to detect obvious threats. A victim can't voluntarily erode this Intimacy unless he's faced with a dramatic challenge to his optimism: suffering a significant defeat or failure, finding the aftermath of a village being slaughtered, learning of a loved one's dire illness, etc.

If the Infernal has an Intimacy based on hope, she may add (Intimacy) non-Charm successes on her influence roll. If she does, she's automatically inspired with hope and suffers this Charm's effects for the rest of the scene. (She doesn't gain an Intimacy once the scene ends.) She can't spend Willpower to resist

this.

Keys

Clinging to Folly (Presence 5, Essence 3): Affected characters suffer this Charm's full effect for as long as they keep its Intimacy. They must pay one Willpower to voluntarily weaken the Intimacy.

Kneel or Be Knelt

Cost: 6m; **Mins:** Presence 4, Essence 2

Type: Simple

Keywords: Psyche

Duration: One scene

Prerequisite Charms: Demon Emperor Edict

The Infernal can't abide those who fail to show her proper respect, forcing them to kiss the ground if they will not do so of their own accord.

Enemies and bystanders within long range of the Infernal who can see her must immediately prostrate themselves before her unless they pay one Willpower to resist. Trivial characters can't resist. Affected characters fall prone and can't attempt to rise unless they pay one Willpower.

When the Infernal makes an instill, persuade, or threaten roll against a prone character, he suffers -2 Resolve against it. This isn't limited to those who bow before her.

Keys

The Weight of Glory (Presence 5, Essence 3) (+1m, 1wp): For a one-Willpower surcharge, characters must also spend five Initiative to resist this Charm's influence. Enemies who don't resist immediately gain a Minor Tie of terrified awe to the Infernal.

Roaring Sovereign Oration

Cost: 5m; **Mins:** Presence 4, Essence 2

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Crowned by Fury

Let none make excuses by claiming they cannot hear their master's commands.

The Infernal's voice can be heard clearly out to (Essence + Charisma) range bands, negating distance-based penalties and environmental penalties on influence rolls. However, she can only be so quiet — even if she whispers, it's as loud as her normal speaking voice. If the Infernal's crown from Crowned by Fury is visible, it can be seen out to the same range that it can be heard at.

The Infernal adds (Essence) non-Charm dice on spoken persuade and threaten rolls with any Ability to issue orders or make demands, and on other influence the Storyteller deems suitably similar. However,

she wishes to make any other influence roll, she must pay one Willpower, letting her do so normally for that scene.

If the Infernal makes a threaten roll against a single enemy in combat, he's stunned if she beats his Resolve. He loses (Infernal's Essence) Initiative and suffers a -1 crippling penalty until they take a miscellaneous action to clear their heads. Characters with superhuman or magically-enhanced hearing lose an additional point of Initiative and can't clear the penalty, suffering it until the end of the scene.

Keys

Disobey and Die (Presence 5) (4m): The Infernal can pay four motes to stun enemies with a threaten roll that has multiple targets.

Universe Tyrant Proclamation (Presence 5, Essence 5): This Charm's effects become permanent.

Unbearable Passion Ecstasies

Cost: 2m, 1wp; **Mins:** Presence 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Ecstatic Passion Kaleidoscope

Candy-colored joy and sickly-sweet sorrow spill from the Infernal's lips like an insidious poison.

When the Infernal makes a bargain, instill, or persuade roll that's supported by an emotion she's inspired in her targets, those characters can't use Intimacies based on opposed emotions to bolster their Resolve or in a Decision Points. They likewise can't use Minor Intimacies that aren't based on emotion.

If the Infernal is inspired with the same emotion, she doubles 9s on the roll, and remains inspired until she's affected by another inspire roll or sleeps.

Keys

Mind-Melting Psychedelia (Presence 5, Essence 4): The Infernal no longer needs to inspire a character before using this Charm, as long as her influence appeals to an emotion. Major and Defining Ties that aren't based on emotion can't be used to defend against the influence.

All That Matters

Cost: 3m; **Mins:** Presence 5, Essence 2

Type: Simple

Keywords: Psyche

Duration: One scene

Prerequisite Charms: Inexorable Ego Vortex (Shattered Mirror Singularity)

The Infernal's presence grows to fill the entire universe for those who behold her, blotting out such trivial irrelevancies as who they once were.

If a character can perceive the Infernal and is aware of a Tie that she has toward herself or an Intimacy expressing how she sees herself, he also counts as having that Intimacy at Minor intensity, though the Intimacy's precise nature may change to fit his perspective. For instance, if the Infernal has a Tie of pride to herself, onlookers might have Ties of admiration imposed on them. The imposed Intimacy's Resolve penalty is increased by one against the Infernal's influence.

If a character uses the imposed Intimacy to bolster their Resolve against influence, cites it in a Decision Point, or uses it for other purposes, he may treat it as having the full intensity of the Infernal's Intimacy, rather than being Minor. Doing so strengthens the Intimacy by one step and prevents that character from voluntarily weakening it for a day, which stacks.

If the Infernal is using Inexorable Ego Vortex, affected characters also gain its Resolve bonus and reroll dice on influence rolls.

Desolate Hearts Covenant

Cost: 1m, 1wp; **Mins:** Presence 5, Essence 2

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Penitents Like Scattered Grains

The Infernal is a prophet and a savior to the damned, the answer to their desperate prayers.

The Infernal can use this Charm after a scene spent interacting with her worshippers or listening to their prayers. She gains a positive Defining Tie to those characters as a group. Her player chooses its context: benevolence, amusement, protectiveness, delight, responsibility, etc.

The Infernal can't voluntarily weaken the Intimacy. It can't be fully removed or have its emotional context altered by any means. She adds (Cult/2, rounded up) automatic successes on any Performance, Presence, or Survival rolls that she makes for the benefit of her worshippers.

Once per day, when the Infernal uses Temple-Self Apotheosis to reduce a mote cost or heal, she can still reduce a Willpower cost as well if she's acting for the benefit of her worshippers.

Reset: Once per story.

Untouchable Infinitude Reflection

Cost: 4m; **Mins:** Presence 5, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Penitents Like Scattered Grains

The Infernal's contemplation of the countless prayers made unto her affords her a greater understanding of the nature of worship.

The Infernal invokes her Cult without it counting against the limit on how many times she can use it per story. This Charm can't be used in combat.

Reset: Once per day, unless reset by upholding a Major or Defining Tie to the Infernal's worshippers. With Essence 3, this becomes once per scene.

Glorious Vassal Illumination

Cost: 4m, 1wp, 2xp; **Mins:** Presence 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Fealty-Acknowledging Audience, Crowned with Fury

The Infernal's hellfire crown flares as she bestows her favor on a subject, wreathing him in emerald flames that burn away all imperfections.

The Infernal raises a willing mortal, Demon-Blood, or First Circle demon above the rabble of her other followers. That character must have a positive Major or Defining Tie to the Infernal and must bear a brand from Fealty-Acknowledging Audience or a similar Charm.

The Infernal chooses one of her Defining Intimacies that expresses or relates to a goal, and imparts a related Defining Intimacy to her vassal related to his role, duties, or motivation regarding that goal. For example, if she goes to war to claim the hand of someone she has a Defining Tie of love for, her vassal might gain a Defining Principle of "I will lead my lord's forces to victory."

The Infernal's vassal also gains the following benefits:

- He gains an anima banner (p. XX), identical to the Infernal's save for its iconic display, which reflects his role in her service. (He doesn't gain her anima powers). He gains one level of anima each time he spends a point of Willpower in furtherance of the Intimacy, whether to resist influence, add a success on a roll, or (for demons) paying the Willpower cost of Charms. (Demons don't gain anima for spending motes.)
- He gains +1 Resolve against influence that opposes that Intimacy. He can pay one anima to raise this to +3 against a single roll.
- When he makes a roll in furtherance of the goal his Intimacy relates to, he can spend up to (Intimacy) levels of anima to add that many dice.
- He can reflexively make his brand visible or cause it to fade to sight. Those who see the brand feel an instinctive fear that makes it clear the vassal serves a terrifying power.

If the vassal triggers his brand, the Infernal may choose to have it remain in place after the eruption, a warning against any repeat attempts. Alternatively, she may detonate the brand in an emerald bonfire, converting the brand's dice of damage to automatic successes. This revokes this Charm's benefit and refunds the experience points spent on the vassal.

This Charm's experience point is also refunded if a vassal dies or ceases to be narratively relevant.

The Infernal may have up to (Essence x2) vassals at a time.

Keys

Right Hand Ascension (Essence 5): The Infernal can also grant her vassal (her Essence/2, rounded up) Eclipse Charms whose requirements she meets. Demon vassals can be granted spirit Charms that don't have the Eclipse keyword. The vassal must spend anima instead of motes on the Charm's cost, at a rate of one level of anima per (Intimacy) motes. (This applies even if he has a mote pool of his own.). Using this key changes this Charm's duration to benefit, but the vassal doesn't lose this Charm's usual benefits if the Infernal ends her mote commitment, only the granted Charms.

Unassailable Colossus Ego

Cost: 5m or 5m, 1wp; **Mins:** Presence 5, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: All That Matters

The Infernal's forceful personality has an almost physical weight, crushing any efforts to sway her from her course.

The Infernal can use this Charm to defend against influence that's opposed by a Tie to herself or another Intimacy that expresses how she sees herself. The cost and effect depend on the Intimacy's intensity: five motes for Minor and Major, or five motes and one Willpower for Defining.

Minor: The Infernal adds (Essence) Resolve. The Willpower cost to resist is reduced by one unless she has a Major or Defining Intimacy that supports the influence. She can't voluntarily weaken the Intimacy for the rest of the day. This Charm's Willpower cost is waived.

Major: The Infernal adds (Essence) non-Charm Resolve. She reduces the Willpower cost to resist by one and can do so without needing to enter a Decision Point. She can't voluntarily weaken the Intimacy for the rest of the story.

Defining: The Infernal treats the influence as unacceptable. She can't voluntarily weaken the Intimacy for the rest of the story. Even after the story ends, she must pay three Willpower each time she wishes to do so for as long as she has that Intimacy.

The Infernal can also use this Charm against Psyche effects that would fundamentally alter her sense of self. She gains the benefit of a Major Intimacy, though the Storyteller may deem some effects so severe that they warrant a Defining Intimacy's effect.

Reset: Once per day for Major Intimacies and once per story for Defining Intimacies. The Infernal can reset this by upholding the Intimacy she defended, as long as it remains at the same intensity or higher.

Soul-Wracking Bedlam

Cost: 10m, 1wp; **Mins:** Presence 5, Essence 4

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Unbearable Passion Ecstasies (Mind-Melting Psychedelia)

The Infernal's eyes shine with mad impossible colors as she speaks in feverish nonsense, overflowing with all-consuming passion.

To use this Charm, the Infernal must be inspired with an emotion. She babbles nonsensically or raves wildly, making an ([Appearance, Charisma, or Manipulation] + Presence) roll to inspire the same emotion in a single character. He must have a Major or Defining Intimacy based on that emotion, although the Infernal doesn't need to be aware of it. If he's already inspired with that emotion, only a Minor Intimacy is needed.

If the Infernal succeeds, her victim is overcome with maddening passion. The inspired emotion doesn't end at the end of the scene — instead, it lasts indefinitely, counting as a Major Derangement for magic capable of removing such afflictions. As long as the inspired Derangement remains, the victim's memories are distorted, causing him to remember every event in his life as if he had been inspired with the chosen passion during it.

A character can resist this effect by paying (Intimacy x 2) Willpower immediately after his Resolve is beaten by this influence. If he doesn't, he can only be freed by removing the Derangement or with other magic that can break Psyche effects.

Reset: This Charm can't be used on the same character more than once per story.

Blasphemous Miracle Providence

Cost: 20m, 1wp; **Mins:** Presence 5, Essence 5

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Desolate Hearts Covenant, Verdant Emptiness Endowment (Bestowal of Accursed Fortune, Miracle Gift Mastery, Scoured Perfection of Form)

The Infernal remakes this sad and broken world into a paradise that most can only wish for.

The Infernal grants a wish on a grand scale, affecting large groups of people — potentially even a kingdom. She may do so when she hears someone who holds a position of power within the group express dissatisfaction or dislike for some aspect of its current state, including voicing her own dissatisfaction with a group she holds authority over. The wish's scope can't exceed the authority held by the character whose wish she grants. If she wishes to affect an entire kingdom, only its ruler will do.

The scope of this miracle also depends on the Infernal's Cult rating:

- **Cult 1:** A town, a group of small villages, a district of a small city.
- **Cult 2:** A small city, a district of a larger city, a group of towns or villages.
- **Cult 3:** A large city or multiple smaller ones,
- **Cult 4:** A kingdom, a huge metropolis, multiple large cities.

- **Cult 5:** All but the largest of kingdoms. At this point, the authority of the character making the wish is the primary limit, rather than size.

The wish's effect is akin to using Verdant Emptiness Endowment or its keys on any number of group members, but on a broad, narrative level.

Increasing Traits: The Infernal grants benefits that are narratively analogous to increasing a character's Abilities or Attributes. She might turn a general's ragtag forces into elite soldiers, or transform a city's entire population into renowned beauties. These effects can also extend to the region itself. If an Infernal turns a kingdom's dullards into learned savants after hearing its prince bemoan their ignorance, libraries and centers of learning might also spring into existence across the kingdom.

Bestowal of Accursed Fortune: The Infernal alters social and economic fortunes, a narrative equivalent to granting all characters a dot in a Merit. She might bestow enough wealth to raise an entire kingdom's standard of living, turn a city into a major hub of Guild commerce, or secure a powerful ally to support its interests.

Scoured Perfection of Form: The Infernal grants five dots of mutations to any number of affected characters or bestow similar transformations.

Miracle Gift Mastery: The Infernal alters the nature of supernatural beings that belong to the group. This is comparable to what a Celestial Circle working could achieve, but it's typically slightly less powerful than a sorcerous working (**Exalted**, p. 485). This can't affect the Exalted or beings with Essence 6+.

Granting the wish indebts the supplicant to the Infernal. This works like Verdant Emptiness Endowment, except that she can demand a serious task (**Exalted**, p. 216) of him. The consequences of refusal take the form of a disaster or misfortune that befalls the entire group, creating significant setbacks for the supplicant.

Reset: Once per story. If the scope of the wish was at least two lower than the maximum the Infernal's Cult rating allows, this is reduced to once per session.

Resistance

Hardened Demon Flesh

Cost: —; **Mins:** Resistance 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal is tempered by the torments she has borne, her body purged of human frailty.

The Infernal gains additional health levels based on her Stamina rating:

Stamina 1-2: One -1 level and one -2 level.

Stamina 3-4: One -2 level and three -4 levels.

Stamina 5: Two -2 levels and two -4 levels.

This Charm may be purchased (Resistance) times. If the Infernal's Stamina increases, her health levels change to reflect her new rating.

Keys

Immortal Fiend Invigoration (Resistance 2): The Infernal multiplies the rate at which she heals by (Essence + Stamina + purchases of Hardened Demon Flesh). Her wounds seem strange and unsettling as they heal, flushed with unnatural colors or scabbing over with verdigrised brass.

By Pain Reforged

Cost: 4m, 1hl; **Mins:** Resistance 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None

Pain puts life in perspective, pushing aside all other distractions.

The Infernal's wound penalty is reduced by one. If she doesn't have any lethal or aggravated damage in her health track, this increases to (Stamina/2, rounded up).

If the Infernal's Incapacitated health level is filled with bashing damage, she can continue to act normally, though she no longer negates her wound penalty. Once she takes any lethal or aggravated damage, she's incapacitated as usual.

Keys

By Agony Empowered (Resistance 5, Essence 2): The Infernal gains the full wound penalty reduction as long as there isn't any aggravated damage in her health track. With Resistance 5, Essence 5, she always receives the full benefit.

Scar-Writ Saga Shield

Cost: —; **Mins:** Resistance 2, Essence 1

Type: Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: By Pain Reforged

The Infernal's triumphs are written in her flesh, scarified and calloused with her legend.

The Infernal adds +2 soak and gains Hardness 4. She may choose to gain the Hideous Merit upon purchasing this Charm (**Exalted**, p. 162), though some Infernals are no less alluring for their scars.

This Charm can be purchased up to (Stamina) times. Each repurchase adds +1 soak and +2 to this Charm's Hardness.

Blight Internalization Transcendence

Cost: 5m; **Mins:** Resistance 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: By Pain Reforged

Compared to the corrosive, cosmic power of the Yozis, most diseases bore the Infernal Exalted.

The Infernal purges herself of disease through infection. Her skin becomes covered in boils and begins to liquefy, as if she suffered from green sun wasting (p. XX). During this time, she suffers a -3 penalty on all rolls, and successes instead of dice on Appearance rolls. (She doesn't suffer the disease's usual symptoms).

Once the scene ends, the Infernal recovers and sloughs away her diseased flesh and rolls (Stamina + Resistance), adding (higher of Essence or 3) automatic successes. She can allocate her successes among any diseases she suffers from, curing those whose morbidity she beats. If she already suffered from green sun wasting before using this Charm, she only needs a single success to cure it.

Reset: If the Infernal fails to purge a disease, she can't use this Charm against it again for the day.

Keys

Incinerating Fever Fury (Resistance 5, Essence 2) (+1wp): The Infernal can pay a one-Willpower surcharge to apply her roll against the morbidity of each disease she suffers from, rather than having to allocate successes among them.

Untouchable Blight-Flame Crucible (Resistance 5, Essence 3, Incinerating Fever Fury) (1wp): The Infernal can pay one Willpower after successfully purging a disease and commit this Charm's cost indefinitely to become immune to each purged disease. She adds (Stamina) successes on rolls against the virulence and morbidity of other diseases. The Willpower cost is waived if the Infernal enhanced the roll with Incinerating Fever Fury. If the Infernal subsequently uses Blight Internalization Transcendence against another disease, she gains immunity to it without needing to use this key again.

Nightmare Fugue Vigilance

Cost: —; **Mins:** Resistance 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: By Pain Reforged

The Infernal exists on the cusp between waking and sleeping, at times haunted by the nagging suspicion that everything she experiences is but a dream.

The Infernal no longer needs to sleep, though she may still do so. She adds (Stamina/2, rounded up) as a

non-Charms bonus to Resolve against effects that would force her to sleep. She still accrues fatigue penalties from exertion, but an hour of rest or inactivity suffices to remove them.

However, the Infernal's nightmares make it difficult to recover Willpower when she does sleep. She rolls one die, gaining Willpower for resting only if she rolls a success. (She doesn't gain extra Willpower for rolling a 10.)

Unbowed King Defiance

Cost: 2m, 1i; **Mins:** Resistance 2, Essence 1

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: None

A Green Sun Prince does not fall.

When the Infernal would fall prone, she remains on her feet, bracing against her own spiritual pressure. Against an attack, she can wait until after the damage roll to use this Charm. She steals one Initiative from her attacker as he expends futile effort trying to bow her. If this crashes him, her anima flashes emerald. He's blinded until he recovers from crash, suffering a -3 penalty on vision-based rolls.

Unshattered Pillar Perfection

Cost: 2m; **Mins:** Resistance 2, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The Infernal remains unmoved by the fervor and folly of an unenlightened world.

For an instant, the Infernal can't be physically moved, whether by smash attacks, a grappler's throw, Heaven Thunder Hammer (**Exalted**, p. 274), etc. This can't prevent falls due to gravity. It can be used after an attack roll, but before damage. If an enemy uses applicable magic after damage is rolled, this Charm may be used at that time.

This Charm's cost is waived while the Infernal is meditating. However, if she violates one of her Defining Principles, she can't use this Charm for the rest of the scene unless she pays one Willpower.

Keys

Infernal Omphalos Meditation (Resistance 4, Essence 2) (+2m): The Infernal may pay a two-mote surcharge to extend this Charm's duration to one scene. It ends if she violates a Defining Principle.

Sky-Piercing Spear Enlightenment (Infernal Omphalos Meditation): When the Infernal uses Infernal Omphalos Meditation, she can prevent a fall due to gravity or the like, remaining suspended in midair.

Once the Charm ends, she falls to the ground with a heavy impact, but is undisturbed by it — unless she ended it by violating a Principle, in which case she takes falling damage as usual.

Flesh-Wracked Aegis Spasm

Cost: 4m; **Mins:** Resistance 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

The Infernal's skin shifts with nauseating fluidity, its grasping pseudopods and undulating motions girding her in her brazen mail.

The Infernal dons a set of armor in (its mobility penalty + 1) rounds (**Exalted**, p. 591). She gains the Hideous Merit for as long as she wears it. Once she's donned the armor, its mobility penalty is reduced by one point. Light armor increases its soak by one instead.

Ending this Charm causes the Infernal's armor to instantly fall from her. She retains the Hideous Merit until the end of the scene.

Keys

Cancerous Carapace Transformation (Resistance 4) (+2m): For a two-mote surcharge, the Infernal negates her armor's mobility penalty entirely, or adds +2 to the base soak of light or medium armor. The armor is immune to any effects that can damage or destroy armor.

Devil-Flesh Viscera Aegis (Essence 2, Cancerous Carapace Transformation): The Infernal waives the attunement cost of artifact armor donned with this Charm. Her attunement can't be broken or disrupted by magic.

Squirming Flesh Fortress (Essence 2) (+2i): The Infernal can pay two-Initiative surcharge to use this Charm reflexively on her turn, donning the armor instantly. If she knows Viridian Legend Exoskeleton (p. XX), she can use it reflexively with this Charm to don its armor.

Murder is Meat

Cost: —; **Mins:** Resistance 3, Essence 1

Type: Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: None

Violence is the Infernal's nature, sustaining her as she sups on slaughter.

When the Infernal kills an animal that's at least as large as she is or a human, she derives a day's worth of sustenance from the act, forgoing the need for food and water. Once per scene, she can also gain (target's

Essence + 2) motes, if he's nontrivial. She only gains these benefits if she turns her back on her victim's remains and moves away from them. (This doesn't require a movement action in combat.) The sustenance from multiple uses of this Charm stack.

Additionally, the Infernal may harm mortals without it counting as a violation of any positive Intimacies she has for purposes of gaining Limit or other effects. This doesn't apply to positive Ties toward the specific individual the Infernal harms.

With Resistance 5, Essence 3, each death provides the Infernal with a week's worth of sustenance. With Essence 5, this becomes a year's worth.

Keys

Incarnate Divinity Appetizer: The Infernal broadens her palate. She chooses two of the following: gods, elementals, fae, and the undead. She can use this Charm to feed on slain demons and on entities of the chosen type. When she does, she can use her Essence in place of the victim's to determine how many motes she gains. She gains an additional two motes for doing so. She can also safely eat and derive sustenance from such beings, if she couldn't already.

Palate for Annihilation (Resistance 4, Incarnate Divinity Appetizer): Incarnate Divinity Appetizer's effects apply to the remaining types of the listed beings. Once per day, the Infernal can gain Willpower when she feeds on one of them, or two Willpower if it had Essence 5+.

A World of Meat (Resistance 5, Essence 3, Palate for Annihilation): Incarnate Divinity Appetizer's effects apply to all animate beings not already encompassed by this Charm, such as constructs. The Infernal can regain Willpower with Palate for Annihilation once per scene.

Sacred Kamilla's Inhalation

Cost: 5m; **Mins:** Resistance 4, Essence 1

Type: Simple

Keywords: Stackable

Duration: Instant

Prerequisite Charms: Murder is Meat

The Infernal's breath is like the ragged gasps of Kamilla, the Wind of Promise, who carries away the corpses left in her mother's wake.

As the Infernal moves away from one or more inanimate corpses within medium range, they begin to dissolve, like stone eroded by eons of wind. She inhales the wisps of Essence left behind, which are sufficient to let her breathe or hold her breath for one hour for each corpse she inhaled. Multiple uses of this Charm stack this gift of breath.

With Resistance 5, Essence 3, the breath granted by this Charm increases to intervals of days instead of hours.

Keys

Corpse-Swallowing Storm (Resistance 5, Essence 2) (+2i): The Infernal can pay a two-Initiative surcharge to also breathe in ghosts and other corporeal undead caught in this Charm's range. Zombies and other mindless undead are destroyed instantly. Others treat this as a one-time environmental hazard with

difficulty 5, Damage (Infernal's Essence + 2)A. Ghosts are permanently destroyed if they're incapacitated by this. This hazard doesn't affect Exalted undead. The Infernal can also inhale inanimate corpses, as above. Each enemy incapacitated by this grants the Infernal (his Essence) hours of breath.

Soul-Rending Whirlwind Inhalation (Corpse-Swallowing Storm) (1 wp): Corpse-Swallowing Storm's environmental hazard applies to supernatural entities of any kind that are possessing another character, and can permanently destroy possessing spirits. If a possessing entity takes damage, the Infernal can pay one Willpower to draw it out from its host. It can't possess that character again for the rest of the story.

By Rage Recast

Cost: —; **Mins:** Resistance 3, Essence 2

Type: Permanent

Keywords: Blasphemy

Duration: Permanent

Prerequisite Charms: By Pain Reforged

Cosmic might and boundless fury twist the Infernal into a terrifying expression of majesty.

Upon purchasing this Charm, the Infernal's player chooses six points of mutations. These mutations manifest whenever the Infernal reaches bonfire anima, lasting until her anima falls to dim. This isn't optional.

With Resistance 4, the Infernal may choose to retain these mutations after her anima reaches dim. If she does, she can't shed them until she next reaches bonfire and recedes to dim.

Blasphemy: The Infernal also manifests these mutations while in her Devil-Body.

Skyfire-Seizing Repast

Cost: 5m; **Mins:** Resistance 3, Essence 2

Type: Reflexive

Keywords: Decisive-only, Perilous

Duration: Instant

Prerequisite Charms: By Pain Reforged

The Infernal drinks in the Green Sun's maddening light and the cosmic flames of Essence, drawing them inward to stoke the furnace of her soul.

When an enemy makes a **decisive** attack against the Infernal, her attacker compares only his Initiative to her Hardness to determine if it prevents damage, without counting damage from other sources. If his attack's damage roll doesn't include his Initiative due to magic, he uses the lower of his damage dice or his actual Initiative.

Against attacks made up purely of Essence or other energy, like a Dragon-Blood's elemental bolt, the Infernal also adds (Essence) to her Hardness, which can stack with other sources of Hardness. If her attacker overcomes her Hardness, she gains one mote for each level of damage she suffers, maximum

(Essence).

Invulnerable Wounding Futility

Cost: 4m; **Mins:** Resistance 5, Essence 2

Type: Reflexive

Keywords: Clash, Decisive-only

Duration: Instant

Prerequisite Charms: By Pain Reforged (By Agony Empowered), Scar-Writ Saga Shield x2

Those who beat their fists against the Infernal break only their own hands.

The Infernal clashes an attack against her with an undodgeable (Stamina + Resistance) disarm gambit. Against unarmed attacks and natural weapons, she clashes with a **decisive** attack rather than a disarm gambit. She can clash ranged attacks, but attackers aren't disarmed and the Infernal doesn't pay Initiative for the gambit.

If the Infernal wins the clash, her attack gains a Tie of terrified awe toward her unless he pays one Willpower.

Ablation of Brass and Fire

Cost: 4m (4m, 1wp); **Mins:** Resistance 5, Essence 2

Type: Reflexive

Keywords: Decisive-only, Perilous

Duration: Instant

Prerequisite Charms: Invulnerable Wounding Futility

The Infernal confidently steps into the path of an attack, letting it hit her full on to prove her invincibility.

The Infernal lets a **decisive** attack hit her, forgoing the chance to defend against it by any means except her unarmed Parry. She does not actively block the attack, instead "parrying" with her own invincible flesh. This uses her unarmed Parry, and lets her parry unblockable attacks. She can't use it together with a clash attack.

If the attack hits the Infernal, she can pay four motes, one Willpower to subtract her total Parry from the attack's damage dice, before it's compared to her Hardness. If she doesn't take any damage, she counts as having blocked the attack.

Alternatively, the Infernal can use this Charm to perfectly defend against falling damage a source of uncountable damage, rendering her immune to recurring sources for a scene.

Reset: The Infernal can only use this Charm to penalize damage once per scene, unless reset by going a full round without taking any damage.

Keys

Invincible Demon-Emperor Rampage (Resistance 5, Essence 5): After using this Charm to penalize damage, the Infernal continues to apply the penalty to the effective damage of **decisive** attacks to determine if they beat her Hardness, but doesn't actually subtract dice. She subtracts half that many dice, rounded up, from both the raw damage and the post-soak damage of **withering** attacks against her. She loses these benefits if she's crashed or if she goes a round without making a **decisive** attack or spending 8+ motes on offensive magic.

Viridian Legend Exoskeleton

Cost: 10m, 1wp; **Mins:** Resistance 5, Essence 2

Type: Simple

Keywords: Blasphemy

Duration: One scene

Prerequisite Charms: Scar-Writ Saga Shield

A fine patina of blue-green tarnish spreads across the Infernal's body like mold, flaking away to reveal shining brass etched with maddening spiral patterns and tales of the Yozis' glory.

The Infernal creates artifact armor from Essence and dons it instantly. The type of armor created and its appearance are the same each time she uses this Charm. She adds her wound penalty to the armor's Hardness, to a maximum bonus of (Stamina). Characters literate in Old Realm who study the sagas etched into the armor treat them as exceptional equipment for Lore and Occult rolls involving demons, the Yozis, or the history of Hell.

The Infernal may fuse her Viridian Legend Exoskeleton with any artifact armor she's currently wearing, enjoying the best of both armors' traits and applying this Charm's benefits to her armor. Artifact armor's attunement cost is waived for this Charm's duration, releasing the committed motes.

With Essence 3, this Charm's duration becomes Indefinite.

Blasphemy: The Infernal can use this Charm reflexively upon entering Devil-Body, waiving its mote cost. This doesn't receive the increased duration at Essence 3.

Keys

Brazen Hell-Chariot Carapace: If the Infernal uses this Charm while mounted, she can extend the armor to her steed as barding, using the same rules as above. This adds +3 to the difficulty of unhorse gambits against her.

Demon-King Mythos Etchings: The Infernal awakens an Evocation for her armor. Its themes and functions derive from the Infernal's personality, Caste, iconic anima banner, and any Yozis that she feels a strong affinity for. This key can be purchased any number of times.

Monstrous Wound Evolution

Cost: 5m; **Mins:** Resistance 5, Essence 3

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: By Rage Recast, Hardened Demon Flesh (Immortal Fiend Invigoration), Scar-Writ Saga Shield

Maimed and mutilated, the Infernal reveals the abomination hidden behind her façade of humanity.

When the Infernal suffers a crippling effect, she can use By Rage Recast to manifest any of her chosen mutations that relate to the injury, instantly raising her anima to bonfire. If her arm is hacked off, two more monstrous limbs might burst outward from the stump as she manifests Extra Arms. If she doesn't have any relevant mutations, she still undergoes a superficial transformation. This can only defend against effects that involve injury to the Infernal's body — it doesn't apply to penalties from being stunned or the like.

The Infernal's transformation reduces any crippling penalty she suffers by (Essence/2, rounded up). If she has a relevant mutation, the penalty is reduced to one — or negated entirely, if it was already -1 after this Charm's reduction. Once the Infernal's anima falls to dim, the mutations recede as usual. If she waits until the end of the scene or later before reaching dim, her injuries are fully healed when the mutations fade.

Thousand Scars Atrocity

Cost: 2m or 2i per round; **Mins:** Resistance 5, Essence 3

Type: Simple

Keywords: None

Duration: Variable

Prerequisite Charms: Hardened Demon Flesh (Immortal Fiend Invigoration), Scar-Writ Saga Shield

How can one bear so many scars, so many old wounds, and still survive? The Infernal answers such questions with cruel laughter and smug assurance.

The Infernal heals rapidly for one round for every two motes or two Initiative spent on this Charm. On the turn she uses this Charm, she can heal one level of bashing or lethal damage or convert a level of aggravated damage to lethal. However, she can't heal damage to her -0 or -1 health levels. She repeats this at the start of each of her turns.

This Charm's healing marks the Infernal with strange and sometimes grotesque signs of recovery: scars that shift and writhe like worms, wounds scabbed over with tarnished brass, or broken bones healing at disjointed angles. She may choose to have these fade away after (6 – Stamina) days.

This Charm is fueled by the Infernal's killing intent, and so can't be used outside of combat.

Special activation rules: If the Infernal has By Rage Recast (p. XX), she can manifest its mutations when she uses this Charm.

Tormented Devil-King Resilience

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

Type: Permanent

Keywords: Decisive-only

Duration: Permanent

Prerequisite Charms: Thousand Scars Atrocity

The Infernal knows suffering like a constant companion, embracing mortal wounds like old friends.

Whenever one of the Infernal's -4 health levels is filled with damage, she gains one Initiative per damaged health level.

Driven Beyond Death

Cost: 5m, 1wp, 1m per round; **Mins:** Resistance 5, Essence 5

Type: Reflexive

Keywords: Perilous, Withering-only

Duration: One scene

Prerequisite Charms: Invulnerable Wounding Futility, Scar-Writ Saga Shield x5, Tormented Devil-King Resilience

The Infernal knows nothing of death or defeat. Woe betide any who dare to test her immortality.

The Infernal can only use this Charm on her turn. She can't be reduced below Initiative 1 by a **withering** attack unless it's enhanced by magic and at least one of the following applies:

- The Infernal's attacker has an Initiative that's at least ten higher than hers.
- The Infernal has only (attacker's Essence/2, rounded up) undamaged health levels remaining.
- The attack's damage is unsoakable.
- The Infernal is prone.

While the Infernal is at Initiative 1, she adds (Stamina/2, rounded up) dice of damage on decisive attacks and ignores (Stamina) points of Hardness. If she's incapacitated

If the Infernal is incapacitated, she remains conscious, postponing incapacitation for as long as this Charm remains active.

At the start of each of her turns, the Infernal must pay one mote to sustain this Charm. It ends if she's crashed.

Reset: Once per scene.

Keys

Hate Never Dies: The Infernal adds (Essence/2, rounded up) to the minimum Initiative value she can't be reduced below. She gains this Charm's offensive benefits while at that Initiative value or lower.

The King Still Stands

Cost: 1wp; **Mins:** Resistance 5, Essence 5

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Driven Beyond Death

The Infernal falls, almost to a knee, but stops herself. Her skin splits with emerald and crimson-tinged cracks as the earth beneath her trembles for miles around, her eyes shining with all the furies there ever were.

The Infernal can use this Charm when she's incapacitated or would suffer death for any reason. Any damage that would fill her Incapacitated health level is negated, as are other fatal effects. She can enter her Devil-Body without it counting against the once-per-story limit, and can do so even if it currently needs to be reset.

Reset: Once per story.

Ride

Devil-Rider Mastery

Cost: 3m; **Mins:** Ride 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal takes her rightful place in the saddle, set above the beasts and demons that answer to her reins.

The Infernal adds two automatic successes on a Ride roll, or on a threaten roll made against an animal. Alternatively, she can add +2 non-Charm Resolve against an animal's threaten roll, or any influence that would cause her to see an animal as her equal.

Keys

Rampage-Sustaining Speed (Ride 3) (+1wp): The Infernal can pay a one-Willpower surcharge to extend this Charm's duration to one hour. If she renews this Charm at the end of its duration, she waives this Willpower surcharge.

Unfettered Beast Charge (Ride 3) (+3m): The Infernal can pay a three-mote surcharge to increase the automatic successes added to (higher of Essence or 3), or increase the Resolve bonus to that amount. If

she succeeds on a mounted rush, she gains two Initiative. If she uses this together with Rampage-Sustaining Speed, her mount can carry her at incredible speed: she can cover a distance that would normally take an hour to cross in ten minutes, a distance that would take a day to cross in a handful of hours, or a distance that would take a week to cross in a day.

Basalt-Cracking Step

Cost: 3m; **Mins:** Ride 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Until next turn

Prerequisite Charms: Devil-Rider Mastery

The Infernal's steed asserts her authority upon the world with terrible weight, increasing its mass and momentum to an impossible scale in a surge of might.

The Infernal's mount shatters the ground beneath it whenever it moves between range bands, turning everything within close range of her path into difficult terrain. (This doesn't impede her own movement.) It's difficult to forcibly move it as if it had Legendary Size (**Exalted**, p. 274), though this doesn't benefit doesn't apply to the Infernal herself.

If the mount moves over an easily breakable, mundane surface, like a teahouse roof or a tree's branches, it instead smashes directly through it, dropping downward without suffering falling damage. It may move one range band horizontally while falling.

Keys

Palace-Toppling Rampage: If an obstacle blocks the mount's movement, it may reflexively make a feat of strength to break through it, adding its Speed bonus to the roll. It can also make a feat of strength to smash through harder, more resilient surfaces like stone floors.

Moonfall Impact Stomp (Ride 5, Essence 2) (2m, 1i): When the mount moves between range bands, the Infernal may pay two motes and one Initiative to unleash a shockwave of force out to close range from its path. This is a one-time environmental hazard with difficulty 5, Damage (Infernal's Strength)B.

Continuous Ruinous Motion: (Ride 5, Essence 3) (+3m, 1wp): The Infernal can pay a three-mote, one-Willpower surcharge to extend this Charm's duration to one scene.

Mortal-Abasing Mount

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

Type: Simple

Keywords: Shaping (Body)

Duration: (Essence + Wits) days

Prerequisite Charms: Devil-Rider Mastery

The Infernal warps one of her lessers into a form that better suits her needs, a cruel lesson in

service and humility.

The Infernal inflicts a hideous transformation on a mortal or First Circle demon who's either willing or helpless, contorting him into a form suitable for a mount. His arms become legs, incapable of holding or manipulating anything. (If it has multiple arms, only two are affected.) The nature of the transformation may vary from Infernal to Infernal, but any differences are purely cosmetic. He grows in size as part of this transformation, but typically must be at least approximately the size of a human for the Infernal to ride him.

This transformation also imposes the following effects.

- The transformed character gains a +1 Speed bonus.
- He gains a Major Tie of obedience to the Infernal.
- He counts as an animal for purposes of Infernal Ride Charms.

With Essence 3, this Charm's duration becomes Indefinite. Trivial characters can be transformed permanently.

Special activation rules: The Infernal can use Woeful Spasm-Warped Coursier reflexively with this Charm, spinning a Chrysalis Grottesque around him as he undergoes both Charm's transformations.

Keys

Supreme Demon Steed (Essence 2): The Infernal can transform willing Second Circle demons. They don't gain a Tie to her. With Essence 3, this extends to Third Circle demons. The demon must have a body that's compatible with personal-scale movement; the great ravine Munaxes can't be saddled.

Infernal Subjugation Yoke (Essence 3): Transformed mounts count as the Infernal's familiar and as First Circle demons for purposes of Infernal Ride Charms.

Beast of Proud Bearing

Cost: 1m, 1wp; **Mins:** Ride 3, Essence 1

Type: Supplemental

Keywords: None

Duration: One scene

Prerequisite Charms: None

The Infernal's steed rears its head, which blazes with a crown of hellfire, and seems to grow larger than life.

When the Infernal Joins Battle, her mount also gains an amount of Initiative equal to her own. It acts on its own Initiative and can attack without using the Infernal's attack action for the round. A crown of emerald flame surrounds its head, marking it as a beast of hellish power and adding two dice on its threaten rolls.

Using this Charm gives the Infernal's mount a Minor Tie of superiority toward other animals — or, if her mount is a demon, to (other) First Circle demons. If it already has such a Tie, it's strengthened by one step instead.

Black Iron Flank

Cost: —(1i from mount); **Mins:** Ride 3, Essence 1

Type: Permanent

Keywords: Dual

Duration: Permanent

Prerequisite Charms: Beast of Proud Bearing

Scales of iron ripple across the flanks of the Infernal's mount, bolstering the beast against any assault on it or its rider.

When the Infernal rides a mount, **withering** attacks against it suffer -1 Overwhelming, while **decisive** attacks subtract (Infernal's Essence) dice of damage. It can pay one Initiative to reflexively protect the Infernal with a defend other action. If an enemy diverts an attack against the Infernal to the mount because of this, this Charm's penalties are both increased by one against it.

While using Brazen Hell-Chariot Carapace, this Charm's penalties are both increased by an additional point.

Blossoming Maw Monstrosity

Cost: 1m; **Mins:** Ride 3, Essence 1

Type: Simple

Keywords: Dual

Duration: Until the Infernal dismounts

Prerequisite Charms: Beast of Proud Bearing

The Infernal's mount snarls as its maw unhinges, splitting at the seams to bloom into a terrible, hungry flower.

The Infernal's mount gains the follow benefits from its monstrous transformation:

- It gains a bite attack, with a base attack pool of (Infernal's Essence + 7) dice, Damage (Infernal's Essence + 10)L, Overwhelming (Infernal's Essence + 1), and the Grappling tag. If it already has a bite attack, it uses the best of both sets of weapon traits and gains an additional +1 Overwhelming.
- It can consume meat for sustenance, but not any other food.
- When it makes a **withering** attack against an enemy it's capable of eating, it adds (Infernal's Essence) raw damage. It adds (Infernal's Essence) damage dice on **decisive** attacks against such prey, and adds that many dice on the Initiative and control rolls of grapple gambits against them.
- It adds two dice on tracking rolls to pursue quarry that it's capable of eating and on smell- or taste-based Awareness rolls to detect them.

Special activation rules: The Infernal can use this Charm reflexively when she uses Beast of Proud Bearing.

Wild-Ruling Overlord

Cost: 1wp; **Mins:** Ride 3, Essence 1

Type: Simple

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Beast of Proud Bearing

A king among all lesser creatures, the Infernal's steed carries her authority wherever it goes.

The Infernal imparts her authority on a mount, granting it the following benefits:

- Animals count as having a Major Tie of fearful awe toward it. First Circle demons count as having the same Tie at Minor intensity.
- It can reflexively manifest a crown of emerald flame, like the one granted by Beast of Proud Bearing, which provides that Charm's bonus on threaten rolls. If the mount already benefits from that Charm, the threaten bonus increases by one and it gains one Initiative when it succeeds on a threaten roll.
- Any environmental penalties or penalties from difficult terrain that it suffers are reduced by two. This also applies to such penalties on its rider's Ride rolls.
- It doubles 9s on rolls to resist environmental hazards.
- It can run or otherwise exert itself for up to (Infernal's Essence + 5) hours each day without that effort causing it to tire at all or to accrue fatigue penalties.

The Infernal can use this Charm on up to (higher of Essence or 3) mounts at a time.

Pandemonium-Paving Stride

Cost: 4m; **Mins:** Ride 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Until end of turn

Prerequisite Charms: Devil-Rider Mastery (Unfettered Beast Charge)

The roads of Hell present themselves before the Infernal's steed wherever she may ride.

A basalt road forms beneath the Infernal's mount as it moves, increasing its Speed bonus by +1. The road covers whatever the mount passes over, potentially bypassing difficult terrain and environmental hazards from the surface it crosses over. This only works if there's a solid surface for the mount to move over, and can't be used to move up or down a surface unless the mount could do so normally. The road shatters once the scene ends — unless the Infernal uses Basalt-Cracking Step to destroy it immediately. Other characters can use it to navigate difficult terrain, but don't gain the Speed bonus.

Keys

Causeway-Carving Hoofbeats (Ride 5, Essence 3): The Infernal can ride over liquid surfaces and even thin air, forming a bridge beneath her mount. She must renew this Charm on each turn until she reaches her destination or fall as the unanchored bridge collapses. She can also move vertically, creating angled slopes, ramps, and the like, but no higher than short range above the ground, which don't require continued use of this Charm to maintain.

Prince-Upon-the-Tower Ascent (Causeway-Carving Hoofbeats) (4m per range band): The Infernal can ascend vertically up to long range on, but must pay four motes each time she moves a range band higher than short range from the ground.

Ginnungagap-Bridging Endeavor (Ride 5, Essence 3): (+1m, 1wp): The Infernal can pay a one-mote, one-Willpower surcharge to extend this Charm's duration to one scene.

Sky-Warping Surge

Cost: 5m; **Mins:** Ride 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Basalt-Cracking Step

The Infernal's steed seems to charge a foe, seems to grow huge beyond his imagining, huge beyond the cosmos — and then space snaps back, bringing the Infernal's foe with it.

The Infernal makes a special mounted rush against an enemy within short range, adding Strength dice. If she succeeds, that character is dragged one range band toward her by the force of her spiritual pressure, instead of a rush action's usual effect.

If the Infernal rolls 3+ extra successes, her enemy falls prone. If he is smaller than either the Infernal or her mount, she doesn't need any extra successes to knock him prone.

Special activation rules: This Charm can be flurried.

Keys

Shattered Firmament Stampede (Ride 5) (+3m, 1wp): The Infernal can pay a three-mote, one-Willpower surcharge to apply the rush against all enemies within short range.

Beast-Goes-First Attitude

Cost: 7m; **Mins:** Ride 5, Essence 2

Type: Reflexive

Keywords: Decisive-only

Duration: Permanent

Prerequisite Charms: Black Iron Flank

No mount should hope to outlive its rider. The lesser falls before the greater.

The Infernal can use this Charm when she takes **decisive** damage while mounted, after a damage roll, letting her negate up to (higher of Essence or 3) levels of damage at her mount's expensive. For each level of damage negated, the mount suffers three levels. The Infernal can't displace more damage than her mount has health levels to fill with this overflow. If this kills her mount, it erupts in emerald flame that leaves only smoldering viscera behind.

If the Infernal rides one of her bound demons, it takes only two levels of damage for each level she displaces.

Ever-Hungering Ridden Horror

Cost: 5m, 2i; **Mins:** Ride 5, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Until grapple ends

Prerequisite Charms: Blossoming Maw Monstrosity

The Infernal rewards her faithful steed with a delicious treat.

The Infernal's mount makes a grapple gambit with its fangs or maw. If it has a bite attack, it can use that attack's dice pool instead of its normal grapple attack and control pools. It doubles 9s on the gambit's Initiative roll and control roll and waives the gambit's Initiative cost.

On a successful grapple, the mount catches its victim in its jaws. It doesn't suffer any of the usual penalties for grappling and doesn't lose rounds of control if the grappled enemy attacks it. (It still loses rounds of control if damaged.) The mount continues to gnaw on its prey, dealing three dice of **decisive** damage to him at the start of each of its turns, ignoring Hardness, in addition to its grapple action. However, it can't make bite attacks against other enemies (unless it has another mouth).

If the mount incapacitates a nontrivial enemy that it's capable of eating, it heals one level of non-aggravated damage. This doesn't apply to trivial enemies.

Special activation rules: The Infernal can use this Charm reflexively when she uses Blossoming Maw Monstrosity.

Keys

Carrion Fodder Regimen (Essence 3): The Infernal's mount heals one level of non-aggravated damage upon a successful grapple gambit against a nontrivial enemy that it's capable of eating, and heals another level each time that enemy takes damage from this Charm. The healing for incapacitating an enemy increases to (enemy's Essence/2, rounded up) levels.

Horriifying Gullet Prison (Essence 4, Carrion Fodder Regimen) (+3i, 1wp): The Infernal may pay a three-Initiative, one-Willpower surcharge to have her mount fully swallow a grappled enemy. Its body can distort grotesquely to accommodate oversized prey; horses and similarly-sized mounts can swallow nearly any enemy that lacks Legendary Size. The mount can't take the usual grapple actions, other than by releasing him, but adds (Infernal's Essence) to the damage he suffers each turn. The devoured enemy can't attack anyone but the mount and may suffer other restrictions at the Storyteller's discretion.

Hallucinatory Nightmare Motion

Cost: 2m, 1i, 1wp; **Mins:** Ride 5, Essence 2

Type: Simple

Keywords: Perilous

Duration: Until next turn

Prerequisite Charms: Devil-Rider Mastery (Rampage-Sustaining Speed, Unfettered Beast Charge)

Riding straight out of nightmares, the Infernal's steed moves like nothing that belongs in this world, a whirlwind of toxic dreams.

The Infernal's mount moves one range bands in any direction. Its movements are disjointed and nightmarish: the Infernal rolls ([Appearance or Wits] + Ride) to inspire fear in all who see it. It can traverse any surface, horizontal or vertical, including non-solid surfaces like water, clouds, or chimney-smoke. If the Infernal uses this Charm while within close range of an enemy, she also treats her roll as a disengage against them. If she fails, she's unable to move.

The Infernal's mount dissolves partially into hallucinogenic mist in motion. If its movement brings it within close range of an enemy, he's exposed to a poison with Damage 2i/round, Duration (Infernal's successes) rounds, and a -3 penalty. If an enemy's Resolve was beaten by the Infernal's influence, his 1s subtract successes from his roll against the poison. The poison doesn't deal **decisive** damage to crashed enemies — instead, they lose that many points of Willpower.

Keys

Crimson Gust Ride: The Infernal may have her mount partially dissolve into crimson wind instead of poisonous vapor, making it utterly silent in motion. Instead of poison, enemies face a one-time environmental hazard with difficulty 5, Damage 4A.

Living Shadow Gallop: When the Infernal uses this Charm while in darkness, she and her mount may dissolve into shadow-stuff, capable of passing mundane barriers and obstacles as long as even the slightest opening exists. She must end her movement in darkness as well, but can sense the presence of shadows she could travel to even if she can't see them. This replaces the Charm's poison.

Sand-Racing Sirocco Charge: The Infernal may have her mount partially dissolve into swirling sand. Instead of poison, enemies face a one-time environmental hazard with difficulty 5, Damage (Infernal's Essence, maximum 5)B. Enemies damaged by the hazard are blinded until the end of their next turn, suffering a -3 visibility penalty on vision-based actions.

Demon Lancer Charge (Ride 5, Essence 3) (+3m): The Infernal can pay a three-mote surcharge to reflexively make a **withering** or **decisive** attack at any point during her movement.

Land-Wracking Hurricane Run (Ride 5, Essence 3) (+2m, 2i): The Infernal can pay a two-mote, two-Initiative surcharge to move up to two range bands with this Charm, or three range bands while using Beast of Proud Bearing.

Typhoon-Dragging Carriage (+2m, 2i, Essence 3, any two keys): The Infernal can pay a two-mote, two-Initiative surcharge to expand the poison out to short range from her path.

Monstrous Hell-Rider Unity

Cost: 5m, 1wp (+15m); **Mins:** Ride 5, Essence 2

Type: Simple

Keywords: Blasphemy

Duration: Indefinite

Prerequisite Charms: Beast of Proud Bearing, Devil-Rider Mastery

The Infernal and her steed ride as one, flesh liquefying and distorting as they merge into a single horrific chevalier.

The Infernal fuses with her mount, becoming a single being. It no longer acts as an independent character, subsumed into the Infernal. She may set her Initiative equal to her mount's if it's higher than her own. This has the following effects:

- The Infernal retains all the benefits of being mounted in combat (**Exalted**, p. 202), including the mount's Speed bonus and the ability to enhance her actions with Ride Charms.
- She can't be unhorsed, and is immune to any other effects that rely on a mount and its rider being separate characters.
- She can use the mount's base dice pools for physical actions, its Evasion and Defense, its soak and Hardness, and its effective Strength for feats of strength in place of her own if they're higher. This counts as a bonus from Charms.
- The Infernal gains the mount's natural weapons, using (Dexterity + Brawl) to attack with them unless the animal's dice pool is higher. Even if she replaces her steed's head as part of the fusion, she retains natural attacks — she could open a maw on her chest to make a bite attack, while her steed's horns might manifest as growths from her arms.
- The Infernal gains the steed's special abilities and Merits. Dice and successes added by them count as a bonus from Charms. However, she can't use them together with her Charms or other magic on a single action: if both offer a benefit, she must choose one or the other. This doesn't apply to her Permanent Charms.

The Infernal must pay a fifteen-mote surcharge to use this Charm with a Legendary Size mount. Doing so reduces this Charm's duration to one hour. It's still subject to the restriction on combining Charms with animal Merits.

This Charm can't be used on sapient or supernatural mounts, except for Demon-Blooded animals and First Circle demons. The Infernal can use any Eclipse Charms a merged demon has and can draw from its mote pool to pay their costs.

Blasphemy: The Infernal can use this Charm reflexively when she enters Devil-Body while mounted, waiving its Willpower cost. If her Devil-Body has Legendary Size, she also waives the surcharge for merging with Legendary Size mounts.

Keys

Hybrid Titan Monstrosity (Essence 5): When the Infernal merges with a Legendary Size mount, the surcharge is reduced to ten motes, and the Charm's duration is only reduced to a day.

Woeful Spasm-Warped Coursier

Cost: 10m, 1wp, 4xp; **Mins:** Ride 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Wild-Ruling Overlord

The Infernal's steed is twisted and remade in the Chrysalis Grotesque, emerging as a monstrous thing better suited to Hell's agonies.

The Infernal spins a Chrysalis Grotesque around a willing mount. After a day, it emerges, transformed. It gains six dots of mutations, representing demonic features: brazen plates like scales, green flame that spits from its mouth, crystalline wings like those of the agata, and similar transformations. Additionally, when the Infernal rides it, it adds an automatic successes on attack rolls, movement actions, feats of demolition, and threaten rolls, and gains +1 Defense.

The Infernal can use this Charm a second time, waiving its Willpower and experience costs, to change the mutations possessed by a mount. It requires only a scene within the Chrysalis Grotesque. Otherwise, a mount can only benefit from this Charm once.

This Charm's experience cost is waived the first time the Infernal uses it. It's refunded if the transformed mount is slain.

Keys

Unbroken Fire-Forged Steed: Transformed mounts gain two –4 health levels. This benefit applies retroactively to previously transformed mounts.

Mountain-Piercing Joyride

Cost: 10m, 1wp; **Mins:** Ride 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Basalt-Cracking Step (Palace-Toppling Rampage)

The Infernal rides with wild abandon, trusting in her steed to shatter any obstacle in their path.

The Infernal's mount rolls a feat of demolition as it goes on a devastating rampage, laying waste to a large-scale structure: a mountain, a fortress, a basalt cyst on Malfeas' city-body, etc. The mount adds (Infernal's Strength) to its effective Strength for the feat and adds non-Charm dice on the roll equal to the feat's Strength minimum. The rampage takes only a minute to complete, unless the Infernal indulges her mount. The mount also receives Basalt-Cracking Step's effects for the duration of the rampage. Trivial characters caught in the havoc die gruesomely.

For the largest structures, the mount's rampage can only demolish a portion of the structure that extends out to medium range from a central point — or long range, if it has Legendary Size. The consequences of

partial destruction vary based on the specifics: taking out a load-bearing pillar might topple a whole temple, while a city's walls remain standing even after her mount breaks through. Regardless, a successful feat should always be advantageous to the Infernal. Smashing through a fortified keep might leave it incapable of withstanding a siege even if it still stands; trampling a mountain underfoot may cause landslides, seismic aftershocks, or similar natural disasters.

Alternatively, the Infernal can direct a Legendary Size mount to demolish a structure that obstructs its path or otherwise stands in its way. Doing so converts the added dice to non-Charms successes. Instead of a broad swathe of destruction, the mount charges the obstacle straight-on, carving a path through it to reach its goal. There's no limit on range, though traveling long distances takes as long as it would normally. With sufficient time and a high enough roll, the mount could complete a course through any structure, whether it's a palace or a whole mountain.

Note that feats made with this Charm may have a difficulty higher than the listed examples (**Exalted**, p. 231). Smashing through every wall of a fortress might be difficulty 25, while boring a path through an entire mountainside might be difficulty 30. When demolishing a portion of a larger structure, the Infernal may be able to inflict greater collateral consequences by attempting a higher-difficulty feat.

Reset: Once per scene.

Keys

Summit-Leveling Enthusiasm (Essence 5) (10m): Once per story, the Infernal can unleash complete destruction by paying ten motes after successfully charging through a structure that was in her mount's way. Over the course of an hour, the structure is ravaged by the spreading shockwaves of the Infernal's charge. This culminates in its complete destruction, with devastating consequences for the surrounding area: A mountain collapses into rubble, burying nearby villages under avalanches. A palace falls, taking most of the surrounding district with it. The sea pours wildly into a newly-carved harbor, sweeping away whatever remains. The Infernal can reset this by accomplishing a legendary social goal by causing large-scale destruction, but it can't reset itself.

Rage-Ridden Atrocity Beast

Cost: —; **Mins:** Ride 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Black Iron Flank

The fury of the Infernal's steed is not easily snuffed out.

The Infernal can use Brawl and Melee Charms that help defend against attacks on behalf of her mount. This includes counterattacks and clashes in response to attacks against the mount. (The mount makes the attack.) This doesn't let the two of them use a counterattack together with a clash against the same attack.

Cosmos-Baring Obliteration Attack

Cost: 10m, 3i, 1wp; **Mins:** Ride 5, Essence 4

Type: Simple

Keywords: Decisive-only, Perilous

Duration: Instant

Prerequisite Charms: Mountain-Piercing Joyride, Sky-Warping Surge

The Infernal and her mount collapse together into a sphere of pure darkness, hemmed with baleful stars. Where they pass, nothing remains.

The Infernal's mount rolls a feat of demolition as it moves up to three range bands straight forward, demolishing unattended objects or structures that it passes within short range of during this movement. Its effective Strength and its successes are doubled for demolishing restraints that hold it back or obstacles in its way.

The feat is also treated as the attack roll for a grapple gambit against all enemies that the mount passed within short range of during its movement — even battle groups and Legendary Size foes. Enemies can't oppose the control roll of a successful grapple, as if the mount had Legendary Size (p. XX). Grappled enemies are pulled into the depths of an infinite crushing void, a darkness lit only by distant stars of the Infernal's anima. This exposure is a one-time environmental hazard with difficulty 5, Damage 5L.

After this, the mount makes a **decisive** throw attack against all grappled enemies, expelling them forcefully from the void. Each attack has a base damage of (higher of Infernal's Essence or 3), plus any damage added by the mount's rounds of control. The mount's Initiative is divided evenly among them, rounded up. She adds her full Initiative instead against battle groups, who aren't counted in dividing up Initiative.

The Beast and the Rider Upon It

Cost: 10m, 1wp; **Mins:** Ride 5, Essence 5

Type: Simple

Keywords: Blasphemy

Duration: One scene

Prerequisite Charms: Mountain-Piercing Joyride, Woeful Spasm-Warped Coursier

From the fitful dreams of Hell, the Infernal conjures a vision of kingship unbroken, unsullied, a steed and rider to bestride all Creation.

The Infernal draws forth a demonic apotheosis from a mount she's blessed with Wild-Ruling Overlord or Woeful Spasm-Warped Coursier. This has the following effects:

- The mount gains Legendary Size (p. XX). If it already had it, it grows further still: it can make natural attacks out to short range, and enemies within short range of it must disengage to move away.
- All characters count as having Major Ties of terrified awe toward the Infernal and her mount.
- The Infernal adds (her Essence) to both her and her mount's base Initiative, and to the amount of Initiative they receive for crashing enemies.

- Enemies must pay one Willpower to attack the Infernal (but not her mount). Even if they do, they lose three Initiative before making the attack. Once a character spends three Willpower this way, he's immune to this effect for the rest of the scene.
- The ground becomes difficult terrain for all other characters within medium range — friend or foe — as the world pays obeisance to her. The earth heaves to salute her; trees bow before her; rivers spill out of their banks to become her gown. Natural features, vegetation, and fauna may be transformed, becoming wilder and more roughly-sketched, like a first draft of the world.
- On each of her turns, the Infernal can demand abasement from a single enemy within medium range, or from all battle groups and trivial enemies in medium range. She reflexively makes a special ([Appearance or Wits] + Ride) persuade roll. Affected characters must use their movement action on their next round to prostrate themselves before the Infernal, falling prone. Alternatively, the Infernal can pose a question to her target and demand an answer, rather than his obeisance.

Special activation rules: The Infernal can use this Charm reflexively when she uses Monstrous Hell-Rider Unity, waiving this Charm's Willpower cost.

Blasphemy: If the Infernal's Devil-Body has Legendary Size, she can use this Charm reflexively when she enters her Devil-Body, waiving its Willpower cost.

Sail

Mother Sea Mastery

Cost: —; **Mins:** Sail 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal is a creature of stormy seas and lightless ocean depths, her soul baptized in the Demon Sea's waters.

The Infernal's body takes on subtle aspects of the Demon Sea's monstrosities, granting the following benefits:

- She can speak aloud while submerged, her voice carrying as clearly as if through air.
- She ignores up to (Sail/2, rounded up) points of any penalties she suffers for acting while underwater.
- She adds (Sail/2, rounded up) to her effective Stamina to determine how long she can hold her breath while underwater.
- She adds one die on Sail rolls, Survival rolls related to waterways and aquatic life, Athletics rolls for swimming, and Resistance rolls against aquatic environmental hazards. With Sail 5, she adds an automatic success instead.

All Wet

Some Sail Charms have effects that apply while the Infernal is underwater. This isn't limited to just water. Being submerged in any kind of liquid counts — even hazardous ones, like acid or lava.

Tidal Renewal Discipline

Cost: —; **Mins:** Sail 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Mother Sea Mastery

The ocean's depths embrace the Infernal as their rightful queen, nourishing her with their supplication.

The Infernal gains the following benefits while underwater:

- She ignores (Sail/2, rounded up) points of penalties from fatigue and deprivation.
- She always counts as resting for regaining motes (**Exalted**, pp. 173-174).
- She doubles the rate at which she heals damage (**Exalted**, p. 173). The multiplier increases to (Sail) when healing her Incapacitated level.
- She can meditate instead of sleeping and need only do so for (8 – Essence) hours for a full night's rest.

Keys

Rising Tide Ascension (Sail 4, Essence 2): Once per day, the Infernal can spend an hour praying to herself while underwater to roll (Charisma + [Performance, Presence, or Sail]) with (Essence) automatic successes. She gains motes equals to her successes. If she gains at least five motes, she also gains one Willpower and forms a positive Minor Tie toward herself, or strengthens an existing Tie by one.

Benthic Depths Rebirth (Sail 5, Rising Tide Ascension): The Infernal only needs one hour of underwater meditation instead of sleep. Once per day, she may reset all of her other once-per-day Charms after doing so.

Primordial Ocean-Goddess Orison (Benthic Depths Rebirth): Once per day, the Infernal can gain the benefit of a full night's sleep with just a few seconds of underwater meditation. She can also use this key to complete Rising Tide Ascension's prayer with just a few words of self-adulation, or combine the two effects.

Eternal Tehom Embodiment (Essence 4, Benthic Depths Rebirth): The Infernal heals one level of damage for every hour she spends meditating underwater. If she's incapacitated while underwater, she revives at the end of the scene, healing her Incapacitated level, as long as she isn't already dead.

Fathomless Poison Haven

Cost: 4m; **Mins:** Sail 3, Essence 1

Type: Simple

Keywords: Pilot

Duration: One hour

Prerequisite Charms: Tidal Renewal Discipline

The Infernal is beloved by all things made in the Demon Sea's image, embraced by the ocean's depths and caressed by poison flowing through her veins

The Infernal can breathe water and other liquids as if they were air. She's immune to any deleterious effects from being exposed to or submerged in water or the acidic sea of Kimbery. She adds (Sail/2, rounded up) dice on rolls with any Ability against other liquid environmental hazards and poisonous liquids.

This protection includes possessions on the Infernal's person. They can't be damaged by water or the Demon Sea and are substantially more durable against liquid-based hazards — if Infernal manages to survive swimming through a lake of magma, her gear would remain usable. Ships that the Infernal pilots can't be harmed by the Demon Sea's waters.

With Essence 2, this Charm's duration becomes Indefinite.

Keys

Great Mother's Mercy (Sail 4, Essence 2) (+2m): The Infernal can pay a two-mote surcharge to use this Charm on a touched character that she has a positive Tie toward, conferring the same benefits on him. She can also use it on an object, protecting it as if it were on her person. The object can't be larger than she can hold or carry on her person. The Infernal can stack multiple uses of this Charm to affect any number of targets.

Demon Sea's Embrace (Sail 4, Essence 2): If the Infernal has a positive Tie toward her target (herself included), this Charm's cost is reduced by (Intimacy) motes, minimum zero.

Sea-Sheltered Devil Hull (Sail 5, Essence 3, Great Mother's Mercy) (+6m, 1wp): The Infernal can pay a three-mote, one-Willpower surcharge when she uses this Charm aboard a ship, extending its protection to all characters aboard as long as she's piloting the vessel. Any Hull damage it takes from hazardous liquids is reduced by (Essence/2, rounded up) levels.

Demonic Fog Shroud

Cost: 4m, 1wp; **Mins:** Sail 4, Essence 1

Type: Simple

Keywords: Blasphemy

Duration: One scene

Prerequisite Charms: Mother Sea Mastery

The Infernal vomits up a sickly green mist that billows around her like a foul miasma.

The Infernal shrouds herself in a cloud of toxic fog, extending out to close range from her. It inflicts a -2

penalty on vision-dependent actions, including attacks. It's an inhaled poison with Damage 3i/round, Duration (Infernal's Essence + 3) rounds, and a -2 penalty. The fog doesn't impede the Infernal's vision, and she's immune to its poison. The same is true for allied demons.

If the Infernal uses this Charm in naval combat, the fog spreads to engulf her ship, inflicting its visibility penalty on rolls opposing her concealment maneuvers. The first time an enemy captain fails a Naval Maneuver roll against the Infernal, everyone aboard his ship is exposed to a variant poison with that has Damage 2L/hour, Duration (Infernal's Essence + 3) hours, and a -2 penalty. The Storyteller makes a single roll representing the average dice pool of any characters not significant enough to warrant their own roll.

With Essence 2, the mist extends to short range.

If the Infernal knows Spiteful Sea Tincture (p. XX), the fog's poison gains its benefit against characters the Infernal has negative Ties toward, as well as the benefit of any keys enhancing that Charm.

Blasphemy: The Infernal can use this Charm reflexively when she enters her Devil-Body, extending its range by one band.

Special activation rules: The Infernal can use this Charm reflexively at the beginning of naval combat.

Keys

Brume-Wreathed Sinner Ship (Essence 2): When the Infernal pilots a ship, the fog shrouds it even outside of naval combat, and this Charm's duration lasts until she disembarks. It doesn't affect her crew. With Essence 3, the poison inflicted in combat has a duration measured in minutes.

Omen-Weather Fogbank (Sail 5, Essence 2): The fog extends out to medium range.

Venom-Vapor Brume (Sail 5, Essence 2): The Infernal can cause the mist to appear from a liquid within medium range, rather than herself. Only a small amount of liquid is needed — a cup of water or puddle is sufficient.

What Lurks Beneath

Cost: 1m, 1wp; **Mins:** Sail 5, Essence 1

Type: Simple

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Tidal Renewal Discipline

The Infernal's words spread like an invisible ripple through the cosmos, entreating a monster of the deep to rise and serve her will.

Touching a body of water, the Infernal summons an aquatic animal to her. She's not limited to local wildlife, beckoning summoned creatures through a secret current between seas. She's limited to animals that would be one- or two-dot familiars (**Exalted**, p. 216), but can draw them through mutagenic tides, granting five dots of mutations. It takes (10 – Essence) minutes to reach the Infernal.

The summoned creature has a Defining Tie of obedience to the Infernal that can't be weakened or altered. It's capable of understanding her as if it had a human-level faculty for complex and abstract thought. If

the Infernal meditates while submerged in liquid, she can communicate with it no matter the distance between them.

The Infernal can have up to (Essence) summoned creatures at a time. Once she reaches this limit, subsequent uses release one of her creatures from this Charm's other effects.

Reset: Once per day.

Keys

Terror of the Depths (Essence 2) (+1wp): The Infernal can pay a one-Willpower surcharge summon animals that would be three-dot familiars. She can also use this key to summon aquatic First Circle demons while it's night — or any time, if she calls them from the Demon Sea.

Frenzied Shoal Summoning (Essence 3, Terror of the Depths): The Infernal can pay a seven-mote surcharge to summon a Size 3 battle group of aquatic animals that would be one- or two-dot familiars, or a Size 2 battle group of animals that would be three-dot familiars or First Circle demons. They take (6 – Essence) rounds to appear, or one round for extremely fast animals. Battle groups have average Drill, or elite Drill for pack hunters. Demons have Might 2. This key is incompatible with Benthic Horror Beckoning.

Benthic Horror Beckoning (Sail 5, Essence 5, Terror of the Depths) (+4m, 2wp): Once per story, the Infernal can pay a four-mote, two-Willpower surcharge to summon an aquatic behemoth. It takes (24 – [Essence x 2]) hours to arrive. The imposed Tie is only Major, and the Infernal must make influence rules as usual to convince it to perform life-changing tasks (**Exalted**, p. 216). She can't make it take actions that would violate a Defining Intimacy. Using this key reduces this Charm's duration to (Essence) weeks. The Infernal can only have one summoned behemoth at a time.

Acrid Slipstream Wake

Cost: 4m; **Mins:** Sail 3, Essence 1

Type: Simple

Keywords: Pilot

Duration: Indefinite

Prerequisite Charms: Mother Sea Mastery

Acidic ichor trails behind the Infernal's ship, speeding it like a secret current.

The Infernal's ship gains +1 Speed. The acid trailing behind it lets other characters add a non-Charm success on rolls to follow her ship's path. However, the first time an enemy ship succeeds on a ram or boarding action stratagem in naval combat, it suffers one die of Hull damage.

Keys

Ominous Current Invitation (Sail 4, Essence 2) (+6m, 1wp): For a six-mote, one-Willpower surcharge, the Speed bonus increases to +2. Characters tracking the ship add two successes, but the Hull damage the acid inflicts increases to (Essence/2, rounded up) dice.

Hellbound Mariner Saga

Cost: 2m; **Mins:** Sail 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Be they Creation's oceans or the acidic tides of the Demon Sea, there are no waters beyond the Infernal's skill to ply.

The Infernal adds (Sail) non-Charms dice and rerolls 6s until they cease to appear on a Sail roll. She also rerolls 5s while sailing on the waterways of Hell or captaining a ship crewed by demons or Demon-Blooded.

Once per day, the Infernal gains one Willpower when rerolling dice with this Charm lets her succeed on a roll she would have failed.

This Charm isn't compatible with Sail-based attack rolls, like for Ichor Flux Tendrils.

Keys

The Tide Turns (Sail 5): The Infernal can use this Charm after a roll. She always rerolls 5s.

Infernal Admiral Majesty (Sail 5, Essence 2) (+1wp): The Infernal can pay a one-Willpower surcharge to roll an additional non-Charms die for each success on the initial roll, plus another non-Charms die for each 6 that's rerolled into a failure.

Raucous Scoundrel Revelry

Cost: 5m; **Mins:** Sail 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Hellbound Mariner Saga

The Infernal captains a ship of brigands and scoundrels, carousing and cavorting alongside her crew of the damned.

When the Infernal joins with her ship's crew in a meal, game, or other form of recreation or entertainment while aboard ship or on brief shore leave, she adds (Sail) non-Charms dice on influence rolls and reads intentions roll against them.

Spending a scene carousing with crewmates who are mortals, Demon-Blooded, or First Circle demons causes them to gain both a Minor Tie of loyalty to the Infernal and a Minor Principle based on prioritizing their desires for power, wealth, or worldly pleasures above the needs of others or the dictates of law. They also gain one Willpower each, maximum once per day.

With Sail 5, Essence 2, the Infernal can also gain Willpower from a scene of carousing by forming or strengthening a Principle like the one her crew gains.

Ichor Flux Tendrils

Cost: 5m; **Mins:** Sail 4, Essence 2

Type: Simple

Keywords: Uniform

Duration: One scene

Prerequisite Charms: Demonic Fog Shroud (Venom-Vapor Brume)

Water darkens and hisses as the Infernal imbues it with the semblance of life. It swells and coagulates into gelatinous, green-black tentacles.

The Infernal creates a tentacle out of a liquid within medium range. While the tentacles can be monstrously large, only a small amount of liquid is needed: a cup of tea, a puddle, blood shed on the battlefield, etc.

The tentacle is an extension of the Infernal's will. She can use her actions to attack enemies with it, striking out to short range, rolling (Wits + [Occult or Sail]). The tentacles have Accuracy +3, Damage (10 + Wits)B, Overwhelming (Essence + 1), and the Flexible, Grappling, and Reaching tags. The damage doesn't include the Infernal's Strength.

If the Infernal makes a grapple gambit with the tentacles, she rolls (Wits + [Occult or Sail]) for the control roll. Success pulls the target into close range. The penalties for grappling apply only to the tentacle itself and to any actions the Infernal takes while using it.

The tentacle has (Infernal's Essence + 5) –0 health levels, (Essence + 5) soak, and Hardness (Essence + 2). Its Evasion and Parry are (Infernal's Wits + 1).

The Infernal can stack multiple uses of this Charm to create up to (Essence + 1) total tentacles. However, this doesn't remove the restrictions on how many actions she can take on her turn.

Keys

Devil-Kraken Embrace (Sail 5): The Infernal adds (higher of Essence or 3) dice on Initiative rolls for the tentacles' grapple gambits. She reduces their Initiative cost by two.

Flowing Terror Tide (Sail 5): On the Infernal's turn, she may reflexively retract a tentacle into the liquid it was created from and reemerge from another source of liquid within close range of its position. This doesn't use her movement action, but she can only move one tentacle per turn, even if she manifests more.

Prehensile Horror Pseudopodia (Sail 5) (3m): The tentacles can deal lethal damage, growing suckers, barbs, or acid-weeping eyes as needed. The Infernal can pay three motes to increase a tentacle's range to medium for one attack.

Thousand-Limbed Terror Queen (Sail 5, Essence 3) (+3m per additional tentacle): The Infernal can create multiple tentacles with a single use of this Charm, paying a three-mote surcharge for each tentacle past the first. If she has Willful Horror Extrusion, she must pay its surcharge separately for each independent tentacle she creates.

Willful Horror Extrusion (Sail 5, Essence 3) (+1m, 1wp): The Infernal can pay a one-mote, one-Willpower surcharge to create a tentacle that acts independently, rolling Join Battle for it with (Wits +

[Occult or Sail]). It still uses the Infernal's dice pools, but she no longer needs to use her actions to direct it (but can still use Charms to enhance its attacks). It uses its own Initiative to pay the cost of gambits. If the Infernal has Flowing Terror Tide, the tentacle can use movement actions to retract and reemerge through liquid as per that key.

Acidic Anemone Lair (Willful Horror Extrusion): As long as the Infernal is within short range of an autonomous tentacle created with Willful Horror Extrusion, it protects her from attacks as with a defend other action. If she has Prehensile Horror Pseudopodia, she can pay three motes to extend this to medium range against a single attack.

Lawless Corsair Charter

Cost: —; **Mins:** Sail 5, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Raucous Scoundrel Revelry

The Infernal's crew obeys only the law of the lawless, keeping honor among thieves and corsairs.

The Infernal's authority empowers those who join her crew and sign their name to her ship's articles of agreement or a similar code of law, or take an equivalent act that leaves a physical record. They gain the following benefits:

- They count as having a Minor Principle that opposes recognizing or obeying any other official authority or legal system.
- They add one die on Sail rolls.
- They add one die on Larceny rolls while on ships or in other nautical contexts (e.g., stealing documents from a harbormaster's dockyard office).
- They add one die in rolls with any Ability to conceal or avoid the exposure of crimes they committed before joining the Infernal's crew.

First Circle demons and Demon-Blooded can benefit from this Charm, but other supernatural beings can't.

A character loses these benefits if he leaves the Infernal's crew or if his name is stricken from the charter. If a character spends an entire story off the Infernal's ship, the benefits lapse until the next time he boards it.

Hero-Dooming Hoard Rumor

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Lawless Corsair Charter

The Infernal lures the avaricious and foolhardy to an unpleasant demise.

To use this Charm, the Infernal must have first hidden something of value — or at least, apparent value. She tells others of this hidden treasure, making a ([Charisma or Manipulation] + Sail) persuade roll with double 9s to convince them to seek it out. Onlookers don't realize that she's employing any form of influence.

If the Infernal reveals the treasure's nature, this influence becomes harder to resist based on its apparent value:

Resources 1: No effect.

Resources 2-3: The Infernal doubles 8s

Resources 4-5: The Infernal doubles 7s and increases the level of Intimacy needed to resist the influence by one step. Characters with Defining Intimacies must instead pay an additional Willpower to resist.

Artifact 2-5: As above, but the level of Intimacy needed to resist is always Defining. The Willpower cost to resist is increased by (Artifact/2, rounded up), or by four points for an Artifact N/A.

Alternatively, the Infernal can leave the treasure's nature unspecified, letting targets guess wildly at what it might be. If they have an Intimacy that could feasibly support the Infernal's influence, targets will assume whatever fits that Intimacy best.

If the Infernal learns that the treasure's been retrieved, she can no longer use it for this Charm.

Infernal Warship Conquest

Cost: 5m; **Mins:** Sail 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Hellbound Mariner Saga (Infernal Admiral Majesty, The Tide Turns)

The Infernal unleashes Hell's wrath against enemy armadas, reclaiming the seas for those who created them.

Upon learning this Charm, the Infernal gains one of its keys for free. Each key enhances a different naval stratagem (**Exalted**, p. 245).

Keys

Boiling Seas Fury: The Infernal makes a broadside stratagem. Success lights the opposing ship ablaze. It suffers one die of Hull damage, and another die at the start of each of its captain's turns. The ship's captain can extinguish it with a special (Wits + Sail) naval stratagem that costs (Infernal's Essence + 5) Momentum. Even if this stratagem succeeds, the Infernal's opposed stratagem still takes effect.

Corsair's Crimson Feast: The Infernal makes a boarding action, adding her extra successes as dice on her Join Battle roll, and half that many dice, rounded up, on Join Battle rolls for her crew. If the opposing ship is populated primarily by characters that the Infernal's crew could eat, they add her full extra successes in dice instead and gain a Major Tie of hunger for their victims.

False Flag Reflection: The Infernal makes a concealment stratagem, revealing that what seemed to be her ship was only its reflection on the water. She can use this stratagem even on the open seas. If she succeeds, she converts the dice added by that stratagem to non-Charms successes. The opposing captain loses Momentum equal to her extra successes, maximum (her Wits).

Hateful Tide Maneuver: The Infernal makes a positioning stratagem, gaining (higher of Essence or 3) additional Momentum. If she has a negative Tie toward the opposing captain, she gains (Intimacy) additional Momentum. She also gains this benefit if the opposing captain has a Tie of fear toward her.

Ocean-Trampling Juggernaut Stampede: On a ram stratagem, the Infernal inflicts an additional level of damage for every two extra successes, instead of every three. Against opposing ram stratagems, this becomes one level per extra successes. The Infernal gains Momentum equal to the total damage dealt.

Shadow of All Ships: The Infernal combines an escape stratagem with either a positioning or concealment stratagem. After the roll, she chooses which stratagem to apply, paying its Momentum cost then. If she chooses the escape stratagem, she counts as having (Essence) additional successes to determine if she succeeds, dissolving into darkness if she does. This increases to (Essence + 1) at night.

Tainted Tide Malison

Cost: 5m, 1wp; **Mins:** Sail 5, Essence 3

Type: Simple

Keywords: Perilous, Pilot

Duration: One scene *or* Indefinite

Prerequisite Charms: Acrid Slipstream Wake, Fathomless Poison Haven

The Infernal invites the Demon Sea's tainted waters to baptize the world anew.

The Infernal transforms all liquid within medium range into acid for one scene, whether ocean waters or a bottle of wine. This acid is an environmental hazard with difficulty 5, Damage 3L/round. The Infernal is immune, as are allies with Mother Sea Mastery or Ties of loyalty to her. Any liquid that enters this area is also converted, while liquids leaving it remaining acidic.

If the Infernal uses this Charm aboard a ship, this transformation extends out to short range from it. It lasts indefinitely, but acid that leaves the transformation's range is quickly diluted by surrounding waters. In naval combat, she inflicts one die of Hull damage on a successful ram or boarding action stratagem. Enemy ships likewise suffer one die of damage if they succeed on such stratagems. (This stacks with damage from Acrid Slipstream Wake).

While using this Charm aboard a ship, the Infernal can sail into the Demon Sea over the course of a five-day journey, appearing at a safe location.

The Song of the Deep

Cost: 15m, 2wp; **Mins:** Sail 5, Essence 5

Type: Simple

Keywords: Blasphemy, Dual

Duration: One scene

Prerequisite Charms: Ichor Flux Tendrils, Tainted Tide Malison, What Lurks Beneath (Benthic Horror Beckoning)

The Infernal proclaims her dominion over all the world's waters, exulting in the empowering hosannas of the Primordial waters.

To use this Charm, the Infernal must be surrounded by a body of liquid or aboard a ship, invoking a transformation that extends out to medium range from her or out to short range from her ship. Motes of sickly yellow-green phosphorescence rise up from the water's surface like fireflies, while the enormous shadows of nightmarish leviathans can be seen in its depths. Any mundane storms or wind within this area are stilled.

As long as the Infernal is within the transformed area, she gains the following benefits.

- At the start of each of her turns, she gains one mote and one Initiative unless she's crashed. In naval combat, she also gains one Momentum.
- She doubles 8s on Sail rolls — including attack rolls for Ichor Flux Tendrils.
- She can summon creatures instantly with What Lurks Beneath can summon creatures instantly.
- She adds (Wits) to the raw damage and Overwhelming of **withering** attacks with Ichor Flux Tendrils and doubles 10s on their **decisive** damage rolls.
- If she's underwater and at least four range bands below the surface, she can enter her Devil-Body without needing to meet its trigger. This is still subject to the once-per-story limit.

Special activation rules: The Infernal can use Demonic Fog Shroud, Ichor Flux Tendrils, and Tainted Tide Malison reflexively with this Charm, waiving up to (higher of Essence or 3) points of Willpower costs, including surcharges from keys.

Blasphemy: The Infernal can use this Charm reflexively when she enters her Devil-Body.

Socialize

Hollowed Soul Erosion

Cost: 2m; **Mins:** Socialize 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal's words wear down hope, joy, and love. Hasn't humanity heard? The world is a cruel place.

The Infernal rerolls 6s until they cease to appear on an instill roll with any Ability to weaken a positive Intimacy or instill a negative Intimacy. It also applies on rolls to instill Principles of obedience to a law of Hell that's previously been established in play.

The Infernal can join in this bleak cynicism, weakening one of her own positive Intimacies to add (Intimacy) non-Charms dice on the roll. (This uses the Intimacy's intensity from before it's weakened.)

Keys

Hope-Withering Desiccation (Socialize 5) (+2m, 1wp): For a two-mote, one-Willpower surcharge, resisting this influence requires entering a Decision Point and citing a Major or Defining Intimacy. If the Infernal seeks to weaken an Intimacy, her target can't cite it in the decision point.

Knowing the Desolate Heart

Cost: 4m; **Mins:** Socialize 4, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Hollowed Soul Erosion

The Infernal understands failure, whether the petty follies of god and man or the crushing defeat of the Yozis.

The Infernal makes a special read intentions roll against a character. Success reveals whatever he believes the greatest failure in his life has been. It also reveals a relevant Intimacy, if he has one.

Keys

Inner Voice Betrayal: Success lets the Infernal's player ask the target's player a question about his failure, or about an Intimacy she's discovered. Every three extra successes let her ask an additional question.

Witness to Darkness

Cost: 3m; **Mins:** Socialize 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

The Green Sun Princes revel in the night cast by the Shadow of All Things. How could any lesser darkness blind them?

The Infernal adds (Essence) dice on read intentions rolls. This bonus is non-Charms if the roll could catch someone in a lie. She also ignores penalties from poor lighting on Perception-based rolls with any Ability, and reduces the penalty for being in complete darkness by one.

Keys

Weeping Dark Tears (Socialize 3): The Infernal gains this Charm's benefits permanently. She ignores visibility penalties from total darkness completely, and can see even while blinded, weeping tears of liquid shadow when she does. However, she suffers a -1 penalty on influence rolls that involve telling the truth, and a -1 on any Perception-based rolls made in direct sunlight. Exposure to bright light is painful, imposing this penalty on all rolls.

Wretched Vile Lies

Cost: 4m; **Mins:** Socialize 3, Essence 1

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Witness to Darkness

The Infernal's words draw no distinction between truth and lies, exposing the limits of both concepts.

The Infernal adds (Socialize) dice and rerolls 6s until they cease to appear on a Manipulation-based influence roll with any Ability. She rerolls 5s as well if her influence is supported by a negative Intimacy, or if her influence is intended to cause emotional harm to her listener.

Keys

Weak Minds Believe Anything (Socialize 4) (+2m): For a two-mote surcharge, the enhanced influence roll also counts as an instill roll to create or strengthen a Tie of trust to the Infernal. This fails if the target has a Major or Defining Intimacy that opposes trusting the Infernal.

Truth is a Lie (Socialize 5, Essence 3, Weak Minds Believe Anything) (+1m, 1wp): The Infernal tells a perfect lie, either in an influence roll enhanced with this Charm or in ordinary conversation. Until the end of the scene, it's impossible to uncover any sign that she was lying through read intentions rolls, profile character rolls, or even mind-reading magic. Against lie-detecting magic like Judge's Ear Technique, this forces an opposed roll, with the Infernal rolling (Manipulation + social Ability). She adds (Essence) automatic successes and doubles 8s on the roll.

Naked Wicked Souls

Cost: —; **Mins:** Socialize 4, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Witness to Darkness

The Infernal bears witness to world's hypocrisy, delighting or despairing in the petty failings of those around her.

The Infernal intuitively senses whenever a character acts in a way that opposes or violates one of his own

Intimacies. This doesn't reveal what the Intimacy in question is, but adds an automatic successes on read intentions rolls to uncover it. This includes acts of hypocrisy that the Infernal isn't actively paying attention to, though the Storyteller should limit this to revelations that are interesting or narratively relevant. She can't shut out her awareness of hypocrisy, though this isn't mentally overwhelming or susceptible to sensory overload.

Keys

Litany of Sins (Socialize 5, Essence 3) (3m): When the Infernal senses an act of hypocrisy, she can spend three motes to let her player ask that character's player a question about his relevant Intimacies — for instance, if he's violating a Principle representing religious beliefs.

Best Enemy Recognition

Cost: 3m; **Mins:** Socialize 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal knows those she studies better than they know themselves. She knows why they deserve her love, and why they deserve her hate.

The Infernal rerolls 5s and 6s until they cease to appear on a read intentions roll. If she succeeds, she forms a Minor Tie toward her target, with a context chosen by her player. She can't spend Willpower to resist this and can't voluntarily weaken the Intimacy for the rest of the session. If she already has a positive Tie toward the target, the new one must have a negative context, and vice versa.

If the Infernal has both a positive and a negative Tie toward the target, she strengthens the weaker of the two by one step before rolling, instead of forming a new Tie if she succeeds. She then adds the strengthened Tie's (Intimacy) dice on the roll. If both are Defining, she adds an additional die.

Empty Mirror Elusion

Cost: —; **Mins:** Socialize 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal makes her heart a featureless thing, letting observers project their expectations upon her.

The Infernal gains +2 Guile if any of the following conditions are true.

- She has a positive Tie toward the opposing character, or vice versa.

- She has a negative Tie toward the opposing character, or vice versa.
- She hasn't taken any overt and obvious actions this scene, like yelling loudly, making an influence roll, attacking someone, or using visible supernatural powers.
- She's already succeeded on an influence roll or read intentions roll against the target or successfully asserted her Guile against him this session.

Keys

Shattered Self Fragments (Socialize 3): This Charm's Guile bonus is increased by one and is non-Charm if at least two conditions are met — or one condition, with Broken Mirror Visage.

Broken Mirror Visage (Socialize 5, Essence 2): The Infernal always gains this Charm's Guile bonus. However, if she willingly reveals one of her Defining Intimacies to someone — whether through words or unmistakable actions — she rolls Limit dice as if she had violated that Intimacy (p. XX), unless that character has the same Intimacy.

Nemesis Self Imagined Anew

Cost: 2m, 1wp; **Mins:** Socialize 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Best Enemy Recognition, Empty Mirror Elusion

The Infernal becomes a warped mirror of her beloved foe, shattering her own selfhood to become his perfect antithesis.

The Infernal makes a special read intentions roll to discern a character's foremost goal, ambition, or motivation. This may be expressed by one of his Intimacies, but if not, the Storyteller should give a brief description.

If the Infernal succeeds, she remakes herself as a perfect nemesis. She gains a Principle that is directly opposed or antithetical to her target's goals. It has the same intensity as his own Intimacy, or Minor if he doesn't have one. She also gains a Minor Tie of spiteful hate toward him.

- The Intimacies granted by this Charm can't be fully eroded, only reduced to Minor intensity. The Infernal can't voluntarily weaken them.
- Any Intimacies representing the Infernal's own goals are suppressed.
- While observing her nemesis, she can intuit when his Resolve is bolstered or penalized by one of his Intimacies, though not what the Intimacy is. She adds (higher of Essence or 3) dice on read intentions rolls to uncover these Intimacies.
- If the Infernal discovers another of her nemesis' Intimacies, she instantly forms a Minor Intimacy that's opposed to it — a Tie with the opposite emotional context, or an antithetical Principle. Unlike this Charm's other Intimacies, these *can* be fully eroded, although the Infernal can't voluntarily weaken them.
- If her nemesis' overarching goals change for some reason, the Infernal intuitively senses this as her antagonistic Principle changes to match.

This Charm ends if the Infernal fully accomplishes her antagonistic design, utterly ruining her nemesis' plans. She gains Willpower equal to his (Essence), and loses that much Limit. The Charm also ends if he dies, though this gives her no such satisfaction.

Keys

Everyone's Enemy Understanding (Socialize 4): The Infernal can stack this Charm to mirror up to (higher of Essence or 3) rivals. The mote cost of uses beyond the first is reduced by one.

Talent Theft Internalization (Socialize 4) (+2m): The Infernal can pay a two-mote surcharge when she uses this Charm to temporarily gain (higher of Essence or 3) specialties representing mimicked aspects of her nemesis' expertise and prowess. She uses the same set of specialties for that nemesis each time she uses this key on him.

Puissance Mimicry Intuition (Socialize 5, Essence 3, Talent Theft Internalization) (2m per Charm or spell): When the Infernal uses Perfect Rival Reflection, she can temporarily learn any of her nemesis' Eclipse Charms, Martial Arts Charms, or spells whose prerequisites she meets. She must commit two motes for each, in addition to Perfect Rival Reflection's surcharge. Each mimicked power counts as one specialty for the Infernal's maximum.

Fiend to All Nations

Cost: 5m; **Mins:** Socialize 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None

If a Green Sun Prince falters in her courtly manners, what of it? Etiquette is law, and law is dictated by the powerful.

As long as the Infernal makes at least a token effort to follow cultural customs, etiquette, and the like, any faux pas or breaches she commits will be easily forgiven, accepted as the natural right of the powerful. Characters won't weaken positive Ties toward her or form negative Ties toward her as a result of small, good-faith lapses. This also negates penalties on influence rolls due to her lack of familiarity with the culture or society she's dealing with.

The Infernal is especially captivating for characters who have an Intimacy related to the customs, etiquette, or cultural practices in question. Such characters count as having a Minor Tie of fascination toward her, and are particularly forgiving of her missteps. Conversely, characters with negative Ties toward foreigners and outsiders treat their intensity as one step weaker against her.

Keys

Brazen Diplomatic Indulgence: The Infernal can pass off even the most blatantly deliberate of faux pas and violations of custom, explaining things away with the flimsiest of pretenses. She makes a special (Manipulation + Socialize) instill roll with (higher of Essence or 3) automatic successes, causing affected characters to overlook the faux pas as with this Charm's usual effect. However, doing so ends this Charm. Characters who were directly harmed or inconvenienced by the Infernal's act can pay one Willpower to resist this influence.

Eloquent Blasphemy Repartee (Socialize 5, Essence 2, Brazen Diplomatic Indulgence): When the Infernal makes an instill, persuade, or bargain roll, she can use Brazen Diplomatic Indulgence and end this Charm to ensure that no one who hears her takes offense, as per this Charm's usual effect. No separate influence roll is needed — the effect applies automatically, even if her influence fails.

Mocking Murmurs Retort

Cost: 6m; **Mins:** Socialize 4, Essence 2

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Wretched Vile Lies

The Infernal parrots a rival's words or turns them against him in an insulting oration, vocalizing anti-speech that strips those words of her power.

When a character makes an influence roll against the Infernal, she rolls (Manipulation + [Performance or Socialize]) and adds her successes to her Resolve against that influence. She must mock the influencing character aloud, but need only whisper it to herself. This defense isn't limited to spoken influence — the Infernal can use this Charm against written influence if she mocks it aloud.

Reset: Once per scene.

Keys

Spiteful Contradiction Grin (Socialize 5, Essence 3) (+1wp): For a one-Willpower surcharge, if the Infernal successfully defends against the influence with her Resolve, the influence roll fails against all other targets, except for those who have a Defining Intimacy that supports the influence. The Infernal must voice her mockery loud enough for the influence's other targets to hear it.

Hollow Heart Transcendence

Cost: —; **Mins:** Socialize 5, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Naked Wicked Souls

The Infernal is beyond the fetters of mortal morality, basking in the tribute that virtue pays to vice.

The Infernal gains an additional point of Willpower and loses one Limit when she upholds a negative Major or Defining Intimacy, but can't regain Willpower from upholding positive Intimacies. She must spend one Willpower to voluntarily strengthen a positive Intimacy.

Once per day, the Infernal may gain one Willpower when one of the following occurs:

- She harms or humiliates someone that she has a negative Tie toward.
- She catches someone in a lie using Witness to Darkness.
- She senses hypocrisy with Naked Wicked Souls.

Mirror-Self Inversion

Cost: 3m, 1wp; **Mins:** Socialize 5, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Empty Mirror Elusion

The Infernal has no true self, only that which she wishes to seem.

The Infernal can use this Charm after a roll against her Guile fails. The opposing character believes he succeeded, but sees the opposite of the truth, in a way that's typically favorable to her. This might make a Tie of adoration to a beloved enemy seem like hatred, or make it seem like the Infernal intends to wish a child prince goodnight while on her way to assassinate him.

If this Charm reveals an inverted version of one of the Infernal's Minor Intimacies, she may choose to invert it for real.

Keys

Split-Mind Convergence: This Charm can invert Intimacies of any intensity, but inverting Major or Defining Intimacies causes the Infernal to roll (Intimacy – 1) dice and gain that much Limit. This Charm's Willpower cost is refunded if she gains any Limit this way.

Shattered Self Escape (Split-Mind Convergence): The Infernal can use this Charm after a successful roll against her Guile to invert the information exposed. If she does, she must invert any Intimacy concealed by it.

Simmering Resentment Bouquet

Cost: 5m, 1wp; **Mins:** Socialize 5, Essence 2

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Knowing the Desolate Heart or Naked Wicked Souls

The Infernal savors the perfume of strife and iniquity, unable to resist such sweet suffering.

The Infernal makes a special read intentions roll to seek out suffering within a community. She must first spend an hour exploring it, interacting with one of its busier locales, or observing it from a high location. She can't assess a community larger than a group of villages or a town with a single use — she must go district by district in a smaller city, or neighbor by neighborhood in larger ones.

The roll's difficulty equals the highest Guile among community members who'd wish to conceal its turmoil from her. Success reveals the most significant issue causing hardship, misery, or fear within the community.

For every three extra successes, the Infernal's player can ask the Storyteller a follow-up question about an identified issue, like "Where is this issue most prevalent?" or "How long ago did this issue start?" She can also ask him to identify an additional issue. If the Storyteller doesn't have an answer in mind, the Infernal's player should provide one, as if introducing a fact.

With Essence 3, the Infernal can survey a smaller city or an entire district of a large city with a single use of this Charm, but must do so from an elevated vantage point that allows her to see at least most of the area, like a high tower.

With Essence 5, the Infernal can use this Charm on a grand scale once per session, letting her examine a multiple smaller cities, a huge metropolis, or even a modestly sized kingdom. However, she must be able to see the entirety of it from an elevated vantage, like when observing from a mountaintop or airship.

Reset: Once per day.

Golden Years Tarnished Black

Cost: 5m, 1wp; **Mins:** Socialize 5, Essence 3

Type: Simple

Keywords: Mute, Psyche

Duration: Instant

Prerequisite Charms: Wretched Vile Lies (Truth is a Lie)

The Infernal desecrates the past, bringing all happy memories to ruin.

The Infernal verbally prompts someone to recall memories about something. ("You seem so happy with him." "What was your childhood like?" "Congratulations on your promotion!"). Her words seem innocuous enough, but convey a special (Manipulation + [Presence or Socialize] instill roll. Onlookers don't realize that she's employing any form of influence.

If the Infernal succeeds, she corrupts one of the target's positive memories of a single scene related to the topic. Her victim misremembers the ruined memory in the worst possible light, ignoring or omitting anything good about that experience. She thinks the worst of everyone involved in the scene, particularly anyone she could blame for some harm or indignity done to her. This never introduces outright fabricated memories — it only alters the victim's perspective of what actually happened.

If the victim has a positive Intimacy related to the ruined memory, it's weakened by one step. If this fully removes a Minor Intimacy, the victim gains a negative Intimacy related to the memory, chosen by his player. The same is true if he doesn't have a relevant positive Intimacy to resist.

The victim can pay three Willpower to resist, but only if he's given strong reason to believe his memories aren't right. He can't take anyone involved in the scene at their word for this. Even if dozens of his friends disagree with him about the events of last night, it will still take more for him to resist — perhaps a corroborating account from a teahouse proprietor who observed them.

Reset: The Infernal can't use this Charm against the same character more than once per story.

Keys

Everything Gets Worse: The Infernal can distort negative memories, accentuating and exaggerating its worst details to create or strengthen negative Intimacies associated with it. If the Infernal's familiar with the remembered event, she can also distort the memory to assign blame to someone who could plausibly be responsible. Doing so causes the target to form a negative Minor Tie toward the scapegoat or weaken a positive Tie by one step in addition to the other effects.

Glories That Never Were (Everything Gets Worse): The Infernal can distort negative memories, erasing or minimizing unpleasant details. This weakens negative Intimacies or creates positive ones. If her target breaks free of this, he's overcome with despair as the memories return, distorting them like Everything Gets Worse. This costs only one Willpower to resist, which doesn't require evidence of distorted memories.

Unreasoning Prejudice Infliction (+5m): For a five-mote surcharge, the Infernal's victim must pay three Willpower to voluntarily strengthen a Tie weakened by this Charm, or vice versa. If he has an Intimacy instilled by this Charm, he can't spend Willpower to resist the underlying Psyche effect until that Intimacy is fully removed.

Twisted Yesterdays Curse (Unreasoning Prejudice Infliction) (+1wp): The Infernal can pay a one-Willpower surcharge to affect all of her victim's memories that are related to the chosen topic. He can still spend Willpower to resist this, but doing so only cleanses his memories of a single scene. Once he does so (higher of Infernal's Essence or 3) times, all his memories are restored. This key isn't compatible with Tainted History Remembrance

Tainted History Remembrance: (Essence 4) (+1wp): The Infernal can pay a one-Willpower surcharge to target multiple characters with this influence. She prompts them all with the same topic, affecting only those who have relevant memories to corrupt.

Memory Poison Mastery (Essence 5, Twisted Yesterdays Curse) (+10m): For a ten-mote surcharge, the Infernal can fully erode a positive Major Intimacy and instill a negative Major Intimacy in its place. If her target is a mortal, a First Circle demon, or has no temporary Willpower remaining, she can fully erode a positive Defining Intimacy and instill a negative Defining Intimacy. This isn't compatible with Tainted History Remembrance. This key can't be used against a character more than once per story.

Soul Crack Exploitation

Cost: 1wp; **Mins:** Socialize 5, Essence 3

Type: Supplemental

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Nemesis Self Imagined Anew

The Infernal knows her nemesis' every fault and flaw as intimately as her own, the perfect inversion of his imperfections.

To use this Charm, the Infernal must be using Nemesis Self Imagined Anew. She makes an influence roll with any Ability that targets only her nemesis, adding a free full Excellency. If one of the antagonistic Intimacies that the Infernal's formed with Nemesis Self Imagined Anew supports her influence, her

nemesis counts as having that Intimacy for her influence — and his own corresponding Intimacy is suppressed for that influence. The Willpower cost to resist increases to (Infernal's Intimacy).

Reset: Once per story unless reset by causing the Infernal's nemesis to suffer a significant setback — defeat in battle, the collapse of a major project, divorce, etc. She doesn't need to have Nemesis Self Imagined Anew active when she does so.

Incarnate Reflection Antagonist

Cost: 5m, 1wp; **Mins:** Socialize 5, Essence 5

Type: Simple

Keywords: None

Duration: One day

Prerequisite Charms: Nemesis Self Imagined Anew (Puissance Mimicry Intuition), Soul Crack Exploitation

The Infernal becomes all that her nemesis is and isn't, a hateful mirror reflecting his weakness and vice.

To use this Charm, the Infernal must be using Nemesis Self Imagined Anew on a character with lesser or equal Essence. Her nemesis need not be present. His reflection leaves him with a faint sensation of phantom pain, emerging to cocoon the Infernal in quicksilver. She emerges as a perfect copy of her nemesis — more perfect, in fact, for she has his reflection.

The transformed Infernal loses all traits of her own and uses those of her target, essentially treating his character sheet as if it were her own in every way. She's still a creature of darkness, and the duplication doesn't apply to equipment and Story Merits. The Infernal retains her memories and her personality, though replacing her own Intimacies with those of her nemesis may distort her identity to fit. Any Charms or other magic that she has active when she uses this Charm immediately end. Magic used by others is suppressed during this transformation, whether beneficial or harmful.

It's impossible to see through this transformation by any means, though Charms like Eye of the Unconquered Sun that can undo shapeshifting can penetrate it. The Infernal automatically succeeds on rolls made with any Ability to impersonate her nemesis, and rolls against her Guile fail automatically if they would reveal contradictory information. Divination, scrying, magic that detects identities, and similar effects treat her as if she were her nemesis.

The Infernal can reuse this Charm reflexively when its duration ends to sustain the transformation. Otherwise, she reverts back to her true form. Any magic affecting her ends, as do any other effects or conditions the Storyteller deems incompatible with her true nature. If her nemesis has any Charms or other magic that she's capable of learning, she may incur experience debt to learn up to (higher of Essence or 3) of them.

Reset: Once the Infernal uses this Charm on a character, she can't use it on any other character for the rest of the story.

Stealth

Hidden Fiend Menace

Cost: 3m; **Mins:** Stealth 2, Essence 1

Type: Supplemental

Keywords: Mute, Uniform

Duration: Instant

Prerequisite Charms: None

The Infernal is not seen before her victim's demise, is not seen as his corpse lies cooling.

The Infernal doubles 9s on a Stealth roll. If she beats a character's Awareness roll and makes an unexpected attack against him on or before her next turn, she adds an automatic success on the attack roll.

Keys

Infernal Assassin Expertise (Stealth 4): As long as the Infernal has Initiative 6+, she ignores the -3 penalty for attempting Stealth in combat.

Where Did It Go? (Stealth 4, Essence 2, Infernal Assassin Expertise) (+2m): For a two-mote surcharge, the Infernal can steal (Essence) Initiative from an enemy whose opposed roll fails against her Stealth. He gains a Minor Tie of fear toward her. If multiple enemies fail, the Infernal chooses one of them.

Could Be Anywhere (Stealth 5, Essence 3, Where Did It Go?): The Infernal can pay an additional one-Willpower surcharge when she uses Where Did It Go? to steal Initiative from up to (Wits) enemies. She halves the Initiative stolen from each enemy past the first, rounded up. The Willpower cost is refunded if the Infernal doesn't steal Initiative from multiple enemies.

Stranger Looks Back

Cost: 5m; **Mins:** Stealth 3, Essence 1

Type: Reflexive

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Hidden Fiend Menace

The Infernal shatters others' perceptions of her, becoming something incomprehensible to their senses.

The Infernal makes it impossible for anyone to discern her identity or any details of her appearance, including her iconic anima display. They can still see her, but can't understand what they're seeing. If she stunts an influence roll with a description of how she benefits from this, she adds (Stealth/2, rounded up) dice.

The Infernal isn't immune to this Charm's effect. If she has Ties to herself or other Intimacies based on how she sees herself, she must weaken one of them by one step at the end of a scene in which this Charm helps her achieve her goals.

Voiceless Terror Wind

Cost: 4m; **Mins:** Stealth 3, Essence 1

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Hidden Fiend Menace

The Infernal scours away any sound that she might make, becoming a creature of utter silence.

The Infernal adds (Essence) non-Charms dice on a Stealth roll and acts with perfect silence. Opposed rolls that are based solely on hearing fail automatically. Characters with magically enhanced or superhuman hearing can hear her, but suffer a -2 penalty on the roll.

Alternatively, the Infernal can silence a physical action with any Ability, making it impossible to detect with hearing. (She doesn't add dice on the roll). The silence doesn't apply to indirect consequences of the action, like the sound of glass broken by her arrows.

However, embracing silence is not without cost. The Infernal is left unable to speak or make any vocal utterances for the rest of the scene, except for laughter.

Keys

Silence Precedes Slaughter (Stealth 4, Essence 2): This Charm's duration is extended until the start of the Infernal's next turn.

Thousand Voices Silenced (Stealth 4, Essence 2, Silence Precedes Slaughter) (+4m): The Infernal can pay a four-mote surcharge to extend this Charm's silence to affect everyone and everything within close range. (This doesn't render others voiceless). If she's in concealment with 5+ Stealth successes, this increases to short range.

Crimson Whisper Refinement (Stealth 5, Essence 3, Silence Precedes Slaughter) (+2m, 1wp): The Infernal can pay a two-mote, one-Willpower surcharge to extend this Charm's duration to one scene. Doing so leaves her voiceless for the rest of the day.

Voiceless Annihilation Whirlwind (Essence 5, Crimson Whisper Refinement): When the Infernal uses Crimson Whisper Refinement, it extends this Charm's duration to indefinite. Learning this key renders the Infernal permanently voiceless.

Silent Hostage Assignment

Cost: 5m; **Mins:** Stealth 4, Essence 1

Type: Reflexive

Keywords: Decisive-only, Mute

Duration: Instant

Prerequisite Charms: Voiceless Terror Wind

The Infernal sucks the air from her victim's lungs, quieting his cries to allow a more intimate moment of violence.

The Infernal can use this Charm after a **decisive** unexpected attack, stealing her target's voice for a number of rounds equal to the levels of damage dealt. He's unable to speak during this time. The Infernal can speak with his voice, even if her own is silenced by Voiceless Terror Wind.

While using Voiceless Terror Wind, the Infernal can use this Charm on attacks that aren't unexpected.

Keys

Herald of Silent Death (Essence 2) (+1wp): For a one-Willpower surcharge, the Infernal can render her victim completely silent, make it impossible to hear him or any action he takes. This doesn't silence indirect consequences of his actions, like the sound of breaking glass.

Twisting Shadow Veil

Cost: 3m; **Mins:** Stealth 3, Essence 1

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Infernal disappears into darkness, like a demon fleeing into the Ebon Dragon's shadow to escape the Green Sun.

While the Infernal is in darkness or dim light that imposes a visibility penalty, she adds that many dice on a Stealth roll and ignores that many points of penalties.

The Infernal can also use this Charm on Join Battle rolls made while concealed.

Keys

Fang in the Dark: If the Infernal wins Join Battle and uses her first turn to make a surprise attack against an enemy with lower Initiative, it doesn't break her concealment.

Witching Hour Secrets (Stealth 4, Essence 2) (+2m, 1wp): The Infernal can pay a two-mote, one-Willpower surcharge to extend this Charm's duration to one hour. She must still pay Midnight Killer Mastery's surcharge to gain its benefit on unexpected attacks.

Midnight Killer Mastery (Stealth 5, Essence 2, Fang in the Dark) (+2m): The Infernal can pay a two-mote surcharge to use this Charm on an unexpected attack. She adds dice equal to the visibility penalty on the attack roll and also adds that many dice of **decisive** damage or post-soak **withering** damage.

Seeing is Blindness

Cost: 3m; **Mins:** Stealth 3, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Twisting Shadow Veil

The Infernal strips away her enemies' sight, trailing eddies of liquid darkness as she strikes.

If the Infernal deals 3+ damage with a **decisive** attack, she may forgo one level of damage to blind her target for the rest of the scene. He suffers a –3 penalty on all vision-based rolls as his eyes darken to pure black. This penalty subtracts successes instead of dice from rolls opposing the Infernal's Stealth. The Infernal doesn't need to forgo damage if she uses this Charm on an unexpected attack.

With Stealth 4, Essence 2, victims are blinded for (Infernal's Essence) hours, or (Essence) days for mortals and First Circle demons.

Keys

See No More (Stealth 4): The Infernal doesn't need to forgo damage to blind her target. On unexpected attacks, she only needs to deal one level of damage to blind him. With Essence 5, the Infernal can use *Night Falls Swiftly* without forgoing damage.

Blindness is Sight (Stealth 4, Essence 2) (+3m): The Infernal can pay a three-mote surcharge to appropriate a blinded enemy's misplaced sight. As long as he's blinded, the Infernal can see from his perspective by closing her eyes. She makes Awareness rolls to see using her own dice pools and can use Charms as normal, but can't use any senses other than sight. The Infernal can change between viewpoints as a reflexive action.

Night Falls Swiftly (Stealth 5, Essence 2): The Infernal can use this Charm after the damage roll if she forgoes an additional level of damage. She still doesn't need to forgo any damage for unexpected attacks.

Faster Than Sight

Cost: 5m, 1wp; **Mins:** Stealth 4, Essence 2

Type: Reflexive

Keywords: Mute

Duration: Until the Infernal stops moving

Prerequisite Charms: Voiceless Terror Wind

The Infernal's movement is felt, not seen, her speed flickering into seeming invisibility.

The Infernal gains the following benefits:

- She can roll to enter concealment without needing a hiding place as long as she moves at least one range band on the turn she does so.
- Her nigh-invisible speed imposes a –2 penalty on vision-based rolls opposing her Stealth.
- When she rolls Stealth to move between range bands while concealed, she ignores the additional penalty for crossing through wide-open terrain.

This Charm ends if a round goes by without the Infernal moving at least one range band or successfully rushing an enemy. Outside of combat, she must run continuously at full speed to sustain its duration. If she's used this Charm to enter concealment without any obstruction to hide behind, that concealment is

broken if this Charm ends.

With Stealth 5, the Infernal can take rush actions while in concealment.

Noon-as-Night Invocation

Cost: 5m; **Mins:** Stealth 4, Essence 2

Type: Simple

Keywords: Mute, Uniform

Duration: One scene

Prerequisite Charms: Seeing is Blindness

The Infernal's shadow warps and distorts as it extends outward in all directions, rising up from the ground to engulf the world in living darkness.

The Infernal can use this Charm on her turn to create an unnatural darkness that extends out to short range from her. This darkness is absolute, inflicting a –3 visibility penalty, though this doesn't affect the Infernal.

Mundane light sources can't shine through the darkness, though supernatural light sources still work. This doesn't apply to the Infernal's anima banner unless she wishes it, allowing her to ignore its effects on her Stealth rolls.

Characters within the darkness suffer a –1 success penalty on Awareness rolls opposing the Infernal's Stealth, in addition to the visibility penalty. They also suffer –1 Defense against her unexpected attacks.

Keys

All-Engulfing Night (Stealth 5) (+1wp): The Infernal can pay one-Willpower surcharge to extend the darkness out to medium range.

Divine Flame Extinguished (Stealth 5): This darkness can suppress even supernatural light, save for Solar anima banners. Characters with magic or superhuman senses that allow them to see in the dark don't gain these benefits against the Infernal's darkness unless their Essence is higher than hers.

Soul-Withering Shadows (Stealth 5, Essence 3) (+3m): For a three-mote surcharge, enemies within the darkness lose (Infernal's Essence/2, rounded up) motes at the start of their turns. If this Charm's duration is increased by one of its keys, enemies lose these motes after each hour they spend in the darkness outside of combat.

Lost in the Dark (Essence 4, Soul-Withering Shadows): When the Infernal uses Soul-Withering Shadows, it breaks the minds of those within the darkness. They lose one Willpower when they're crashed or when the Infernal deals 3+ **decisive** damage to them with an unexpected attack.

Midnight Dawn Meditation (Essence 4, All-Engulfing Night) (+5m, 5i): Once per day, the Infernal can pay an additional five-mote, five-Initiative surcharge when she uses All-Engulfing Night to extend the darkness out to (Essence + 3) range bands and increase this Charm's duration to (higher of Essence or 3) hours.

Sun-Swallowing Darkness (Essence 5, Midnight Dawn Meditation): Once per story, when the Infernal uses Midnight Dawn Meditation, she can extend the darkness out to (Essence) miles and increase this

Charm's duration to one day.

Tenebrous Horror Transformation

Cost: 4m, 1wp; **Mins:** Stealth 5, Essence 2

Type: Simple

Keywords: Dual, Mute

Duration: One scene

Prerequisite Charms: Noon-as-Night Invocation

The Infernal dissolves into inky darkness, a thing of shifting, amorphous shadows.

The Infernal's umbral transformation grants the following benefits:

- In darkness or shadow deep enough to impose a visibility penalty, she adds dice equal to the penalty on Stealth rolls, movement actions, and unexpected attack rolls.
- She also adds the above bonus on damage rolls for unexpected attacks, adding **decisive** or post-soak **withering** damage.
- She lowers the penalty for Stealth rolls in combat by one.
- At the end of each round, if she's within close range of an enemy who can't perceive her, she gains one Initiative.

Special activation rules: The Infernal can use this Charm reflexively when she uses Noon-as-Night Invocation.

Familiar Face Masquerade

Cost: 5m, 1wp; **Mins:** Stealth 5, Essence 2

Type: Simple

Keywords: Mute, Psyche

Duration: (Essence) days

Prerequisite Charms: Stranger Looks Back

The Infernal hides behind her own face, cursing her pursuers to see her reflected a thousandfold wherever they look.

The Infernal makes a special (Manipulation + Stealth) influence roll against a character that can perceive her. Intimacies don't modify her target's Resolve against this. Success distorts the target's senses, causing him to perceive everyone he sees as being the Infernal, himself included. This isn't limited to humans, as long as a being's body shape and size are somewhat close to human. It also applies to reflections, paintings, and other depictions of people.

As long as there are any other characters within short range of the Infernal, she automatically establishes concealment against her target. This represents him being unable to identify the true Infernal, rather than physical concealment that requires a hiding spot. The Infernal breaks this concealment if she does

something that clearly identifies her, in addition to the usual ways of breaking concealment. The Infernal can reestablish this concealment against the affected character as long as someone else is within short range, rolling (Manipulation + Stealth). This follows the usual rules for rolling to enter concealment.

A character can spend one Willpower to resist this influence if the Infernal breaks concealment or when a character that he has a positive Major or Defining Tie toward makes a dramatic effort to prove who they are.

Keys

Broken Glass Symmetry: The Infernal can make affected characters incapable of perceiving any details about the identity or appearance of others, as if they were concealed by Stranger Looks Back, rather than making them look like her.

Skewed Reflection Lens (Broken Glass Symmetry): Instead of making others look like her, the Infernal can cause her target to see others as being another character who's present in the scene. The Infernal can only gain concealment from this Charm while within short range of that character.

Eternal Mirror Masquerade (Essence 3): This Charm's duration becomes Indefinite.

One Mirror, Many Shards (Essence 3) (+5m): The Infernal can pay a five-mote surcharge to use this Charm against any number of characters that can see her.

Close-Enough Assassination Method

Cost: 1m (5m, 1wp); **Mins:** Stealth 5, Essence 3

Type: Reflexive

Keywords: Decisive-only, Mute

Duration: Until the Infernal attacks

Prerequisite Charms: Hidden Fiend Menace (Where Did It Go?)

If at first you kill the wrong person, try, try again!

The Infernal can use this Charm after dealing 5+ **decisive** damage with an unexpected attack or incapacitating a non-trivial enemy. Ready for the next kill, she gains one Initiative at the start of each turn as long as she's in concealment from at least one enemy.

Once the Infernal reaches Initiative 15+, she can pay five motes and one Willpower when she makes an unexpected **decisive** attack to make it an ambush. Doing so ends this Charm. This Charm ends prematurely if she makes a **decisive** attack without invoking this benefit or if she's crashed.

Reset: Once per scene. It doesn't need to be reset if it ends without the Infernal invoking its **decisive** benefits.

Keys

Practice Makes Perfect: This Charm's once-per-scene limit doesn't apply if it's triggered by incapacitating an enemy.

Certain Kill Guarantee (Essence 5, Practice Makes Perfect): The Infernal reduces the levels of damage needed to trigger this Charm by (Essence/2, rounded up), minimum one.

Unseen Doom Approach

Cost: 5m, 1wp; **Mins:** Stealth 5, Essence 3

Type: Reflexive

Keywords: Decisive-only, Mute

Duration: Instant

Prerequisite Charms: Close-Enough Assassination Method

The Infernal is not wholly without mercy, letting her victims guess at where she might be before she cuts down her next one.

The Infernal can use this Charm after dealing 3+ **decisive** damage with an unexpected attack. She can forgo two levels of damage to reflexively roll Stealth to reenter concealment, ignoring the penalty for being in combat. She must still deal at least one level of damage. If her target was a trivial enemy, she doesn't need to forgo damage maintains her concealment without needing to make another roll.

The Infernal reduces the amount of damage she must forgo by one for each condition that applies:

- She has concealment against all enemies.
- The attack is an ambush.
- Her target is crashed.
- Her target has a Tie of fear or trust to her.

The Infernal can also use this Charm when she incapacitates an enemy, even if the attack wasn't unexpected. She doesn't need to forgo damage to do so.

Special activation rules: The Infernal waives this Charm's Willpower cost if she uses it after an ambush made with Close-Enough Assassination

Keys

Fading Shadow Strike: The Infernal is no longer limited to using this Charm with unexpected attacks.

Perfected Assassin Prowess (Essence 5): As long as the Infernal meets at least one condition, she doesn't need to forgo damage. She adds a non-Charm success on her Stealth roll for each condition she meets past the first.

Hidden Sun Hoard

Cost: 2m per anima level; **Mins:** Stealth 5, Essence 3

Type: Reflexive

Keywords: Mute

Duration: Stackable

Prerequisite Charms: Voiceless Terror Wind

The Infernal squeezes her anima banner into the palm of her hand, crushing it into a gemstone

lit with the Green Sun's light.

The Infernal bleeds off her anima banner, compressing it into a radiant jewel in her anima's colors. It might be embedded in her flesh or worn as jewelry, but it can't be separated from the Infernal's person. It glows from within, but noticing this requires a difficulty 5 (Perception + Awareness) roll. When she ends this Charm, her anima bursts forth from the jewel. It remains intact, but ceases to glow.

The Infernal can stack multiple uses of this Charm to conceal additional levels of anima.

With Essence 5, if the Infernal ends this Charm while she has at least four levels of anima stored in the jewel, she rolls (Essence) dice with double 8s, plus an additional die for each level of anima beyond that. She gains peripheral motes equal to her successes as she returns to bonfire anima.

Keys

Power Beyond Price: The Infernal awakens an Evocation for the jewel created by this Charm. Its themes and functions derive from the Infernal's personality, Caste, iconic anima banner, and her personal reasons for employing stealth and subterfuge. She can only use this while this Charm is active. This key can be purchased any number of times.

Sudden Death Caress

Cost: 5m, 1wp; **Mins:** Stealth 5, Essence 3

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Faster Than Sight

The Infernal is never farther than a blink away.

The Infernal can use this Charm after successfully establishing concealment against all enemies with a Stealth roll. She chooses an enemy within medium range and instantly dashes into close range with him, without needing another Stealth roll to maintain concealment. This uses her movement action.

While using Faster Than Sight, the Infernal can waive this Charm's Willpower cost once per scene.

Keys

Drifting Murder Wind: This Charm's range increases to long. The Infernal dissolves into crimson wind as she moves, letting her bypass obstacles and barriers through only the slightest of openings.

Lurking Monster Revelation: If the Infernal has concealment against all enemies, she can use this Charm reflexively on her turn. It still uses her movement action.

Senseless Murder Advent: The Infernal can reflexively make a **decisive** attack against her target upon entering close range.

Beyond Your Understanding

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

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Familiar Face Masquerade, Faster Than Sight, Seeing is Blindness

The Infernal is beyond what mortal senses can perceive, and only barely at the edge of the gods' own ken.

When the Infernal makes a Stealth roll, opposing rolls suffer a one-success penalty for each condition that applies:

- The Infernal intends to cause physical harm to someone during the current scene.
- The Infernal is within short range of the opposing character, or is pursuing him outside of combat.
- The Infernal has dealt **decisive** damage to the opposing character this scene.
- The opposing character is unable to see the Infernal, unable to hear her, or affected by Familiar Face Masquerade.

World-Encircling Torment

Cost: 7m, 1wp; **Mins:** Stealth 5, Essence 4

Type: Simple

Keywords: Dual, Mute, Perilous

Duration: Instant

Prerequisite Charms: Sudden Death Caress (Lurking Monster Revelation, Senseless Murder Advent)

When the Infernal finally reveals herself, it's in the aftermath of a massacre.

To use this Charm, the Infernal must have concealment against all enemies. She attacks up to two enemies within medium range, plus an additional enemy for every five Initiative she has, maximum (Dexterity + 1). She dashes into close range with each enemy and attacks him before moving on to the next. These attacks don't break her concealment until she's completed all of them, and she doesn't need to roll Stealth when she moves. This uses her movement action.

The Infernal can make either **withering** or **decisive** attacks. However, she can't make two **withering** attacks in a row, and can't make more than (Essence) withering attacks total. If she commits in advance to only making **decisive** attacks, she may divide her Initiative evenly between their damage rolls, rounded up.

If the Infernal ambushes her foes, only the first attack is an ambush, but the Defense penalty inflicted by her subsequent surprise attacks increases to (higher of Essence or 3).

If the Infernal has Sudden Death Caress' Drifting Murder Wind key, its benefits apply to this Charm.

Dragon's Lair Obtenebration

Cost: 5m, 3i, 1wp, 1i per turn; **Mins:** Stealth 5, Essence 5

Type: Reflexive

Keywords: Blasphemy, Dual, Mute, Perilous

Duration: One scene

Prerequisite Charms: Noon-as-Night Invocation (Sun-Swallowing Darkness)

The Infernal draws the world into an everlasting night, an oubliette of endless shadow haunted by an unseen killer.

To use this Charm, the Infernal must have Noon-as-Night Invocation active and be in concealment against at least one nontrivial enemy. She gains the following benefits:

- The darkness twists space into the Infernal's lair. She can attack enemies within the darkness regardless of the distance between them, ignoring even full cover. **Withering** attacks use the highest Accuracy bonus available to the Infernal's weapon. She must still be able to perceive enemies to attack them.
- If an enemy within the darkness has an Initiative lower than the Infernal's, her attacks against him are automatically surprise attacks. If the attack was already unexpected, she adds (Essence) dice of **decisive** or post-soak **withering** damage instead.
- When an enemy within the darkness makes an Awareness roll opposing her Stealth, his 1s and 2s subtract successes.
- Whenever an enemy within long range enters the darkness for the first time each scene, she senses it and may reflexively make a **decisive** attack against him. This doesn't include enemies caught in the darkness when she first uses this Charm. Against enemies in concealment, she must succeed on a reflexive (Perception + Awareness) roll in order to do so, adding (higher of Essence or 3) non-Charm successes.
- If she has the Soul-Withering Shadows key, she gains any motes that her enemies lose to it, maximum (Essence x2, maximum 10) per round.
- If she has the Lost in the Dark key, she gains one Willpower when an enemy loses Willpower to it, maximum once per scene.

The Infernal must pay one Initiative at the start of each of her turns to sustain this Charm. If she can't, it ends.

Blasphemy: When the Infernal enters her Devil-Body, she can use both Noon-as-Night Invocation and this Charm reflexively, waiving their Willpower costs.

Special activation rules: This Charm's Willpower cost is waived if the Infernal uses it together with Tenebrous Horror Transformation when she activates Noon-as-Night Invocation.

Ultimate Horror Unveiled

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

Type: Reflexive

Keywords: Mute, Uniform

Duration: Instant

Prerequisite Charms: Sudden Death Caress (Lurking Monster Revelation, Senseless Murder Advent), Unseen Doom Approach

There is no safety from the Infernal, merely the vain hope that she will never reveal herself.

The Infernal's player can use this Charm during a scene in which she isn't present, revealing that she's already there. Her player must explain how she was able to accomplish this. She rolls (Dexterity + Stealth) to establish concealment, opposed by the Awareness rolls of any characters with magical senses. If she fails, it turns out she isn't there.

Depending on the circumstances, the Storyteller can set a difficulty that the Infernal's roll must meet for her to accomplish this infiltration at all, in addition to her enemy's opposed rolls: for example, difficulty 2-4 for a well-guarded military camp, difficulty 5-7 for a magically warded manse, or difficulty 10 for a Third Circle demon's impenetrable fortress.

If the Infernal uses this Charm to appear in combat, she uses her Stealth roll as her Join Battle roll. She may reflexively make a **withering** or **decisive** surprise attack against an enemy.

Special activation rules: On a successful roll, the Infernal can reflexively use a Simple Stealth or Larceny Charm that has a duration of one scene or longer. She waives its Willpower cost if it has one.

Reset: Once per story unless reset by accomplishing a major character or story goal through infiltration, disguise, or assassination. Even then, it can't be used more than once per scene.

Survival

Locust Manna Plague

Cost: 3m; **Mins:** Survival 1, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal brings bounty to the wastes, calling forth a swarm of iridescent demon-locusts like an obscene rainbow.

The Infernal rolls ([Charisma or Wits] + Survival) to call a swarm of demon-locusts, which quiver for a moment before spasming and dying. If the Infernal uses this Charm to provide for her followers, she adds (Cult) non-Charms dice on the roll. The difficulty depends on the Infernal's environs, with a *higher* difficulty for more abundant, hospitable regions.

The locusts provide enough food to feed (1 + extra successes) characters for a day, with a delectable taste that's strangely nostalgic. They remain edible for a week, after which they dry up and crumble into sand. Candying the locusts or using similar preservation techniques can extend this up to a month.

Characters who eat a meal of locusts form a Minor Tie of reverence toward the Infernal unless they spend one Willpower. The Infernal gains a Tie of smug satisfaction toward herself instead. Once a character has spent at least (his Resolve) days eating nothing but locusts, he can't voluntarily weaken this Tie until he's gone the same amount of time without eating them.

Transcendent Desert Creature

Cost: —; **Mins:** Survival 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Infernal is a walker of wastes, finding sanctuary in the Endless Desert's scouring sands.

The Infernal gains the following benefits:

- Her body no longer produces waste, including sweat. She adds (Survival) to her Stamina to determine how long she can go without food or water (**Exalted**, p. 232).
- If she suffers penalties due to harsh or inhospitable environs, she reduces them by (Essence/2, rounded up). Such environs include deserts, frozen tundra, rocky wastes, and the Demon City itself. This isn't limited to environmental penalties — it can reduce visibility penalties from being caught in a sandstorm, movement action penalties from difficult terrain, and the like.
- While traveling through harsh or inhospitable climes, she rerolls 6s on relevant Survival rolls, like navigating, foraging, tracking, and concealing her tracks.

Keys

Dune-Stalking Scorpion Spirit (Survival 5, Essence 2) (2m): The Infernal can pay two motes to reroll 5s as well as 6s.

Hell-Walker Technique

Cost: 10m, 1wp; **Mins:** Survival 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Transcendent Desert Creature

As the Infernal and her companions wander the wastes, the landscape changes to the silver sands of the Endless Desert, shifting so subtly that they can't be sure exactly when they crossed over.

While the Infernal is traveling through harsh, inhospitable terrain, she can cross over into the Endless Desert, five days away from the Demon City's walls. She can bring her Circlemates, bound demons, and

up to (Essence x2) other companions with her. This isn't instantaneous, but occurs over the course of a scene spent traveling or navigating. She can't use this Charm while in combat.

With Survival 5, Essence 2, any nearby characters that are tracking the Infernal risk following her into the Endless Desert unawares. They must make a difficulty 5 (Perception + [Occult or Survival]) to avoid this. Only one of her pursuers needs to succeed on this roll, assuming he can shout out a warning to the others. Stranded characters can return to their original location with a five-day journey, though (Wits + Survival) rolls may be needed to navigate the shifting sands.

Reset: Once per session.

Keys

Infernal Exodus Technique (Survival 5, Essence 3): The Infernal can bring a number of followers with her equivalent to a Size (Essence) battle group (**Exalted**, p. 206). Characters who belong to her Cult don't count against the limit.

Sandstrike Blast

Cost: 2m; **Mins:** Survival 3, Essence 1

Type: Simple

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Transcendent Desert Creature

The Infernal calls forth the fury of the wastes to enact her judgment upon the unrighteous.

The Infernal rolls ([Charisma or Perception] + Survival) to make a **withering** or **decisive** attack against an enemy within medium range. Many call forth a burst of lacerating sand, like that of the Endless Desert, though others invoke different aspects of Hell's alien, inhospitable wilderness: carnivorous demon-flora, acidic brume, barbed metal foliage, and the like. Whatever form it takes, this blast has the following traits:

- The Accuracy of an artifact Archery weapon: Close -1; Short +5; Medium +3; Long +1; Extreme -1.
- Damage 10L. The Infernal adds her Survival instead of her Strength to its raw **withering** damage.
- Overwhelming (Survival - 1).
- It can be enhanced with either Archery or Thrown Charms, but can't combine Charms from multiple combat Abilities unless they're explicitly compatible.
- It can't be blocked without an artifact weapon, defensive magic, or a stunt.
- In harsh, inhospitable environs, it gains +1 Damage and Overwhelming.

Keys

Oasis-Scouring Malediction: When the Infernal uses a Simple or Reflexive Charm to make an Archery or Thrown attack, she can use Sandstrike Blast reflexively to make it.

Dust Devil Feint (Survival 4): The Infernal can make distract and disarm gambits. In desolate terrain, she

lowers the gambit's difficulty by one.

False Idols Cast Down (Survival 4) (+4m): When an enemy within short range attacks the Infernal, she can pay a four-mote surcharge make a **decisive** counterattack with this Charm. If she deals damage, her attacker is knocked back one range band and falls prone. When used with Dust Devil Feint or Quicksand Tomb Torment, a successful gambit also triggers knockback.

Hateful Wasteland Malice (Survival 4): The Infernal adds one die on damage on **decisive** attacks. In harsh environs, she doubles 10s on the damage roll.

Dune-Burst Onslaught (Survival 4, Essence 2, Hateful Wasteland Malice) (+4i): The Infernal can pay a four-Initiative surcharge to create a one-time environmental hazard within this Charm's range instead of making an attack. The hazard extends out to short range from the chosen point, with difficulty (Infernal's Survival) and Damage (Essence)L. The hazard doesn't affect the Infernal or characters with Ties of reverence to her. She adds +1 to both difficulty and Damage in harsh, inhospitable terrain.

Endless Desert's Embrace (Survival 5, Dune-Burst Onslaught) (+2m, 1wp): The Infernal can pay an additional two-mote, one-Willpower surcharge when she uses Dune-Burst Onslaught to extend the hazard's duration to one scene. She can use her movement action to reflexively move the hazard one range band on her turn.

Delicious Quarry Appetite

Cost: 2m; **Mins:** Survival 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal's gruesome hungers lead her inevitably to her prey.

The Infernal adds a non-Charms die on a tracking roll, plus an additional non-Charms die for each condition that applies:

- The Infernal has a negative Tie toward her quarry.
- The Infernal's quarry suffers a wound penalty.
- The Infernal is capable of eating her quarry.
- The Infernal is tracking her target through a region or location that she has a relevant Lore or Survival specialty in. If she has Transcendent Desert Creature, this always includes harsh, inhospitable terrain.

This Charm can contest magic that perfectly conceals tracks.

World-Forsaking Asceticism

Cost: 2m; **Mins:** Survival 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal is untroubled by worldly pleasures and sorrows, unmoved by opulent debauches and roaring flames alike.

The Infernal doubles 9s and adds (Integrity or Survival) dice on a roll with any Ability to resist a natural environmental hazard. She can use it against supernatural environmental hazards that are similar to natural phenomena, like an aura of freezing cold. Even if she fails, the hazard's damage is reduced by one die for each 10 on her roll, maximum (Essence).

The Infernal can also use this Charm on rolls against poisons and diseases that are natural perils of her environs, like poisonous plants or a mosquito-borne malaria.

If the Infernal has any Intimacies based on desire or enjoyment for worldly pleasures, this Charm's cost is increased by one mote, or two motes for a Defining Intimacy.

Keys

Final Desolation Survivor (Survival 5, Essence 3): For a three-mote surcharge, any damage the Infernal suffers from the hazard is halved, rounded down. She can't use this key if she has a Defining Intimacy based on desire or worldly pleasures.

Brazen Hellhound Bond

Cost: 10m, 1wp, 1xp; **Mins:** Survival 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Transcendent Desert Creature

The Infernal crowns her bestial companion with the same emerald flames that burn within her soul, proclaiming him a beast of Hell.

The Infernal confers the following benefits on one of her animal familiars. The familiar often changes in appearance, taking on a more demonic aspect.

Infernal Will Emanation: When the Infernal shares her familiar's senses (**Exalted**, p. 161), she ignores the range limit, and she can do so even while asleep. With Survival 5, she can control her familiar's actions while sharing senses.

Terrifying Devil-Beast: If the familiar acts in a hostile or threatening way, animals and First Circle demons count as having a Minor Tie of fear toward it.

Transcendent Desert Companion: The familiar gains the benefits of Transcendent Desert Creature.

Undying Loyalty: The familiar gains a Defining Tie of loyalty to the Infernal. Any influence that would make it act against this tie is unacceptable, unless it's the Infernal's own influence.

This Charm's experience point cost is waived the first time the Infernal uses it.

Experience Point Refunds

Experience points spent on Charms that enhance a specific familiar are refunded if that familiar dies or is otherwise permanently removed from the game.

Behemoth Fetch Exercise

Cost: 4m; **Mins:** Survival 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Brazen Hellhound Bond

Sit. Stay. Maim.

The Infernal rolls (Charisma + Survival) to order a familiar to make an attack, rush, threaten roll, or feat of demolition, adding her successes as bonus dice on its roll. If she commands a familiar with Legendary Size to make an attack, it knocks its target back one range band if it deals damage.

The Infernal can also use this Charm to issue commands to Legendary Size behemoths or other beast-like creature that are willing to obey her. She can't add more than (Essence) dice to their roll.

Special activation rules: This Charm can be flurried. With Essence 3, it becomes Reflexive.

Keys

Ambush Beast Atrocity: The Infernal can use this Charm to order a familiar to make a Stealth roll. With Survival 5, Essence 3, she can use her own Stealth Charms to enhance this roll.

Infernal Predator Instinct: The Infernal can use this Charm reflexively to enhance a familiar's Join Battle roll. She converts up to (Essence + Survival) added dice to automatic successes.

Unfettered Monstrosity Rampage (Survival 5, Essence 3, Infernal Predator Instinct) (+3m): Once per scene, the Infernal can pay a three-mote surcharge when she uses this Charm. On a **decisive** attack, her familiar adds attack roll extra successes as dice of damage, up to a maximum equal to the dice bonus it received from this Charm. On **withering** attacks, it doubles that many extra successes before calculating raw damage. The Infernal can reset this key by rolling 7+ successes on a subsequent use of this Charm to direct that same familiar to attack.

Twin Devils Calamity (Unfettered Monstrosity Rampage): After the roll, the Infernal can pay up to one Initiative per success, maximum (Essence + Charisma), to grant twice that much Initiative to the familiar.

Devil-Beast Crucible Transformation

Cost: 10m, 1wp; **Mins:** Survival 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Brazen Hellhound Bond

Stoking the malevolence within a beast's heart, the Infernal wakes it to the depths of its own wrath.

The Infernal doubles 9s on a roll to train an animal (**Exalted**, p. 554), shortening the interval to one week, and waiving the usual specialty requirements. She doubles 8s for animals native to desolate, inhospitable environments. Animals trained this way are changed, taking on a demonic appearance and gaining a Minor Principle reflecting an aberrant behavior, like an herbivore developing a taste for flesh or a bird obsessively singing the music of Hell. This Intimacy can't be weakened below Minor intensity.

With Survival 5, Essence 3, the Infernal can train a familiar that she's enhanced with Brazen Hellhound Bond to teach it a magical ability for two experience points. She can teach spirit Charms to demon familiars in the same way. This takes (Charm's Essence minimum) days and doesn't require a roll.

Mad Prophet Sojourn

Cost: 1m, 1wp, 1hl; **Mins:** Survival 4, Essence 2

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Locust Manna Plague, Transcendent Desert Creature

Wandering the wilderness, the Infernal glimpses the secret at the heart of the world: Suffering is truth.

The Infernal seeks out revelation through a day spent meditating in harsh wilderness, practicing austerities, allowing venomous wildlife to sting her, or similar ascetic or self-flagellating practices. Her player asks the Storyteller for insight into a given topic and makes a difficulty 3 ([Intelligence or Perception] + Survival roll). The Storyteller may increase or decrease this difficulty based on how obscure or wide-ranging the topic is. If the question involves the Infernal's worshippers, she adds (Cult) automatic successes on the roll.

If the Infernal succeeds, she experiences an epiphany, learning a useful piece of information chosen by the Storyteller. If she seeks information on the Bureau of Destiny's opposition to her schemes, she might glimpse a location where she'd find an opportunity to impede Sidereal efforts or learn detailed information about them. If she asks about whether an expedition will be profitable, she might receive a vision of an obstacle it might face or the bounty that it might find.

The Infernal banks her extra successes on this roll as bonus dice, and can add up to (higher of Essence or 3) banked dice on rolls with any Ability that benefit from her revelation. This can't enhance attack rolls. The Infernal can only have banked dice from a single use of this Charm at a time.

Shifting Sands Pilgrimage

Cost: 5m, 1wp; **Mins:** Survival 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: Transcendent Desert Creature

Where the Infernal goes, space itself shifts to accommodate her will, revealing paths long forgotten even to the Yozis themselves.

The Infernal and up to (Essence x2) companions double the speed at which they travel and can always travel at least ten miles a day no matter how harsh the terrain. At times, they stumble through the deserts of Cecelyne for a few minutes before returning far from where they started at the end of a trail of silver sand.

The trail of sand adds three non-Charm dice on rolls to track the Infernal. A character following close behind her can roll (Intelligence + Occult) or (Wits + Survival) to exploit the rifts into Cecelyne before they fully close, gaining this Charm's benefits. However, if they fail, they're stranded in the Endless Desert. They can return with a five day journey, though (Wits + Survival) rolls may be needed to navigate the shifting sands.

Labyrinth-Tread Mirage

Cost: 3m, 1wp; **Mins:** Survival 5, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Transcendent Desert Creature (Dune-Stalking Scorpion Spirit)

The Infernal leaves behind not footprints, but branching fractal patterns that deceive the eye, sending her pursuers chasing after illusory leads.

The Infernal can use a conceal tracks roll to leave behind a false trail, making it seem like she's heading toward a location of her choice. A tracker who fails his opposed roll believes he's succeeded, but only finds the false trail. A successful roll reveals both trails, but not which is the true one.

This Charm conceals more than just tracks. If there's any physical evidence that could somehow provide information about her identity or appearance, rolls to notice or appreciate it suffer a -3 penalty, and the Storyteller may require difficulty 1 rolls to notice obvious details. The same penalty applies to magic that could do so, like certain Investigation Charms.

Keys

Branching Falsehood Fractal (+2m): For a two-mote surcharge, the Infernal's footsteps branch out to twist those of up to (Essence + 5) other characters, letting them use half her total successes instead of their own roll, if it's higher. With Survival 5, Essence 3, they can use the full amount of her successes.

Heart-Mirror Labyrinth: The Infernal can leave a false trail based on her trackers' subjective beliefs or

opinions, like “where they expect me to go,” “where they think I live,” “the place that would make fear the most.”

Spawning Pit Sanctification

Cost: 15m, 1wp; **Mins:** Survival 5, Essence 3

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Locust Manna Plague

The Infernal provides for her faithful, beckoning forth Hell's bounty in abundance.

The Infernal creates a spawning pit of demon locusts. The ground around her cracks and crumbles as the pit opens over the course of an hour, tearing slabs of rock into pebbles and then into finest dust. Demon locusts like those created by Locust Manna Plague constantly swarm from the pit, dying in multitudes around it. This bounty can sustain a population of almost any size with appropriate distribution, limited only by distance. If a locust is taken more than (Infernal's Essence) miles from the spawning pit, it crumbles into dust.

The spawning pit stays open for a month. In desolate regions, it stays until the end of the next Calibration.

Keys

Locusts and Honey Paradise (Essence 4) (+20m, 2wp): The Infernal can pay a twenty-mote, two-Willpower surcharge to create a permanent spawning pit. She can only have (Essence + Charisma + Wits) of them at a time. Permanent spawning pits created outside of desolate terrain count as two pits toward this limit.

From Desolation, Life (Essence 5): The Infernal may cast a First Circle demon into a spawning pit as she uses this Charm, destroying it utterly as its flesh and Essence are devoured by the pit. Each night at midnight, a demon of the same kind emerges from the pit, coming into existence without any motes or Willpower. It has no Intimacies or innate loyalty to the Infernal, acting as a typical demon of its kind would. If the Infernal has Swallowing the Scorpion (p. XX), these demons may take on an altered form that reflects her nature more than that of the demon's progenitor

Holy Land Infliction

Cost: 20m, 2wp; **Mins:** Survival 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Mad Prophet Sojourn, Spawning Pit Sanctification

As heir to all the fiefdoms of reality, the Infernal reclaims her rightful dominion with a blasphemous proclamation.

The Infernal desecrates the land around her out to medium range. She might evoke the Endless Desert, turning soil to silvery sand, or inflict other transformations reflecting Hell's desolation. Plant life quickly withers and dies, while animals depart the desecrated area and avoid it unless they're adapted for life in similarly inhospitable conditions. Heavy buildings may suffer some structural damage at the Storyteller's discretion as they sink into sand or the like. The desecrated land is harsh terrain for Charms like Transcendent Desert Creature. It acts as a beachhead of Hell, and the Infernal waives Hell-Walker Technique's Willpower cost within. If she uses it in the Wyld, the desecrated region obeys the natural laws of Hell (which, for this purpose, largely mirror Creation's).

The Infernal's cult can spread the desecration by praying for within the region for at least five hours a day. It expands one mile outward in every direction over the course of a 420-day year, up to a maximum of (Essence) miles. If the cultists' numbers are equivalent to a Size 3+ battle group, the time needed is divided by (Size/2, rounded up). It can also be expanded through the ritual executions of supernatural beings at its center. Each counts as (victim's Essence x 5) days, or (victim's Essence x 25) for celestial gods and Exalted.

The desecration can be cleaned with a sorcerous working, magic like Benediction of Archgenesis (**Exalted**, p. 480), or other mystical means that intrepid characters might discover. Killing the Infernal also cleanses it.

Desertification

As a rule of thumb, it takes between a week and a month for desecration to engulf a whole village, assuming it doesn't benefit from large numbers or sacrifices. A larger town takes a few months. The smallest cities take at least a season, with most requiring a year or more. The greatest metropolises may be too large to fully encompass with a single use of this Charm.

Dune-Drowned Oasis Ritual

Cost: 10m, 1wp; **Mins:** Survival 5, Essence 5

Type: Simple

Keywords: None

Duration: Five days

Prerequisite Charms: Holy Land Infliction

The Infernal draws on the worship of her followers to poison the land's heart, leading them in blasphemous chants and profane rites to raise a seat of hellish power.

The Infernal creates a demesne within a region desecrated by Holy Land Infliction, leading a group of at least 100 worshippers in a ritual that takes five days. The desecration must have expanded at least one mile outward before she can do so, and the ritual must be performed at its center. Once this is complete, a lesser Infernal demesne forms with an aspect appropriate to the desecration's nature forms (p. XX). If the Infernal has Cult 4+ and leads at least ten thousand followers, it's a greater demesne.

As long as the demesne remains, any desecrated land within (Essence x 10) miles can't be cleansed by any means other than killing the Infernal. This only applies to the desecration surrounding the demesne and others that are contiguous with it.

The demesne also empowers certain Infernal Charms within these desecrated lands:

Hell-Walker Technique: While in Hell, the Infernal can use this Charm to travel to the desecrated land, bursting out of the sand gasping for air.

Locust Manna Plague: The Infernal doubles her total successes on this Charm's roll.

Mad Prophet Sojourn: The Infernal doubles 9s on the roll. She adds (Cult) automatic successes on all rolls, not just those involving her cult — though it's a non-Charms bonus for such questions.

Spawning Pit Sanctification: Spawning pits remain open indefinitely.

If the Infernal leads her worshippers in capping the demesne with a manse (**Exalted**, p. 243), she can use Survival in place of Craft (Geomancy), doesn't need to spend any craft points, and divides the time needed to complete it by (Cult/2, rounded up).

Reset: Once per story.

World-Grinding Sandstorm Devastation

Cost: 15m, 5i, 2wp; **Mins:** Survival 5, Essence 5

Type: Simple

Keywords: Perilous

Duration: Special

Prerequisite Charms: Holy Land Infliction, Sandstrike Blast (Endless Deserts Embrace)

The Infernal scourges unrighteous lands with devastation, laying low kingdoms that refuse to praise her name.

The Infernal creates a flesh-scouring sandstorm, extending out to medium range from her. It's an environmental hazard with difficulty 6, Damage (Essence + 1)L. Blinding sand inflicts a -1 penalty on vision-based rolls. The hazard doesn't affect the Infernal or characters with Ties of reverence to her. It expands outward by one range band at the start of each of the Infernal's turns, up to an initial maximum of (Essence + 5) bands, extending into extreme range.

If the Infernal sustains this Charm for an hour, the sandstorm becomes a calamity, extending out to one mile. She may have it take on the semblance of her iconic anima banner whenever she pleases. It's no longer tied to her location — it moves as she wills, at a speed of (higher of Essence or 3) miles per hour. In combat, she can use her movement action to reflexively move it two range bands. The Storyteller determines how much damage it deals to mundane scenery and trivial opponents, up to uncountable damage. The Infernal can maintain this sandstorm for up to (Essence) hours. All characters within the sandstorm are instinctively aware they can escape it by forming a Tie of reverence to its creator.

This Charm ends if the Infernal is crashed or incapacitated, allowing foes to prevent the sandstorm from growing into a calamity. Noticing something unusual about the forming sandstorm requires a difficulty 5 (Perception + [Awareness, Occult, or Survival]) roll from a mile off, or difficulty 3 if they're nearby.

Reset: Once per story. No reset is required if this Charm is disrupted before the calamity forms.

Thrown

Effortless Precision of Retribution

Cost: 1m; **Mins:** Thrown 1, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: None

The Infernal strikes down those who would chase or chain her, leaving them to contemplate the price of their folly.

The Infernal adds a non-Charms die on an attack roll made from short range, or a non-Charms success on an attack from medium range or further. If she attacks an enemy who successfully rushed her on her last turn, she counts as being one range band further away to determine this Charm's bonus. She gains the same benefit against enemies who are actively restraining her, or who are blocking the only exit from a confined space.

Sweet Agony Savored

Cost: 3m; **Mins:** Thrown 3, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Effortless Precision of Retribution

The banquets of gods are as dust in the Infernal's mouth compared to her victim's succulent agony.

If the Infernal deals 3+ **decisive** damage to an enemy, his wound penalty is increased by one for the rest of the scene. This penalty stacks, but can't raise an enemy's wound penalty by more than (higher of Infernal's Essence or 3).

Once per day, the Infernal may gain one Willpower when she raises an enemy's wound penalty to -4 or higher with this Charm.

Life-Blighting Emptiness Attack

Cost: 4m; **Mins:** Thrown 5, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Sweet Agony Savored

The Infernal's spiteful cruelty cuts all that gives life meaning.

When the Infernal makes a **decisive** attack against an enemy with lower Initiative, she adds (Essence) dice of damage and doubles 10s on the damage roll. Her target loses motes equal to the levels of damage he suffers, to a maximum of (Infernal's Essence + damage roll 10s) motes. Black, tarry Essence oozes from his eyes or mouth as his Essence bleeds away.

Keys

Ever-Hungry Shadow Affliction (Essence 2): The Infernal gains the motes lost by her target. She can't gain more than (Manipulation) motes this way in a single round, or (Manipulation x2) at Essence 3.

Spite-Fed Wounding Nimbus (Essence 3) (+1wp): When the Infernal attacks a crashed enemy, she can pay a one-Willpower surcharge to convert the added damage dice into automatic successes. Each of these automatic successes counts as a 10 for determining the maximum number of motes her target can lose.

Kill Feint Cleverness

Cost: 3i; **Mins:** Thrown 4, Essence 1

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Effortless Precision of Retribution

The Infernal toys with her victims, letting them hope that they might be fortunate enough to survive.

The Infernal can use this Charm after missing with an attack, regaining any motes spent on Excellencies for the attack roll. Attacks with multiple targets must miss all of them to trigger this Charm.

With Essence 2, if the Infernal misses by two or fewer successes on a **decisive** attack, she doesn't lose Initiative for missing.

Reset: Once per scene unless reset by succeeding on a **decisive** attack roll against a nontrivial enemy with 5+ extra successes.

Keys

Second Chances Savored (Thrown 5, Essence 3): The Infernal waives this Charm's cost and only needs 3+ extra successes to reset it. This doesn't apply to other keys' costs.

Striking at Nothingness (Thrown 5, Essence 4, Second Chances Savored) (+2i, 1wp): The Infernal can play a two-Initiative, one-Willpower surcharge to refund the cost of all other Charms or magic used to enhance the attack.

Horizon-Damning Dart

Cost: 1m; **Mins:** Thrown 3, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

There is no limit to the Infernal's fury, nowhere that is beyond her reach.

The Infernal extends an attack's range to long range.

With Thrown 5, Essence 3, she instead extends its range by an additional band, into extreme range.

Shifting Sand Erosion

Cost: 3m (+2m); **Mins:** Thrown 4, Essence 1

Type: Simple

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Horizon-Damning Dart

The Infernal's weapon dissolves into silver sand as it strikes an obstruction, only to reform on the side.

The Infernal makes a **withering** or **decisive** attack that ignores cover, dissolving into silver sand and reforming on the other side. She can pay a two-mote surcharge to attack through full cover, but her 1s and 2s on the attack roll subtract successes.

Keys

Least Flaw Exploited (Thrown 5): The surcharge to attack through full cover is waived on unexpected attacks, attacks that benefit from aiming, and attacks against crashed enemies.

Eye of the Sandstorm (Thrown 5, Essence 3): When the Infernal pays the surcharge to attack through full cover, she briefly sees any enemies behind that cover before she attacks, as if solid stone walls were shifting sand. 2s don't subtract successes from her roll.

Mountains-to-Dunes Persistence (Thrown 5, Essence 3) (2i): Once per scene, the Infernal can pay an additional two Initiative when she pays the surcharge to attack through full cover, letting her weapon pass through weapons and armor. The attack is unblockable and halves its target's soak and Hardness, rounded down, except for any granted by magic. She can reset this key by landing a **decisive** attack that resets her Initiative and then crashing an enemy.

Agony of Unwise Adversity

Cost: 5m; **Mins:** Thrown 4, Essence 2

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Sweet Agony Savored

The Infernal brings unimaginable horror to those foolish enough to oppose her.

When an enemy within short range makes an attack against the Infernal, she makes a **decisive** counterattack against them. The attack receives Sweet Agony Savored's benefits for free.

If the Infernal lacks a weapon, she may attack by extruding serpentine emanations of shadow from her anima.

Keys

Lashing Shadow Rebuke (Thrown 5): The Infernal can use this Charm against attacks made from within long range. Against enemies within short range, she adds her weapon's Accuracy on the attack roll, but treats this as dice from Charms. She doesn't add any dice if she lacks a weapon.

Pursuit of Torment (Thrown 5) (+1wp): The Infernal can pay a one-Willpower surcharge to use this Charm when she succeeds on a roll opposing an enemy's rush action or his grapple control roll, reflexively attacking him as above.

Excoriating Vengeance Arc (Thrown 5, Essence 3): Once per the scene, the Infernal can pay a one-Willpower surcharge to clash an attack instead of making a counterattack. If this increases an enemy's wound penalty to -5 or higher or incapacitates him, the Willpower surcharge is refunded.

Firefly Arrowhead Grip

Cost: 3m; **Mins:** Thrown 4, Essence 2

Type: Reflexive

Keywords: Clash, Decisive-only

Duration: Instant

Prerequisite Charms: Effortless Precision of Retribution

The Infernal catches a projectile in mid-flight as if plucking an insect from the air.

The Infernal clashes a ranged attack by catching its projectile in a free hand, rolling a special (Dexterity + Thrown) **decisive** attack. If successful, she catches the incoming projectile and may reflexively ready it, but doesn't roll damage or reset her Initiative.

Keys

Thousand Dagger Wind (Thrown 5): The Infernal no longer needs a free hand to clash, catching projectiles in eddies of wind that swirl around her. She may reflexively ready these weapons. They spin around her until the scene ends, although an enemy can strike one from the air with a disarm gambit. The Infernal can use Firefly Arrowhead Grip as a Simple Charm to make a **decisive** attack by launching all suspended projectiles, adding two dice of damage per projectile. She adds +1 to her base Initiative upon resetting for each projectile, maximum (Essence). The attack has the highest range among any of suspended Thrown weapons, or short range if none of the projectiles are thrown. I

Wind Returns Gifts (Thrown 5, Essence 3) (+1wp): For a one-Willpower surcharge, the Infernal flings the projectile back at her attacker if she wins the clash, making a **decisive** roll normally. She can choose to apply the benefits of any Charms or other effects used to enhance the attack she clashed, but doing so

denies her the benefits of any of her own magic.

Hollowing Echo Venom

Cost: 6m; **Mins:** Thrown 4, Essence 2

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Sweet Agony Savored

Those who survive the Infernal's cruelty feebly limp away, unable to forget the venomous agony that scars their memories.

If the Infernal deals 3+ levels of damage with a **decisive** attack, her target suffers a poison with Damage 1L/round, Duration (Essence + levels of damage dealt) rounds, and a -3 penalty. Each 10 on the attack's damage roll increases the poison's damage by one, maximum (higher of Essence or 3).

Thrown Charms that gain benefits from enemies' wound penalties also benefit from the poison's penalty, using whichever of the two is highest.

Life-Denying Hate

Cost: 7m; **Mins:** Thrown 5, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Life-Blighting Emptiness Attack

Fools think that life is hope. The Infernal proves otherwise.

The Infernal makes a **decisive** attack, adding an automatic success and (target's wound penalty x2) dice on the attack roll. She adds up to (Essence + target's wound penalty) attack roll extra successes as dice of damage. If she has a negative Tie toward the target, she can use (Intimacy) in place of his wound penalty if it's higher.

If the Infernal deals 3+ levels of damage, her target becomes incapable of healing damage by any means for the rest of the scene. Even after that, they're incapable of healing levels of damage for the next (Infernal's Essence) days, or (Essence + Intimacy) days if she has a negative Tie. Spirits incapacitated while subject to this are destroyed permanently.

Wicked Void Reversal

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

Type: Permanent

Keywords: Decisive-only

Duration: Permanent

Prerequisite Charms: Life-Denying Hate

The Infernal lauds the violence of fellow sinners, applauding their might with her malice.

The Infernal can pay a five-mote surcharge to use Life-Denying Hate reflexively when an enemy is reduced to (Infernal's Essence) or fewer undamaged health levels. She can't trigger this with her own **decisive** attacks. She can also use it without needing to pay a surcharge to attack an enemy when he would heal damage. Her attack is resolved first, allowing it to potentially negate the healing.

If the Infernal knows Despair-Choked Spirit Maiming (p. XX), can pay a five-mote surcharge to use it reflexively when an enemy is falls to (higher of Infernal's Essence or 3) or fewer temporary Willpower. She can't trigger this with her own uses of Despair-Choked Spirit Maiming. She can use it without needing to pay a surcharge to attack an enemy when he would gain Willpower. As above, her attack is resolved first.

Reset: The Infernal can only use this Charm against an enemy once per round.

Thousand Falsehoods Feint

Cost: 6m, 1wp; **Mins:** Thrown 5, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Kill Feint Cleverness

The Infernal throws only a single weapon, but sends countless reflections flying through the air.

To use this Charm, the Infernal must have Initiative 12+. She makes a **decisive** attack against up to (Dexterity) enemies, making a single attack roll against them all. However, only one attack is real — the rest are illusory copies. After the attack roll, the Infernal chooses which one was real.

Enemies hit by an illusory weapon are still thrown off balance, suffering (Infernal's Essence) dice of unsoakable **withering** damage. The Infernal gains Initiative from this before making the **decisive** damage roll for the true attack.

Illusory Antagonism Sleight

Cost: 6m; **Mins:** Thrown 5, Essence 2

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Firefly Arrowhead Grip, Thousand Falsehoods Feint

Some dare to hope they've struck down the Infernal, only to discover their triumph is an illusion.

The Infernal perfectly defends against a ranged attack, revealing that the projectile is only an illusion, a figment of her attacker's imagination. If the attack hits her, she suffers (attacker's Essence) unsoakable **withering** damage, but suffers no other harm. She may seem to be struck and wounded, but this is likewise revealed as illusion.

Reset: Once per scene unless reset by using Firefly Arrowhead Grip to successfully clash a **decisive** attack made by an enemy with 20+ Initiative.

Cornered Titan Desperation

Cost: 3m, 1wp; **Mins:** Thrown 5, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Life-Blighting Emptiness Attack

There is no cowardice In the face of necessity.

The Infernal adds one non-Charm die on a **decisive** attack roll for each condition that applies. If she meets at least two conditions, she adds her attack roll extra successes as dice of damage.

- The attack is unexpected.
- Her target is at close range.
- Her target is crashed.
- Her target is actively restraining her or blocking the only exit from a confined space.

Despair-Choked Spirit Maiming

Cost: 5m, 1wp; **Mins:** Thrown 5, Essence 3

Type: Simple

Keywords: Decisive-only, Psyche

Duration: Instant

Prerequisite Charms: Life-Denying Hate

From the breath of Essence to the will that holds the psyche together, no hope escapes the Infernal's touch.

The Infernal makes a **decisive** attack, adding (10 – target's current temporary Willpower) bonus dice on the attack roll. If she deals 3+ levels of damage, her target loses one Willpower, plus an additional Willpower for each 10 on the damage roll, maximum (higher of Infernal's Essence or 3). The target can't recover points of temporary Willpower from any source until he's received a full night's sleep.

If this leaves an enemy with (Infernal's Essence) Willpower or less, he weakens an Intimacy of his choice based on something like hope, happiness, or belief in the goodness of people or the world by one step unless he pays one Willpower to resist. If he doesn't have any, he forms a Minor Principle based on

overwhelming despair, with the specifics chosen by his player. He can't voluntarily strengthen a weakened Intimacy or weaken an imposed Principle until he reaches full Willpower.

Keys

Death of All Happiness: The victim must also weaken an Intimacy by one step for each point of Willpower he loses, as above. The Infernal can now choose to target specific Intimacies she's aware of, though not Defining Intimacies. If an enemy is incapacitated or reduced to zero, all such Intimacies are fully erased except for Defining Intimacies, which are reduced to Minor.

Exiled by Wicked Hate

Cost: 5m, 1wp; **Mins:** Thrown 5, Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Varies

Prerequisite Charms: Despair-Choked Spirit Maiming

The Infernal is not so merciful as to grant her enemies the sweet release of death.

The Infernal makes a gambit to banish an enemy into a darkness beyond existence. The gambit's difficulty is (target's Essence + 2). If she succeeds, her target vanishes for (higher of Infernal's Essence or 3) rounds, plus an additional round for each extra success on the gambit's Initiative roll. Once this Charm's duration ends, the target reappears wherever he last was. He gains a Minor Principle representing a fear of the dark unless he pays one Willpower.

While banished, the target loses (Infernal's Essence/2, rounded up) Initiative and motes at the start of each of his turns. He can use his turn to make a difficulty 6 (Wits + [Integrity, Occult, or Survival]) roll, reappearing immediately if he succeeds, though he still gains a fear of the dark. This action can't be flurried. Banished characters can take other actions, though there's nothing to interact within in the void.

Mortals and First Circle demons who are crashed while banished never return. From time to time, the Infernal dreams of their agony.

Reset: Once per scene unless reset when an enemy reappears after this Charm's full duration has elapsed.

Keys

Endless Pain Oubliette (Essence 5): The Infernal can pay a five-mote surcharge to use this Charm against an enemy reflexively when she crashes him, empties his mote pool with Life-Blighting Emptiness Attack, or leaves him with no temporary Willpower using Despair-Choked Spirit Maiming.

Scorpion-Tailed Mirage

Cost: 5m, 1wp; **Mins:** Thrown 5, Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Shifting Sand Erosion

The Infernal stands adjacent to space itself as she lines up her throw, existing in many points to cut down all opposition with a single strike.

The Infernal makes a single **decisive** attack against up to (Essence + 1) enemies. She divides her Initiative evenly among each hit enemy to determine the damage rolled against them. Battle groups and trivial characters aren't included in dividing up her Initiative, but still suffer the same damage as other foes.

The Infernal flickers through multiple positions as she attacks, letting her treat herself as striking from whichever point is most advantageous to her for each individual enemy. This includes attacking from the opposite side of a barrier, allowing her to bypass even full cover. However, this doesn't let her attack enemies beyond her weapon's range. She reappears in her original location after completing the attack.

If the Infernal uses this Charm while concealed, it doesn't break her stealth as long as she doesn't make any attacks from within close range of multiple enemies.

Keys

Thousand Stings Torment: The Infernal can direct all of her attacks against a single enemy, though she must strike from a different position for each attack. She rolls separately for each attack, but doesn't roll damage until after completing all of them. Each attack adds the target's total onslaught penalty to its damage (e.g., if the Infernal's target has a -3 onslaught penalty after her last attack, she would add three damage dice to each attack that hit).

Infinite Suffering Onslaught (Thousand Stings Torment) (+5m, 2i): When the Infernal uses Thousand Stings Torment to strike a single foe, she can pay a five-mote, two-Initiative surcharge to make **withering** attacks instead of **decisive** attacks. She rolls damage separately for each attack that hits, but only after completing all attacks. The sequence ends prematurely if the Infernal misses an attack or crashes her target. Emptying a battle group's Magnitude track ends it as well.

Specks Before Infinity

Cost: 5m, 4i, 1wp; **Mins:** Thrown 5, Essence 4

Type: Simple

Keywords: Mute, Perilous, Uniform

Duration: One scene

Prerequisite Charms: Scorpion-Tailed Mirage (Thousand Stings Torment)

Space ceases to matter amid the Endless Desert's sands. So too does the Infernal strike without thought for the space between.

When the Infernal makes an attack, she may treat it as if she were attacking from a point at close range. This affects things like a **withering** attack's Accuracy bonus, whether she needs to aim, the applicability of cover, and her weapon's range — potentially letting her attack at extreme range.

If the Infernal displaces an attack while concealed, it doesn't break her concealment if she rolls 3+ extra successes on the attack roll.

Keys

False Oasis Harrowing: Instead of this Charm's usual effect, the Infernal can twist space at up to (higher of Essence or 3) points within short range. She can make attacks as if she were at any of those points, as above, regardless of where she is. With Essence 5, this key's range increases to medium.

Twisting Sandstorm Withdrawal (Essence 5, False Oasis Harrowing) (5m, 1wp): While using False Oasis Harrowing, the Infernal can reflexively pay five motes and one Willpower on her turn to vanish and reappear at one of the chosen points within long range, without crossing the space between. The Willpower cost is waived if the point is within short range. She reappears in a cloud of silver sand, letting her reflexively roll Stealth to establish concealment. This uses her movement action.

Cutting Down the Sky

Cost: 10m, 1wp; **Mins:** Thrown 5, Essence 5

Type: Simple

Keywords: Aggravated

Duration: One scene

Prerequisite Charms: Specks Before Infinity

The Infernal casts her weapons skyward, slashing open rifts that overflow with the Endless Desert's sands.

The Infernal causes silvery sands to pour down in an area extending out to medium range. This inflicts a –1 penalty on vision-based rolls and is an environmental hazard with difficulty (higher of Infernal's Essence or 3) and Damage 1L/round. This increases to 2A/round against gods. The Infernal and any allied demons or Infernals aren't affected by this.

The Infernal doesn't need to aim to attack enemies at medium range or further if they're within the sand. When she attacks an enemy in the sands whose Initiative is lower than hers, it becomes a surprise attack and she converts dice from aiming to automatic successes. She gains these benefits against gods regardless of Initiative.

If the Infernal uses Scorpion-Tailed Mirage within the sands, she only needs to pay the cost of non-Excellency Charms once to enhance all attacks as long as she only attacks enemies within the sands.

Shadow-Eating Cruelty Banquet

Cost: 10m, 4i, 1wp; **Mins:** Thrown 5, Essence 5

Type: Simple

Keywords: Blasphemy, Perilous, Withering-only

Duration: Instant

Prerequisite Charms: Exiled by Wicked Hate

The Infernal's shadow warps and distorts into a monstrous outline, drawing in and devouring all lesser shades.

To use this Charm, the Infernal must have 15+ Initiative. She makes an unblockable and undodgeable

withering attack against the Resolve of all enemies within her weapon's range. Targets use their Willpower instead of their soak for reducing the attack's raw damage. The Infernal gains all Initiative from the highest damage roll, and up to (enemy's Essence, maximum 5) from other damage rolls.

The Infernal's shadow devours those of all enemies who take more than (their Essence) **withering** damage from this or are crashed. They lose motes equal to the amount of Initiative lost, maximum (their Essence), which the Infernal gains. Shadows devoured with this Charm are lost permanently, though this can be undone as if it were a sorcerous curse.

Blasphemy: If the Infernal's Devil-Body has the Area Attack feature, she doesn't need 15+ Initiative to use this Charm.

Reset: Once per scene unless reset by Despair-Choked Spirit Maiming to weaken one of a nontrivial enemy's Intimacies.

War

Foremost Vengeance Stratagem

Cost: 3m; **Mins:** War 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Infernal has already won. All that remains is to play out her stratagem to its inevitable conclusion.

The Infernal rerolls 6s until they cease to appear on a Strategic Maneuver roll. She rerolls 5s if at least one of the following is true:

- She has a negative Tie toward the enemy general, his forces, or the leader or cause he fights for.
- The enemy general or the majority of his forces have a Tie of fear toward the Infernal.
- She leads at least one battle group of demons.
- Her opposition includes gods.

Keys

Masterful Conquest Artistry (+3m): For a three-mote surcharge, the Infernal adds a non-Charm die on the roll for each condition that she satisfies.

All-Conquering Hellbringer (War 3, Essence 2, Masterful Conquest Artistry): The dice added by Masterful Conquest Artistry are converted to non-Charm successes.

Eightfold Masterful General Insight (War 4, All-Conquering Hellbringer): Each condition the Infernal meets lets her pick an additional stratagem that she might potentially enact. She may allocate her extra successes among these stratagems however she wishes, and can use multiple stratagems if she rolls enough successes.

Infernal Warlord Authority

Cost: 3m; **Mins:** War 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

None dare disobey the Infernal warlord's commands.

The Infernal adds (higher of Essence or 3) dice on a command action and rerolls 6s until they cease to appear. If she rerolls at least three 6s, she gains two Initiative.

Keys

Green Sun General (War 3) (+2m): The Infernal can pay a two-mote surcharge to reroll 5s. They don't count toward triggering the Initiative bonus.

Universe-Conquering Tyrant Command (War 5, Essence 3, Green Sun General) (+1m, 3i): The Infernal can pay a one-mote, three-Initiative surcharge to add an additional non-Charm success for each die that's rerolled into a success. If she rerolls at least three 6s, she adds an additional non-Charm success.

An Example to Cowards

Cost: 3m; **Mins:** War 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Infernal Warlord Authority

The Infernal has no use soldiers who cannot heed her orders, except as an example to others.

The Infernal reflexively makes a rally roll. If she succeeds, the rallied battle group gains a Tie of terrified awe to her, or strengthens an existing Tie by one.

If the Infernal stunts her roll with a description of cutting down soldiers who break rank or an equally violent display, she succeeds automatically. However, the battle group suffers a point of Magnitude damage upon reforming.

Universal Command Application

Cost: 3m; **Mins:** War 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Infernal Warlord Authority

The Infernal need not speak to send her troops marching to her doom; her will is implicit in the fabric of reality.

The Infernal makes a command action telepathically, targeting an allied battle group within long range. She ignores environmental and distance-based penalties on the roll. She can flurry it without any penalties, but can't flurry order actions with attacks.

If the Infernal orders a battle group to attack enemy fae or rallies a battle group after it's routed by fae or Wyld phenomena, she doubles 9s.

Keys

All Are One (War 5, Essence 2) (+5m): The Infernal can pay a five-mote surcharge to extend this Charm's duration to one scene. At the end of the scene, members of targeted battle groups weaken their strongest Intimacy based on individuality by one step.

Hollow Mind Possession (Essence 3; All Are One) (1wp): While using All Are One, the Infernal can pay one Willpower to enhance an order action. In addition to its usual effects, the targeted battle group adds attack roll extra successes equal to the Infernal's total successes as dice of damage, to a minimum of (Infernal's Essence) extra damage dice. Against fae enemies, it converts up to (Infernal's Essence) added dice to automatic successes.

Callous Slaughter Sacrifice

Cost: 2m; **Mins:** War 4, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Infernal Warlord Authority

The Infernal's soldiers are just another currency to her, spent without a second thought.

When the Infernal is attacked, she allows a willing ally within close range to protect her against that attack, as with a defend other action. Allied battle groups can protect her from short range, and add (Infernal's Essence/2, rounded up) to their Parry.

Keys

Aegis of Utter Servitude (+2m): The Infernal may pay a three-mote surcharge to have her guardian's defend other last for the rest of the scene. This ends if she moves further than close range from him.

Sacrificial Fodder Defense (War 5, Essence 2) (+1m, 1wp): For a one-mote, one-Willpower surcharge, if a **decisive** attack beats the guarding character's Parry, the attacker must direct his attack against that character, rather than the Infernal. If the Infernal uses Aegis of Utter Servitude, she must pay this surcharge separately for each attack against her. (The mote surcharge isn't committed).

City-Flesh Teratoma

Cost: 4m; **Mins:** War 3, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Infernal Warlord Authority

The ground turns to basalt as the Infernal slams her foot down, creeping across streets, walls, and trenches, while foliage and metal turn to tarnished brass.

This Charm can only be used in an area developed for habitation or use, such as a village, city, or a battlefield where the Infernal benefits from a Fortifications stratagem. The creeping basalt transforms terrain out to medium range. It covers over difficult terrain and hazardous surfaces, smothers flames, and can potentially suppress or remove similar hazards. If she benefits from Fortifications, they still count as difficult terrain for enemies, and subtract successes instead of dice for enemy battle groups.

The Infernal's senses extend throughout the transformed area. As long as something doesn't require a roll to perceive, she can observe it as if she were anywhere and everywhere within the area. She can likewise project her voice as if she were at one or more points within the area, potentially negating environmental and distance-based penalties on command actions, influence rolls, and the like.

This transformation fades when this Charm ends, though it may leave cosmetic alterations or damage at the Storyteller's discretion.

Special activation rules: The Infernal can flurry this Charm with a command action.

Keys

Hostile Architecture Imposition (War 5): While within the transformed area, the Infernal can take a miscellaneous action to warp or manipulate its architecture to impede an enemy within it: buckling paved streets, slamming doors, bending walls around them. This can be flurried with a command action. By default, this inflicts a -3 penalty on the next physical roll that character makes, but creative stunts may have other effects, like locking an enemy inside a room, weakening or removing cover, causing a battle group to move the wrong way in response to an order action.

Panopticon Realm Infiltration (War 5, Essence 3) (+1wp): For a one-Willpower surcharge, this Charm's range extends to long. The Infernal can make Perception rolls through it, letting her ignore penalties that don't apply to her remote vantage.

Shadow Legion Conscription

Cost: 4m, 2i; **Mins:** War 3, Essence 2

Type: Supplemental

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Infernal Warlord Authority

The Infernal marshals her soldiers' shadows, raising them up to fill in the ranks.

The Infernal doubles 8s on a rally for numbers action. If she has any remaining successes after filling the battle group's Magnitude, it gains an additional dot of Size. At the end of the scene, the shadows return to their owners, removing the extra Size.

Keys

Stolen Legion Stratagem (War 4) (+1wp): The Infernal can pay a one-Willpower surcharge to use this Charm reflexively when an enemy makes a rally for numbers action. She steals shadows from routed foes, causing the general's 1s to subtract successes from his roll. However, the Infernal can't restore more than (her Essence + enemy's 1s) Magnitude this way.

Fury Brought Forth

Cost: 10m, 1wp; **Mins:** War 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: An Example to Cowards

The Infernal's harsh drills ignite flames of rage in even the meekest of hearts.

The Infernal spends a week exercising her command over a battle group: leading its members in training drills, giving a rousing speech or fiery sermon, threatening them with the consequences of failure, or the like. The battle group permanently gains the following:

- It uses the traits of battle-ready troops (**Exalted**, p. 496) where they're better than its own.
- It gains average Drill.
- Its members gain a Minor Principle of "My rage gives me strength," or a similar Principle based on anger. This Intimacy can't be fully eroded for as long as they're actively under the Infernal's command.
- It adds one die on rout checks (**Exalted**, p. 209).
- However, rally for numbers actions targeting the battle group suffer a -1 penalty. Few in the furious regiment break ranks before dying, leaving little in the way of survivors to rally back.

The Infernal can spend a month training a battle group with average Drill to grant it the traits of elite troops (**Exalted**, p. 497) and elite Drill, along with this Charm's other effects.

With Essence 3, the Infernal can spend a month training a battle group with elite Drill and pay three experience points to grant one of the following benefits. Any experience points spent on these benefits are refunded if the enhanced battle group is slain.

Devil-Legion Transformation: If the battle group is made up entirely of demons or Demon-Blooded, it gains +1 Might. This doesn't stack with the Might bonus from Foe-Annihilating Hatred.

Foe-Annihilating Hatred: The battle group gains +1 Might while facing opposition that it has a Tie of anger or hatred for, or a similar negative Tie. If it has Might 0, the bonus increases to +2. This doesn't

stack with the Might bonus from Devil-Legion Transformation.

Rage Beyond Fear: The battle group gains perfect morale (**Exalted**, p. 210). The Resolve bonus from any anger-based Intimacies they have is increased by one — but so is the Resolve penalty.

Demon-Legion Emulation

Cost: 5m per battle group; **Mins:** War 5, Essence 2

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Fury Brought Forth

The Infernal draws on the rage and cunning of a thousand wars fought among demonkind, making monsters out of mortal rabble.

Upon learning this Charm, the Infernal gains two of its keys, each providing a demonic battle tactic. Using this Charm lets her grant one of these tactic's benefits to any number of allied battle group within long range. Her troops are also inured to the horrors of Hell, gain +1 Resolve against fear-based influence used by demons and ignoring the increased rout difficulty from supernatural area-of-effect attacks used by demons.

Keys

Blood Ape Frenzy: The battle group is overcome with bloodlust, growing bestial fangs and claws. It doubles 9s on damage roll against enemies with a wound penalty and battle groups that have lost at least one dot of Size this scene.

Cloud Arsenal Foresight: The battle group acts with the eerie, glassy-eyed foresight of the tomescu, adding an automatic success on Awareness rolls and rerolling 1s until they cease to appear. The Infernal gains the same benefit on order actions targeting it.

Living Armor Cataphracts: The soldiers' flesh stretches, squirms, and hardens, granting it +3 soak and Hardness (higher of Infernal's Essence or 3). Any mobility penalties it suffers from armor are reduced by one.

Mist-Demon Shroud: The soldiers' breath steams, forming a thick mist that engulfs them. Attacks against it suffer a -1 penalty, or -2 penalty for attacks from short range or further. Awareness rolls against it suffer a -2 penalty, and accurate assessments of its numbers, equipment, or the identities of troops is impossible without superhuman or magically enhanced senses.

Pride of Jade Lions: The Scripture of the Teodozjia fills soldiers' minds, linking them together as one. They count as having elite Drill, and their eerily silent coordination adds +1 to the difficulty of rout checks triggered by their attacks. If they already have elite Drill, they increase its bonuses to +3.

Discipline Through Decimation

Cost: 4m, 1wp; **Mins:** War 5, Essence 2

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Fury Brought Forth

Those who serve the Infernal would rather die in battle than facing a traitor's due..

The Infernal spends a scene subjecting a battle group to harsh training, gruesome discipline, or ferocious upbraiding. They gain a Minor Tie of terrified awe to the Infernal. It opposes any other fear-based influence and any influence that would make them surrender, spare their foes, or otherwise cease hostilities.

As long as a battle group's members all have this Tie, it gains the following benefits:

- It counts as having the Tie at an intensity one step higher than the most common intensity among its members.
- If the Infernal orders it to attack, it adds (Intimacy) raw damage.
- It's immune to the Demoralize stratagem.
- It adds (Intimacy) dice on rout checks. The Infernal adds that many dice on rally and rally for numbers actions.
- Each time it loses Size, it gains +1 Magnitude as wounded and fleeing soldiers are dragged back by their comrades.

If the Infernal uses this Charm after a battle in which an allied battle group dissolved after suffering rout or faced similar losses, she waives its Willpower cost.

The Infernal can stack this Charm to affect up to (Essence) battle groups.

Rank-Paralyzing Horror Infliction

Cost: 5m; **Mins:** War 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Infernal Warlord Authority

The Infernal roars her fury, breaking the ranks of even the most disciplined troops as they flee the monster.

The Infernal may use ([Appearance or Charisma] + War) to roll Join Battle and adds (higher of Essence or 3) dice. If she wins Join Battle, she enacts a Demoralized stratagem (**Exalted**, p. 212). If she's already fighting under a Demoralized stratagem, she adds a free full Excellency on the Join Battle roll, and both stratagems' penalties stack.

Keys

Fear of Foretold Fury (War 5, Essence 3) (+1wp): For a one-Willpower surcharge, the Infernal always adds a free full Excellency. She doesn't need to win Join Battle to enact the stratagem, as long as she rolls

5+ successes. If she's fighting under an enemy general's stratagem, the stratagem's threshold is added to this difficulty.

Panicked Soldier Stampede (Essence 4, Fear of Foretold Fury): The Infernal can use this Charm reflexively when an allied battle group rolls 3+ successes on an attack against a crashed enemy or an enemy battle group. The attack doesn't deal any damage, but the Infernal enacts a Demoralized stratagem. This can stack with others, up to a maximum penalty of (higher of Essence or 3).

Befoul the Traitor Sun

Cost: 15m, 1wp; **Mins:** War 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Demon-Legion Emulation, Foremost Vengeance Stratagem

The Infernal's wrath tears apart the skein of Creation, bidding the mad green sun bear witness to her victory.

The Infernal makes Strategic Maneuver roll to enact a unique stratagem at difficulty 3. If she succeeds, the green sun dawns over the battlefield as combat begins, replacing the light of lesser suns or moons, while omen-weather spells eerie prophecies in the sky. This has the following effects:

- Enemies who roll fewer Join Battle successes than the Infernal are blinded until the end of their next turn.
- Enemies battle groups are exposed to green sun wasting (p. XX) upon Joining Battle and again each time they lose a dot of Size.
- When the Infernal orders a battle group to make an attack against a crashed enemy, that foe is exposed to green sun wasting if he suffers 3+ **decisive** damage from the attack.
- Enemy battle groups infected with green sun wasting lose the benefits of Might and suffer a -2 penalty on all rolls.
- The battle is obscured from divination and prophecy as if all combatants were enemies of fate.

Brass-and-Iron Marching Camp

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

Type: Simple

Keywords: None

Duration: Until next sunrise

Prerequisite Charms: City-Flesh Teratoma

The Green Sun Prince commands the very flesh of Malfeas to come forth into the world, raising up ramparts of brass and basalt.

The Infernal rolls to enact a Fortifications stratagem in mid-combat, raising battlements of the Demon City's architecture. Their difficult terrain applies only to enemy battle groups, not individuals, unless the Infernal wins Join Battle and uses this Charm on her first turn. If she's already fighting under a Fortifications stratagem, she instead grants allied battle groups the benefits of heavy cover for the scene.

Outside of combat, the Infernal can create a fortified camp that can accommodate up to a Size (higher of Essence or 3) battle group. It has little in the way of amenities, but solid defenses: if an enemy attempts to attack her forces while they're encamped, they automatically receive the benefits of a Fortifications stratagem. Enemies infiltrating the camp suffer an (Infernal's Essence) penalty on Stealth rolls.

The battlements crack and crumble the next time the sun dawns or the tomescu cry out in Malfeas, unless the Infernal renews this Charm, waiving its Willpower cost. She need not be present to do so.

The fort normally dissolves within an hour of Creation's sunrise or the next Tomescu cry, but the Infernal may activate this Charm again to reset the duration, waiving the Willpower cost.

Reset: Once per scene.

Keys

Brazen Fortress Conjunction (+5i): For a five-Initiative surcharge, the difficult terrain from Fortifications applies to all enemies. If the Infernal wins Join Battle and uses this Charm on her first turn, she succeeds automatically on the roll. Outside of combat, she can create a fortress capable of holding up to (Essence/2, rounded up) Size 5 battle groups over the course of ten minutes. Its gates, walls, and other defenses are nigh-impervious, adding (Essence) to the minimum Strength required and their difficulty. The penalty on Stealth rolls subtracts successes instead of dice.

From My Dread Keep (Essence 5, Brazen Fortress Conjunction) (+2wp): Once per story, the Infernal pay an additional two-Willpower surcharge when she uses Brazen Fortress Conjunction outside of combat to create a greater fortress-manse. It's capable of holding up to (Essence) Size 5 battle groups, and increases the minimum Strength and difficulty of feats of strength by (Essence x 2). The fortress counts as a greater Infernal manse, and the Infernal recovers an additional point of Willpower when she rests within it. However, it produces no hearthstone: instead, the Infernal gains the benefits of a hearthstone suited to her fortress for as long as it stands, chosen when she first uses this Charm. She gains an additional. Characters within the fortress count as having a Minor Tie of terrified awe to her, or treat existing fear-based Ties as one step higher.

Burn This Broken World

Cost: 15m, 1wp; **Mins:** War 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Foremost Vengeance Stratagem (Masterful Conquest Artistry), Rank-Paralyzing Horror Infliction (Fear of Foretold Fury)

Creation's fields are sown with pain, rage, and grief, the seeds of a world burn in injustice. Let it all burn away.

The Infernal makes Strategic Maneuver roll to enact a unique stratagem at difficulty 4. If successful, her army visits gratuitous destruction upon the land as they march toward battle: setting fires, salting fields, fouling rivers, slaughtering wildlife, and filling the air with the scent of gore. This has the following effects:

- Enemy battle groups treat the entire battlefield as an environmental hazard with difficulty 4, Damage 2L/round. They suffer a single interval of this hazard immediately upon Joining Battle, representing losses and logistical disruptions suffered on the march.
- 1s subtract successes on enemy battle group's rout checks and on rally and rally for numbers actions targeting them. 2s subtract successes as well for groups with poor Drill.
- The stratagem also inflicts the effects of a Demoralize stratagem (**Exalted**, p. 212).

Even if the Infernal fails the Strategic Maneuver roll, she still enacts a Demoralize stratagem, though the opposing commander enacts his stratagem as well.

Splintered Gale Legion

Cost: 10m, 1wp, 1ahl; **Mins:** Dodge 5 or War 5, Essence 3

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Universal Command Application (Hollow Mind Possession)
or Splintered Gale Separation

The Infernal screams out a swirling crimson mist, birthing bloody splinters of herself as Adorjan once brought forth her daughters of flesh and wind.

The Infernal makes a difficulty 1 ([Appearance, Charisma, or Wits] + [Dodge or War]) roll to create a battle group made up of her own duplicates. The battle group starts with Size 1, plus an additional dot of Size for every three extra successes. It has elite Drill, Might 1, and perfect morale.

The Infernal's wound penalty doesn't apply on command actions targeting the battle group. She can take one level of aggravated damage to target it with a rally for numbers action despite its perfect morale, replenishing its ranks from her own flesh.

Reset: Once per scene.

Prison-World Carbuncle Extrusion

Cost: 5m, 5i, 1wp; **Mins:** War 5, Essence 5

Type: Simple

Keywords: Perilous

Duration: One scene

Prerequisite Charms: Brass-and-Iron Marching Camp (From My Dread Keep), City-

Flesh Teratoma (Panopticon Realm Infiltration)

The Infernal sunders the battlefield from the world, swallowing friend and foe alike within her own personal Hell.

A ring of emerald fire encircles the battlefield, forming a barrier at long range from the Infernal. It's an environmental hazard with difficulty 4, Damage 5L/round and counts as difficult terrain. It fades away if the Infernal is crashed or incapacitated, ending this Charm prematurely.

At the start of the Infernal's next turn, everything within the ring of hellfire is cut away from that realm of existence and enfolded within a cyst-like manifestation of the Demon City, altering the battlefield's terrain and scenery to match. If she has The Spirit of the Living World, she can create a prison-realm that draws from her inner

The prison-world provides the following effects:

- The Infernal automatically enacts a Fortifications stratagem. The difficult terrain penalty applies on enemies' Stealth rolls and rolls to take cover or rise prone.
- The Infernal gains City-Flesh Teratoma's benefits for the entire battlefield.
- The Infernal and allied battle groups always count as having at least light cover, which provides sufficient coverage for them to enter concealment with Stealth rolls.

The battlefield's original location is filled with silver sand until it returns at the end of this Charm's duration. Characters can escape back into the sands by successfully withdrawing from combat (**Exalted**, p. 199). Characters outside the prison-realm can use magic like Shattered Gates of Heaven (p. XX) to enter it through the sands.

This Charm ends if the Infernal is incapacitated, returning the prison-realm.

One Mind Commands All

Cost: 10m, 1wp; **Mins:** War 5, Essence 5

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Foremost Vengeance Stratagem (Eightfold Masterful General Insight), Universal Command Application (Hollow Mind Possession)

The Infernal's forces are as one body, united by the single principle of her will. Each soldier is a mere finger of her outstretched hand; each legion a fist raised to crush all opposition.

The Infernal becomes a disembodied consciousness, merging with any number of allied battle groups within long range. This has the following effects:

- She has no body or physical existence, though her disembodied consciousness is visible to those who can see dematerialized beings. To the extent her location is relevant, she's considered to share the location of all affected battle groups.
- She acts independently of the assimilated battle groups, but can choose to use a group's Initiative

instead of her own to determine when she takes her turn in a round. She does not need to make this choice until the tick she takes her turn on.

- The Infernal's range of action is limited. She can take command actions targeting battle groups, doubling 8s and receiving Universal Command Application's benefits for free. She can use their senses to make Perception-based rolls and can make influence rolls by speaking through them. Other than that, she can't take any actions unless the Storyteller deems them compatible with her disembodied form.
- Assimilated battle groups gain perfect morale and treat any influence that would cause them to disobey her as unacceptable.
- She can't be harmed directly by attacks unless they target an area and are capable of striking dematerialized foes. The same is true for similar harmful effects, like poison or environmental hazards, but doesn't apply against influence rolls.
- When an assimilated battle group loses a dot of Size, she suffers one level of unavoidable lethal damage and must make a ([Intelligence or Wits] + War) to sustain this Charm. The difficulty is the same as the rout check faced by the damaged battle group, with +1 difficulty for each such roll she's made previously during the scene. On a failed roll, this Charm ends and she reforms within close range of the damaged battle group. She may reflexively roll (Wits + War) roll to disguise herself as a fleeing soldiers.

Special activation rules: The Infernal can use Splintered Gale Legion reflexively with this Charm, waiving its Willpower cost, to create and possess a battle group of duplicates.

Chapter Five: Martial Arts and Sorcery

Though the Infernals command many strange powers of their own, they may also pursue martial arts and sorcery in their quest for ever-greater power.

Devil-Prince Sword Style

Devil-Prince Sword style maims and terrifies before it kills, a wicked art created by ancient Lintha corsairs and refined across bloodstained centuries by their piratical kin. Wielding a serrated auzhian blade, a skilled practitioner is capable of a dozen different expressions of violence with each movement. The Lintha Sword Princes claim to be its true masters, challenging terrible foes and mastering equally perilous techniques to elevate their position within the Lintha family. Many fall in glorious death; this rarely deters other practitioners — though it may be encouragement to stack the odds in their favor before facing such potent enemies or risky maneuvers.

While the Sword Princes and their blood-soaked azuhians are the style's true heirs, many reavers across the Western ocean and along the Southern coasts practice archaic or bastardized techniques, using hatchets and cruder blades as part of their traditions. Other branches of the style are taught along the Dreaming Sea, practiced by the Fifty Virtuous Killers, the Flayed Wisdom Society, and other blademasters.

In Malfeas, Devil-Prince Sword is one of the many killing arts studied within the demon-temple Suntarankal. Supplicants outside its walls can often hear cries of pain and terror from its less successful students, lessons from which some can glean the rudiments of this style. Those seeking greater mastery must pass into Suntarankal and survive its fearful lessons, much to the demon-temple's delight.

Devil Prince Weapons: Devil-Prince Sword style uses auzhians, chopping swords, and hatchets. It may not be used unarmed.

Armor: Devil-Prince Sword style is compatible with light armor.

Complementary Abilities: This style's masters use Performance or Presence to break foe's spirits and stir terror in their hearts.

Charm Concept: Craven Intimacies

Devil-Prince Sword style exploits its victim's *craven Intimacies*. These include Ties of fear toward the stylist as well as Principles based on self-loathing, self-hatred, or humiliation.

New Weapon: Auzhian

The auzhian is a sword that curves dramatically along its blade's length, with a serrated slicing edge that gives way to impaling hook. Its hilt, pommel, and guard are set with spikes to enable vicious strikes from all angles.

Medium (Accuracy +2, Damage +9, Defense +1, Overwhelming 1)

Tags: Chopping, Disarming, Melee

Heart-Razor Strike

Cost: 3m; **Mins:** Martial Arts 2, Essence 1

Type: Supplemental

Keywords: Mastery, Uniform

Duration: Instant

Prerequisite Charms: None

The Devil-Prince cuts her foes' spirit as easily as their flesh, revealing weakness where there was once strength.

If the stylist hits with an attack, she also treats her attack roll's successes as an instill roll against her target to create or strengthen a craven Intimacy. He loses one Initiative if she beats his Resolve, which the stylist gains unless her foe spends Willpower to resist this influence.

Mastery: If the stylist rolls 3+ extra successes over her target's Resolve, the instilled Intimacy counts as one step stronger for the rest of the scene.

Finger-Stealing Feint

Cost: 3m; **Mins:** Martial Arts 3, Essence 1

Type: Supplemental

Keywords: Decisive-only, Terrestrial

Duration: Instant

Prerequisite Charms: Heart-Razor Strike

Even the Devil-Prince's distractions prove dangerous, every feint offering her foe a chance to lose a finger to a vicious twist of her blade.

The stylist adds (Essence) dice on the Initiative roll of a distract or disarm gambit. Each 10 on the Initiative roll also inflicts one level of **decisive** damage, maximum (Essence). Every rolled 10 also causes one health level of damage to the target, to a maximum of the stylist's Essence.

Terrestrial: The stylist can't inflict more than (Essence/2, rounded up) levels of damage.

Contempt-Driven Deflection

Cost: 3m; **Mins:** Martial Arts 3, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The Devil-Prince's weapon swings wide, disdain for her attackers eating into their confidence and causing fatal pauses and errors in their attacks.

The stylist gains +1 Parry against an attack. If her attacker has a craven Intimacy, the attack roll suffers a -(Intimacy) penalty.

If the stylist successfully defends, her victim suffers –1 Resolve against her instill and threaten rolls until the end of her next turn.

Devil-Prince Sword Form

Cost: 8m; **Mins:** Martial Arts 4, Essence 1

Type: Simple

Keywords: Dual, Form

Duration: One scene

Prerequisite Charms: Contempt-Driven Deflection, Finger-Stealing Feint

The Devil-Prince's intricate, beautiful, and frenetic swordplay are a thing of terror, her graceful blade an abattoir's cleaver for those caught in her reach.

The stylist gains the following benefits:

- She doubles up to (Essence) 10s on **decisive** damage rolls, or up to (Essence + Intimacy) against enemies with craven Intimacies.
- She adds an automatic success on the attack rolls of distract and disarm gambits. She also gains this bonus on **withering** attacks against foes with Major or Defining craven Intimacies.
- She doesn't suffer onslaught penalties from the attacks of foes with craven Intimacies. This doesn't prevent onslaught penalties inflicted by magic.
- She adds two non-Charms dice on influence rolls to instill craven Intimacies. If she succeeds against at least one target, she gains one Initiative.

Special activation rules: Whenever the stylist deals **decisive** damage or succeeds on a gambit against an enemy with a craven Intimacy, she may reflexively enter this Form. She can also do so when she inflicts a crippling injury against any enemy.

Promise of a Red Future

Cost: 5m; **Mins:** Martial Arts 4, Essence 2

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Devil-Prince Sword Form

The Devil-Prince's blade enters flesh easily and perfectly, carving promises of forthcoming terror into the body of her victim.

The stylist adds one die of damage on a **decisive** attack, or (Intimacy + 1) against enemies with craven Intimacies. If she deals damage, her target's wound penalty is increased by one and penalizes his soak until the end of the scene as a crippling effect.

This Charm can enhance gambits made with Finger-Stealing Feint, adding its damage bonus to the

Initiative roll and inflicting its crippling effect if it deals damage.

Wicked Torment Dream

Cost: 1m, 1wp; **Mins:** Martial Arts 5, Essence 2

Type: Reflexive

Keywords: Clash, Decisive-only, Terrestrial

Duration: Instant

Prerequisite Charms: Promise of a Red Future

The Devil-Prince's beautiful, complex swordplay makes a hateful answer to a foe foolish enough to defy her, marring flesh and winnowing spirit in return for his audacity.

The stylist clashes an attack with a difficulty 3 gambit. Success inflicts one level of damage, ignoring Hardness. If her attacker has a craven Intimacy, his attack suffers a $-(\text{Intimacy})$ penalty, and the stylist rolls an additional die of damage for each extra success on the Initiative roll, maximum (Intimacy).

This gambit counts as a distract gambit for purposes of this style's other Charms.

Terrestrial: This counts as the stylist's attack for the round.

Bloody Sky Omen Flourish

Cost: 2m, 1wp; **Mins:** Martial Arts 5, Essence 2

Type: Reflexive

Keywords: Decisive-only, Terrestrial

Duration: Instant

Prerequisite Charms: Devil-Prince Sword Form

The Devil-Prince celebrates her kill with a spray of blood and a cry of victory, letting surviving enemies know it's merely a matter of time before they fall to her artistry.

The stylist can use this Charm after dealing **decisive** damage, reflexively rolling ([Appearance or Charisma] + [Performance or Presence]) against her victim and all other enemies who witnessed her attack to instill a craven Intimacy. (Note that this can strengthen existing craven Intimacies.) Affected characters lose $(1 + 10s \text{ on the damage roll, maximum } 5)$ Initiative unless they resist this with Willpower.

If the stylist uses this Charm after an attack that incapacitates an enemy or inflicts a crippling injury, characters who already have craven Intimacies suffer one die of lethal damage, ignoring Hardness, in addition to losing Initiative as their fear and misery churns in their body.

Terrestrial: The Initiative loss can't exceed (Essence).

Agonizing Dismemberment Flourish

Cost: 7m, 1wp; **Mins:** Martial Arts 5, Essence 3

Type: Reflexive

Keywords: Decisive-only, Mastery, Terrestrial

Duration: Instant

Prerequisite Charms: Bloody Sky Omen Flourish, Wicked Torment Dream

Fear becomes fatal as the DevilPrince severs her victim's limbs just as surely as she breaks his spirit.

The stylist can use this Charm after a successful disarm or distract gambit. She rolls one die of lethal damage, ignoring Hardness, plus an additional die for each extra success on the gambit's Initiative roll. If her target has a craven Intimacy, she adds (Intimacy) additional dice.

The stylist's victim may commit in advance to accepting the highest level of crippling injury possible to prevent this damage (**Exalted**, p. 201). If he doesn't, the stylist adds three automatic successes on this damage roll, or (Intimacy + 3) successes if her target has a craven Intimacy. This doesn't count against the once-per-story limit on taking crippling injuries, and doing so renders her victim immune to this Charm for the rest of the scene.

The stylist can also use this Charm after dealing 3+ **decisive** damage with Promise of a Red Future, treating levels of damage over three on the initial damage as extra successes to determine how many additional dice she rolls.

This Charm's Willpower cost is waived against trivial characters, who have no choice but to take a crippling injury.

Mastery: The stylist gains one Willpower if this incapacitates her enemy or he takes a crippling injury. Trivial enemies don't provide this bonus.

Terrestrial: This can only be used against enemies with Major or Defining craven Intimacies. The stylist can't add more than (Essence) extra successes as dice of damage.

Sorcery

The Infernals are heirs to the sorcery of Hell itself — the greatest trove of arcane knowledge in all existence. Within its halls of secret lore and the minds of its most puissant spellcasters lie the secrets of spells long lost to Creation, and many more it has never known.

Many Infernals at least dabble in sorcery, recognizing it both as a useful tool and their birthright as Chosen of the Yozis. Those who seek the higher mysteries of the Celestial Circle, and especially the Solar Circle, find themselves both honored and feared.

Though they may be blessed by the Demon Realm, the Infernals are still Exalted, and the oaths that the Yozis swore are theirs to exploit. A powerful Infernal sorcerer can bind citizens and even the Unquestionable to their will, though doing so heedlessly would be a consequential proposition.

Demons and Sorcery

Like mortals and the Chosen, only a few demons have the potential to master sorcery. Of those who do, all can learn Terrestrial Circle sorcery. The few First Circle demons who learn it may earn patronage for their useful talents and ambition, or else be squashed down for their vainglory. Second and Third Circle demons can learn Celestial Circle sorcery, though few consider themselves

dedicated sorcerers. There may be a few of the most powerful Third Circle demons capable of using Solar Circle sorcery with some limitations, though its full power is reserved for the Yozis themselves.

Sorcerous Initiations

Infernals who wish to learn the art of sorcery will be inundated with overtures from demons eager to curry favor with them, or those whose nature compels them to share their secrets with those capable of understanding them. Canny Chosen will select their tutors wisely, for all things have their price.

Efficacious Demon Dances

The efficacious dances practiced by demons such as Stanewald, Havgrimur, and other dancers are but steps in a greater mystery, that which the Yozis once danced to the music of the spheres. Mystics and savants who study these efficacious dances can glimpse the greater pattern and find within it the gateway to knowledge. Such studies are not without difficulty and danger: few can imitate the dances performed by the flame-pillar bodies of the Gilmyne, while the dances taught by the demon Stanewald would break the body of a mortal who performed them perfectly.

Shaping Rituals

Cosmic Grandeur Composition: Once per day, the sorcerer can spend a scene studying the movements of something of cosmic, personal, or inscrutable significance, from ants on the march to the stars themselves. She makes a difficulty 3 (Perception + Occult) roll and gains (1 + extra successes) sorcerous motes. These last for the rest of the story or until she uses this ritual again. She can only spend them on spells that affect her observed target or invoke its nature, or on her control spell.

Demiurge's Ballet: Once per scene, the sorcerer gains (Essence) additional sorcerous motes if she stunts a Shape Sorcery action with a description that involves dancing. Using this ritual for her control spell doesn't count towards this limit.

Ecstatic Motion: Once per day, the sorcerer can elevate herself into a state of mystic sympathy after dancing in ecstatic whirls for at least a few minutes. She gains (Performance) sorcerous motes that last until she next sleeps or uses this ritual again. While she holds these motes, she counts as having the Major Principle "I must embrace and express joy." Acts of chaos and destruction count as expressions of joy for this Intimacy. She loses all gathered motes if she violates this Intimacy and cannot perform the ritual until she completes a serious task which affirms her commitment to it.

Other Benefits

Dance of Renewal (•): The sorcerer treats dance as restful action, never becoming fatigued from even the most strenuous performance. She may sleep while dancing, though she only retains awareness of the ground under her feet.

Mystic Celebration Mystery (••): As long as the sorcerer has made a dance-based Performance roll this scene, she may pass off Shape Sorcery actions as mere dance. Characters can see the truth with a read intentions roll, potentially using Performance instead of Socialize, but suffer a three-success penalty. The same penalty applies on any other rolls the Storyteller allows to discover the nature of her dance.

World-Shaping Steps (•••): The sorcerer's dance moves the shape of matter as easily as the hearts of thinking beings. She can spend one Willpower to manipulate and transmute mundane matter through dance, rolling ([Charisma or Appearance] + Performance) to do so. Transformations comparable to a basic craft project or a Strength 3 feat of demolition require a miscellaneous action. Changes comparable

to a major project or Strength 5 feat may take up to a scene, at the Storyteller's discretion. This does not require or grant craft points.

Hell-Fruit Crucible

In the prison-body of Malfeas, strange powers seep through the soil and secrets drip as nectar from burning metal blossoms. Both the foolish and the desperate seek transformation through these these hellish fruits, a rite that leaves them forever changed — though rarely fatally. Most who walk this path sample many of Hell's delicacies, though none are without peril. Some dare the hungry morass of Metagaos to harvest its edible thought-growths. Others plunder the long-neglected gardens of Armagand, Foe of All Mercy, to sup on her demon-songbirds feed, its many paths are guarded by jeweled orchids that blind and bewitch the unwary. Air-plants drooping with bursting pods are used as weapons in the bella caelestis, but some drift away from their course, providing a potent nectar if netted and carefully drained.

Shaping Rituals

Bewildering Feast Boon: Once per day, The sorcerer can draw power from gorging herself on hellish flora or other strange reagents that are inedible to most humans. She rolls (Stamina + Occult), gaining sorcerous motes equal to the successes. These sorcerous motes last for (Essence + Stamina) days or until she next uses this ritual. Collecting a week's worth of suitable fare takes a few hours and requires a difficulty 4 (Intelligence + Survival) roll, or a difficulty 2 roll in Malfeas.

Empowering Satiation Rites: The sorcerer can spend a scene or an hour of downtime overindulging in excessive sleep, food, or intoxicants to gain (Stamina) sorcerous motes, her hedonism overflowing into a deeper reserve of energy. They last until the end of the next scene or until she next uses this ritual.

Gluttonous Revelry: The sorcerer feeds not only on base matter, but also on the revulsion her hunger inspires in others. Once per scene, when she violates a social expectation, law, or taboo by consuming bizarre things or through strange or excessive hunger, she gains three sorcerous motes. They last until the end of the scene. If this causes at least one character to gain or strengthens a negative Tie towards her, she gains (Intimacy) additional sorcerous motes, which last until she next uses this ritual.

Other Benefits

Metabolic Catalyst (•): Once per scene, when sorcerer ingests a vital part of a significant creature or object, such as a brain or an amulet's gem, she gains a temporary specialty related to the creature or object until the end of the scene. If she consumes something already has a magical effect when ingested, like celestial wine, the specialty die is converted to an automatic success.

Toughened Innards (•): The sorcerer's inner flesh is as toughened as the most hardened callus, allowing her to safely consume things like broken glass, metal shards, and parasites. Once per day, she can add (Occult) dice on a roll to resist ingested poison or disease.

Gastric Control (••): The sorcerer has inhuman control of her digestive processes. She may instantly and fully digest anything in her stomach at will, regardless of whether it's edible. Any ingested poisons apply damage for all remaining intervals before being purged. She can also suspend her digestion for up to (Stamina) hours, incidentally suspending the duration of any ingested poisons until she resumes digestion.

Secrets of Cacophony

Noise ever fills the Demon City, as silence is danger. Though almost all this sound is meaningless, its passage through Hell's strange environs and the homes of mighty demons infuse it with echoes of strange

power. Those who endure the pain and danger of exposure to an onslaught of the loudest clangor may catch a whisper of a mystical secret. At first, it takes the form of an inconstant tinnitus, but persistent practice amplifies the reverberation to a litany of ancient chants and forgotten names. A loose college of cacophonists exists, meeting in the midst of Hell's loudest parades and communicating through mystical means or secret signs. Though this practice is largely unknown outside Hell, an ancient wail that once escaped into Creation is now bound in a secret prison, where it continues unabated for the study of its captors.

Shaping Rituals

Infernal Echolalia Clangor: Once per scene, the sorcerer can draw power from cackling, screaming, cacophonous music, or otherwise producing meaningless noises at the loudest volume she can. As long as any creature hears her, she gains three sorcerous motes that last until the end of the scene. If this causes a significant character to flee, avoid, or chastise the sorcerer, she gains (Charisma) additional sorcerous motes.

Forbidden Name Utterance: Once per scene, the sorcerer can speak a secret name that holds the attention of a great being as part of a Shape Sorcery action, stealing power as she invites its ire. She gains (Essence + Charisma) additional sorcerous motes, but is wracked by a backlash that deals one level of unavoidable aggravated damage.

Tooth-Clenched Invocation: Once per day, the sorcerer can mumble and babble for several minutes until she catches a word of power. She rolls (Wits + Occult) to hold it inside her, gaining sorcerous motes equal to her successes. These sorcerous motes last until the end of the day, or until she speaks anything other than a spell's incantation.

Other Benefits

Tone of Truth (• or •••): As long as a character is speaking, the sorcerer ignores penalties on read intentions rolls against him due to not sharing a common language, not being able to hear him, or otherwise failing to comprehend his speech. Once per day, she can also add (Occult) dice on the roll if her target is singing or playing an instrument. As a four-dot Merit, she can spend one Willpower to understand whatever he's saying on a successful roll and learn a useful fact about the target's intentions or history.

Curation of Cacophony (•••): The sorcerer can close off her hearing as easily as she closes her eyes, paying one Willpower to deafen herself indefinitely as a miscellaneous action. She can restore her hearing reflexively. Alternatively, she can selectively deafen herself to all noises except for a specific sound she's aware of, ignoring any penalties from overlapping sounds.

Tumbled Upon the Endless Spire

The demon Ruthesind, the Hanging Pilgrim, hides patterns and shapes of great truths in the twisted spire of his temple-sized body even as he dangles upside-down from a rope of braided neuronal flesh. Those who explore his corpse-dungeon uncover postures of mystical power in the statuary that makes up Ruthesind's memory — though those who fail to placate him may not survive the descend. Ruthesind regularly hangs from the slopes of his progenitor Qaf, though his location is not always constant. Histories point to more distant appearances, recording sightings of him atop Creation's mountains or beached in the depths of Cecelyne.

Shaping Rituals

Higher Understanding Enlightenment: Once per day, the sorcerer can meditate for an hour at a perilous height — at least high enough that a fall would kill a mortal. She rolls (Wits + Occult), gaining sorcerous motes equal to the successes. These last until she performs this ritual again, or until the end of the story.

Posture of Bound Power: Once per scene, the sorcerer can gain (Essence + 3) additional sorcerous motes from a Shape Sorcery action by assuming a posture of stillness. She suffers –2 Evasion until the end of her next turn and can't take movement actions until then. She can't use this ritual on a turn where she's already taken a movement action. Using this ritual when casting a control spell doesn't count towards the once-per-scene limit.

Unmoved Pinnacle Focus: Once per scene, when the sorcerer successfully defends against influence that would weaken one of her Intimacies — whether by applying Resolve, spending Willpower, or other means) — she gains (Integrity) sorcerous motes, which last until the scene ends. If she spends these sorcerous motes on a spell that align with the Intimacy she asserted, she adds (Integrity) dice to her Shape Sorcery roll. Examples include using a spell to harm a character the sorcerer has a negative Tie toward or a spell that manifests jewels for a Principle expressing on a love of beauty.

Other Benefits

Enlightenment of the Summit (••): When the sorcerer succeeds on a difficulty 3+ roll involving a challenge of athletic prowess or physical force, she gains learns an obscure piece of information about it — the history of a mountain she climbed, the composition of a wall she shattered, etc.

Fall From Heaven (••): When the sorcerer takes falling damage, any lethal damage is converted to bashing. Damage that was already bashing — whether automatic levels or damage dice — is halved, rounded down.

Will Moves the World (••): The sorcerer can roll a feat of strength with (Intelligence + Occult) after spending a minute meditating on her target. She uses Intelligence in place of Strength for meeting the feat's minimum.

Terrestrial Circle Spells

Corrosive Flame of Intent

Cost: 15sm

Keywords: None

Duration: Instant

The sorcerer calls forth an ember of indescribable color — a spark from one of the outermost spheres of She Who Lives in Her Name.

The sorcerer rolls (Intelligence + Occult) against the Resolve of a character who's acted on one of his Principles this scene. Success ignites a flame that latches onto the Principle behind the action, forcing the victim to act on it further or burn alive.

The flame ignites if the victim goes a scene without meaningfully acting on the inflamed Principle or acts in a way that opposes it. He suffers three dice of lethal damage, ignoring Hardness. This recurs each hour until five hours have passed. During this time, the victim suffers a –(Principle) penalty on all rolls that don't align with that Intimacy. If he performs a life-altering task (**Exalted**, p. 216) that's supported by the inflamed Principle, the duration is reduced by (Principle) hours.

victim killed by this spell is instantly consumed by flame of unnamable color, leaving no physical trace.

Control: Those who gaze upon the sorcerer for too long see afterimages of her when they close their eyes for hours afterwards, drawn in impossible colors. If she targets a Defining Principle, the flame burns for an additional hour. The sorcerer may cast the spell and hold the flame in her cupped hand for up to a day until she locates a suitable target, requiring an unrolled Shape Sorcery action to unleash it.

Distortion (10): The flame's duration is reduced by one hour.

Embrace of the Jealous Heart

Cost: 20sm, 1wp

Duration: One scene

The sorcerer rubs her hands together. When she draws them apart, a pupating Jealous Heart of Hazeca unsticks from her palms, flying forward to cling to its target.

The sorcerer flings a dark, sticky blob — a Jealous Heart — at a creature or object within long range requiring a difficulty 3 (Perception + Occult) gambit against enemies. If the gambit fails, the blob falls to the ground. It sticks fast to the first thing it touches other than the ground, bouncing off floors with soft, wet noises.

If the Jealous Heart is affixed to a character, it increases his mobility penalty by 2. If it's touched by another character or object, they become stuck to it as well, up to a maximum of (Essence + 2) targets. It won't stick to the sorcerer unless she chooses to allow it.

A stuck character can try to pull themselves free, though not with their bare hands, as can their allies. Doing so is a difficulty 5 feat of strength that requires Strength 5+. However, the Heart will still cling to other people or objects that touch it. The sorcerer can remove it without needing a roll.

The Heart can also be attacked, ending this effect if it's slain. However, if an attack fails to kill it, the attacker's weapon becomes stuck to it — or the attacker himself, for unarmed attacks and natural weapons. It has Defense 1, Hardness 4, and seven –0 health levels.

The Heart remains after this spell ends, but loses its supernatural adhesion, only requiring a sharp tug or impact to pull it off.

Control: Small objects cling gently to the sorcerer's hands, as does skin, making her touch feel firm and controlling; they count as exceptional equipment for climbing. If the Heart is removed from all stuck targets, she can make a gambit to fling it again without needing to recast this spell.

Distortion (10): The difficulty and Strength minimum to remove the Heart are reduced by two and its Hardness is halved, rounded up.

Motley of the Cruel Smile

Cost: 15sm, 1wp

Keywords: None

Duration: (Essence) days

Cruel laughter seeps through cracks and crevices in the world as the sorcerer shapes the raw stuff of mockery into a crude leather mask that snaps into place around her victim's face.

The sorcerer lobs the fool's mask over the face of a character within short range, stitching leather to flesh with threads of raw Essence. This requires a difficulty 2 (Wits + Occult) gambit against unwilling targets. Others perceive the masked character as a fool unfit for serious consideration, which is treated as a Major Tie of contempt. This Intimacy always opposes the victim's influence unless it comports with his new, unwilling role.

The mask falls from the victim's face once this spell ends. Removing it prematurely is exactly as painful as cutting off the victim's true face, requiring a difficulty 4 (Intelligence + Medicine) roll for an hour-long surgery. Doing so leaves their face beneath bloody and raw for the spell's duration.

Control: The sorcerer's lips creak like leather when she smiles falsely. When she affects a happy or contented countenance, she gains +1 Guile. If she has a negative Tie toward her target, the spell's duration increases to (Essence + Intimacy) days, and she can gain a point of Willpower when she sees the victim suffer a significant setback as a result of the spell, though only once per casting.

Distortion (8): The mask conforms itself more tightly to the target's face, better translating their actual expressions. Other characters' scorn only counts as a Minor Tie for the scene.

Vitreous Heart Emetic

Cost: 15sm, 1wp

Keywords: Psyche, Shaping (Mind)

Duration: (Essence) weeks

Wrapping her victim in a grotesque perfume of bile and the tang of molten metal, the sorcerer compels him to vomit up a marble of green glass — the manifestation of one of his most fundamental emotions.

The sorcerer condenses one of a character's emotions into a thumb-sized glass orb, rolling (Wits + Occult) with (Essence) bonus dice against the Resolve of a target within medium range. If successful, he begins to heave, inflicting a -2 penalty on all rolls until the end of his next turn. At that time, he coughs up the orb, which flies to the sorcerer's waiting hand.

As long as the marble exists, any of the victim's Intimacies based on the chosen emotion count as one step weaker, including emotions stirred by inspire actions or temporarily imposed by magic. He can prevent Defining Intimacies from being affected for one Willpower each.

The marble may be socketed as a hearthstone, granting the bearer two non-Charm dice on influence rolls against the target. The bearer may choose to leverage an Intimacy weakened by this spell as if it was still at its original intensity.

The spell ends immediately if the marble is destroyed, requiring no more effort than mundane quartz. It also ends if the victim swallows the marble.

Control: A green, glassy indentation forms over the sorcerer's heart. She may socket marbles created by this spell within it. When she sleeps with a marble socketed within it, she may roll (Perception + Occult) against the target's Resolve to trawl through his memories associated with that emotions. The Storyteller reveals a memory that's either useful, relevant, or insightful.

Distortion (15): The victim is freed from this spell's effect for (distorting sorcerer's Essence) days. If the sorcerer or one of her allies is within long range and has the marble, that character must make a difficulty 3 (Dexterity + Athletics) roll or else drop it, even if it was socketed. It rolls one range band toward the

rival sorcerer.

Celestial Circle Spells

Appropriation of the Spire

Cost: 20sm, 2wp

Duration: Until Calibration

The sorcerer steals a word from the lips of Jacint, whose voice creates the causeways of Hell; beneath her feet, a spike of black stone erupts and extends towards any point she can see.

The sorcerer instantaneously creates a road that can stretch up to (Essence x 2) miles, shooting forward from her position. The chosen path must be perfectly straight, though it can be at any angle, even vertical, and must both begin and end at a building or on solid ground. It requires no other supports, allowing it to bridge canyons or pass over lakes. This road harmlessly shunts aside anything in its path that can be moved even slightly, but stops prematurely at any obstacle it cannot move.

The bridge is only wide enough for a single person to walk and thin enough to be grasped with a single hand. It is far stronger than it appears, able to bear any weight, and as difficult to destroy as foot-thick stone. Any damage or force that mars the road's surface is naturally smoothed away over a few minutes, and it can't be made slippery by water, ice, or the like.

Control: When the sorcerer speaks with great conviction, a small patch of black stone forms at her feet, though it lacks the road's supernatural properties. After creating a road, she can cast this spell a second time to expand it to the width of several people walking side-by-side.

Distortion (15): The road's surface is twisted into a helix for (distorting character's Essence) range bands, becoming difficult terrain.

Oubliette Spike

Cost: 20sm, 2wp

Keywords: Aggravated

Duration: (Essence) days

A jagged spike of bismuth unfurls itself in the sorcerer's grasp, undulating with alien geometries. It pierces not the flesh, but the soul, pinning victims in place and tethering them to it by the gory entrails of their own spirit.

The sorcerer makes an unblockable difficulty 3 (Wits + Occult) gambit against a character within short range. She can use Melee instead of Occult at close range, or Thrown beyond that. The attack can strike dematerialized creatures.

If the gambit succeeds, the spike is magically anchored in place, sympathetically tethering the victim to it by his own maimed soul. If he moves further than long range from it, he begins to suffocate (**Exalted**, p. 232), even if he does not normally need to breathe, and cannot regain motes by any means. Characters with Essence 3+ can go up to (Essence) miles away before suffering this.

The spike can be removed with a difficulty (5 + sorcerer's Essence) feat of strength that requires Strength 5+, though the victim must still remain within range of it or suffer the consequences. A character can

destroy it outright to end this spell, but doing so increases the difficulty and Strength minimum by two. A character who attempts a feat and rolls fewer than five successes suffers one die of aggravated damage as the spike briefly extrudes a jagged limb in retribution.

Control: The sorcerer's nails take on a shifting bismuth hue. She treats her victim's Essence as 2 lower to determine how far he may move from the spike, and she can meditate to displace her senses to the spike's location, perceiving her surroundings out to medium range from it.

Distortion (15): The target treats his Essence as 2 higher to determine how far he can move from the spike. The difficulty of feats to remove (but not destroy) the spike is reduced by (distorting sorcerer's Essence).

Parlor of Treacherous Whispers

Cost: 20sm, 2wp

Keywords: Psyche

Duration: One day

The demon Munaxes knows every traitorous word spoken. Scribing her sign upon the wall or floor, the sorcerer fills her surroundings with Munaxes' great wisdom: Treachery is infinite and inevitable.

The sorcerer fills a discrete area up to (Essence x 300) feet in diameter with whispering treachery, from a single bedchamber to a lesser palace. She makes a special (Manipulation + Occult) instill roll with (Socialize) bonus dice. This influence is applied against all characters other than the sorcerer within the area and anyone who subsequently enters it.

Affected characters count as suffering Major Paranoia (**Exalted**, p. 169) while in the enchanted space, perceiving treachery and intrigue at even the slightest provocation. Any bargain, persuade, or threaten roll to convince an affected character to confess to a treacherous deed that he's actually committed increases the strength of Intimacy needed to resist in a Decision Point by one step. If it already requires a Defining Intimacy, it costs an additional point of Willpower to resist.

If a character's paranoia comes into conflict with a Major or Defining Intimacy based on trust, he can spend two Willpower to resist this Psyche effect. Characters can likewise resist if presented with convincing evidence that the source of their paranoia is supernatural.

Control: Faint whispers and the sound of churning stone can be heard when the sorcerer is silent. She adds (Essence) bonus dice on Investigation rolls to investigate treachery and influence rolls to compel confessions and repentance. If she has evidence of a character's betrayal, she can sense the distance and direction towards him until he is punished for his act. She can only gain this benefit against (Perception) characters at a time.

Distortion (15): The imposed Paranoia is only Minor and affects the sorcerer as well.

The Spy That Walks in Darkness

Cost: 25sm, 1wp

Keywords: None

Duration: Until dawn or until Calibration

The sorcerer makes the motions of gathering and snipping a thread, cutting free a victim's shadow to serve as her spy.

The sorcerer severs the shadow of a character within medium range. Against unwilling targets, this requires an unblockable (Intelligence + Occult) gambit at difficulty (target's Essence) difficulty, unless he's helpless. Success strips away his shadow, which squirms in the sorcerer's grasp. He gains a Minor Obsession (**Exalted**, p. 169) with regaining his shadow until it's restored.

During the day, the stolen shadow takes refuge alongside the sorcerer's own. From sundown to sunrise, the sorcerer can command as the Spy That Walks in Darkness, an ideal infiltrator, thief, and assassin.

Ordinarily, this spell ends with the next dawn, returning the shadow to its owner. However, the sorcerer can trap the shadow indefinitely in a lightless room in which Erembour's sigil has been painted in pitch. She can also cage it in a plum-sized orb of smoky quartz bound with gold wire, a Resources ••• purchase. She can send the Spy out each night, returning to its prison with the dawn. At Calibration, the imprisoned shadow escapes its bond and returns to its owner.

The sorcerer can sever her own shadow to use as a spy, but must have a prison prepared for it. Otherwise, it returns to her immediately.

Control: The sorcerer can draw a stolen shadow into herself from sunset to sunrise instead of releasing it as a spy. This grants her the Spy's Shadow Bond and Uncanny Doppelganger Merits.

Distortion (15): The opposing sorcerer can ask the shadow three questions about what it has witnessed and experienced since being severed from its owner.

Shadow Spy

Essence: 1; **Willpower:** 8; **Join Battle:** 9 dice

Health Levels: -0/-1×2/-2×2/-4/Incap.

Actions: Disguise: 14 dice (see Uncanny Doppelganger); Larceny: 12 dice; Read Intentions: 10 dice (see Inner Darkness Understanding); Senses: 9 dice (see Shadow Bond); Stealth: 14 dice (see Darkness Itself); Tracking: 9 dice (see Shadow Bond).

Appearance 1, Resolve 4, Guile 7

Combat

Attack: (Unarmed): 10 dice (Damage 9B)

Attack: (Grapple): 10 dice (9 dice to control)

Combat Movement: 10 dice

Evasion: 7; **Parry:** 2

Soak/Hardness: 5/0

Intimacies

Defining Principle: The sorcerer (Obedience)

Major Tie: Its owner (Longing)

Major Tie: Light (Fear)

Merits

Caged Shade: Any influence opposed by the Spy's Tie toward the sorcerer is unacceptable. It can't voluntarily weaken the Tie.

Darkest Self Duality: In addition to the actions listed above, the sorcerer grants the Spy three of her target's action pools. She can't grant attack roll pools. She can also grant the target's Appearance or Resolve in place of an action pool, but not other static values.

Darkness Itself: The Spy blends into darkness, doubling 9s on Stealth rolls except in very brightly lit areas. It doubles 8s in darkness deep enough to inflict a visibility penalty and doubles 7s in complete darkness.

Inner Darkness Understanding: The Spy doubles 7s on read intentions and profile character rolls against its owner. If it succeeds, the sorcerer becomes aware of whatever it learned.

Shadow Bond: The Spy automatically succeeds on rolls to notice, find, or track its owner. It instinctively knows the direction to him.

Striking Shade: The Spy's attacks unless there's bright light source within close range of it, like an anima banner or burning torch.

Umbral Form: The Spy is immune to poison, disease, deprivation, and similar frailties of the flesh. It can move freely across two-dimensional surfaces and slip through anything that light could penetrate.

Uncanny Doppelganger: The Spy adds (sorcerer's Essence) automatic successes on rolls to disguise itself as its owner. It flawlessly resembles him in all respects, save that its don't reflect light, and it cannot speak above a whisper. Like its owner, it casts no shadow. Characters can't roll to see through the disguise without superhuman or magically enhanced senses.

Viscid Conciliator of Enmities

Cost: Ritual, 2wp

Keywords: Psyche

Duration: Three nights

The sorcerer calls on the irreal Domain of Nine Arches, where the Yozis once bound monstrous ambassadors to settle disputes during their initial voyages through the seas of chaos.

The sorcerer summons a Conciliator of Enmities, a slug-like spirit the size of a wolf, with six delicate arms and a single eye of burning topaz. The Conciliator is a unique spirit. It's naturally immaterial, though always visible to the sorcerer. If the sorcerer supplies it with someone's name or a symbolic link to a character, like a scrap of clothing or lock of hair, the Conciliator vanishes, reappearing to visit that character a few minutes after the next sunset.

Upon appearing each night, the Conciliator makes a special instill roll with a dice pool of (sorcerer's Essence + Perception + Occult). Success weakens the target's strongest negative Tie to the sorcerer by one step. He can't spend Willpower to resist this. If he doesn't have such a Tie, this weakens his strongest Intimacy that would support enmity with the sorcerer.

The Conciliator also absorbs any of the target's memories that cast the sorcerer specifically in a negative light. Weakening a Tie of romantic rivalry would erase a victim's memories of the sorcerer kissing his

husband, but weakening a Principle of belief in the Immaculate Philosophy wouldn't affect memories of a monk's sermon about mistrusting Anathema in general. If a target is left with no remaining Intimacies that the Conciliator could target, the erased memories are replaced with pleasant memories reflecting an affable and agreeable outlook on the sorcerer.

The Conciliator visits the victim again on the next two nights, repeating this process. After its third visit, the spirit returns to the sorcerer, bows once more, and departs.

If a victim is presented with convincing proof that his memories have been altered, he can pay (sorcerer's Essence) Willpower to recover them and restore any weakened Intimacies to their original intensity. This doesn't render him immune to the effects of the next night's visitation.

The Conciliator can be banished prematurely if damaged with magic capable of striking dematerialized foes. Characters able to perceive it may initiate hostilities before it has the chance to assail the victim. It has (sorcerer's Essence) Evasion, (sorcerer's Intelligence) soak, and a single health level. If relevant, it has Join Battle, Stealth, and movement pools of (sorcerer's Intelligence + Occult), but it can't take any other actions. If damaged, it ruptures in a rush of foul air, ending the spell and undoing its Psyche effect as if the victim had spent Willpower to resist. If it isn't slain by the start of its second turn in combat, it makes its influence roll and vanishes for the night.

Control: Before the Conciliator departs, if it succeeded in weakening any Intimacies, it allows the sorcerer to remove its topaz eye, which immediately hardens into a gemstone. Once per day, the sorcerer can look through the gem to make a read intentions roll against the victim regardless of range, adding (Occult) bonus dice and inflicting the -2 Guile penalty for being unaware of her observation. Success reveals both the target's current intentions and a glimpse of the target's surroundings. The gem shatters if the target spends Willpower to resist the Psyche effect or if it's broken by other magic.

Distortion (5): A character can distort the spell if they interrupt the Conciliator before it feeds on its victim. Success causes it to depart for the night without assailing its victim, believing its duty is done.

Solar Circle Spells

Army of the Old Ones

Cost: Ritual, 1wp per Size

Keywords: None

Duration: Instant

The sorcerer styles herself a marshal of Malfeas, mustering a force to send Heaven quaking.

The sorcerer summons an army of First Circle demons in a ritual that's near-identical to casting Demon of the Second Circle (**Exalted**, p. 477). As the ritual concludes, however, the sorcerer reaches out and shatters the summoning mandala with a rod of Malfean brass, releasing hundreds of fiery green shards that cut open a burning gateway for her army.

The sorcerer summons a battle group of First Circle demons. She chooses its Size, which can range from 2-5, though summoning larger armies is more difficult. It has Might 2 and a Drill that depends on the nature of the demons summoned, though elite Drill is rare, limited to demons such as teodozjia that act in concert or pre-existing group, such as one of Octavian's battalions. Typically, this battle group consists of a single type of First Circle demon, but the Storyteller may allow suitable mixed groups, such as blood ape cavalry mounted atop agatae or a performing troupe of angyalkas, decanthropes, and gilmynes.

Binding the battle group is an extended (Intelligence + Occult) action with difficulty (group's Resolve), a goal number of (group's Size + Willpower), a terminus of (group's Size), and a one-minute interval. The difficulty is increased by one for groups with average Drill and two for elite. On success, she binds the entire battle group to completing a specific task. Each of its members forms a Defining Principle of "we must complete our task, and a Major Tie of loyalty to group, which can't be weakened or altered while they remain bound.

On a failed binding roll, the sorcerer rolls (Wits + Occult) at a difficulty of the group's (Willpower + 3), applying a penalty equal to its Size. Success halves its Size, banishing many of the demons back to Hell. The remainder are released into Creation, unbound to the sorcerer or even each other.

Control: First Circle demons with Resolve 4 or less are compelled to bow or make some other brief show of respect when the sorcerer passes, even those bound to other sorcerers. She may issue telepathic orders to demons summoned by this spell, so long as they are within the same realm of existence. She can't receive such messages from the demons, but can sense the distance and direction to them and the general state of their morale.

Atrocious Fire Transformation

Cost: 50sm, 3wp

Keywords: None

Duration: One day

Speaking the name of the Tragedian of Flame Undaunted, the sorcerer transforms standing water into a conflagration of devil-fire that burns unnatural deepest crimson.

The sorcerer targets a body of water within (Perception x 50) miles that she can perceive, setting its surface ablaze. The flames extend out to (Essence x 5) miles from a chosen point within range — enough to set all but the widest parts of its greatest rivers aflame from bank to bank. In a standing body like a lake, the flames are content to burn merrily until the spell's end; in running water, they flow downstream or with the tide like a raft of fire. No matter how hot the fires burn, the water around them won't evaporate.

The inferno created by this spell is hotter than any bonfire, an environmental hazard with difficulty 5, Damage 5L/round. The flames don't extend beneath the water's surface, but the superheated water them is scarcely any better, a hazard with difficulty 3, Damage 3L/round. Even characters who aren't directly exposed to the flame or boiling water, such as those aboard a ship, must still contend with incredible heat, a hazard with difficulty 3, Damage 1B/minute. (Only the most severe hazard applies.)

Mundane ships are all but lost. The inferno is a marine hazard with difficulty 7 that inflicts (sorcerer's Essence) levels of Hull damage on a failed roll (**Exalted**, p. 244-245). Rolls to navigate the hazard fail automatically unless enhanced by magic or if the ship in question is an artifact or magically reinforced. The number of rolls needed to escape is based on the distance to be traveled, as usual.

The sorcerer is unharmed by these flames, as is any vessel she's aboard.

Control: Raindrops and sweat shed off the sorcerer as crimson sparks, and her tears are painless fire. When casting this spell, she may shelter any number of individuals or vessels from it, halving any damage they take from the environmental hazards, rounded down. Once per scene, she may take an unrolled Shape Sorcery action and pay one Willpower to ignite a smaller body of self-contained water that spans no more than (Essence/2, rounded up) range bands, such as a fountain, pond, or small reservoir, dealing

damage as per a bonfire.

Distortion (20): The flames abate, decreasing all hazards' difficulty by one and damage by two. Alternatively, a distorting sorcerer may render himself immune to the spell's hazards. If he's aboard a ship, he can also protect it and any characters he chooses within long range of it.

Chariot of the Blazing Sun

Cost: 40sm, 2wp

Duration: Until sunset

A helix of light flies from the sorcerer's hands towards the sun, cohering into reins that draw down rays of sunlight, transforming them into powerful steeds.

The sorcerer conjures a chariot and five horses made of sun-colored flame, capable of carrying herself and up to five passengers (or equivalent cargo) for as long as a sun hangs in the sky. When cast it Malfeas, the chariot is formed from emerald sunfire instead. Once laden, this chariot takes off into the sky, following an arc towards any destination the sorcerer desires. The sorcerer sets its course, meaning that the precise location of her landing relies on her knowledge and navigation. The chariot can't veer from the chosen course, though it can maneuver in mid-air as needed. The chariot is bright enough to be seen from the ground even during the day, though it flies several miles high.

The chariot can travel from one end of Creation to the other in a single day if she casts the spell at sunrise, and moves at approximately 750 miles per hour for shorter journeys. The sorcerer must concentrate on holding the reins to maintain this spell, unable to perform any non-reflexive actions, though she can still engage in casual conversation and other activities that don't require a roll. The chariot isn't limited to mere flight. It can travel from Creation to Heaven, or vice versa, over the course of an hour. In Malfeas, it can move from one layer to any other by flying towards the Green Sun itself.

The chariot is inured to the perils of travel through the sky, including environmental hazards, environmental Shaping effects, and the like. Hurricane winds and lightning alike rebound off its fiery corona, the Wyld's chaos-wind evaporates into harmless shimmers, and even the Silent Wind of Hell falters against the green flame. The guardians of Creation's firmament and Heaven's skies recognize the chariot as holding authority to pass through their domains, but demons and the denizens of stranger skies have no such automatic regard.

While few assailants can keep up with the chariot, those who do find it nigh-impervious. The chariot's corona is an environmental hazard that extends out to close range from it with difficulty 7 that deals three levels of aggravated damage per round. The sorcerer and her chosen passengers aren't affected by this. Those aboard the chariot have heavy cover against attacks from without. Ranged attacks are burnt away by the chariot's corona before they can hit unless they use projectiles that are artifacts or otherwise supernatural in nature, or don't use a physical projectile. Spells of the First or Second Circles can't affect the chariot or anything within.

This spell ends once the chariot lands. If the sun sets while it's still in transit, the chariot gently descends to the ground before fading. Should some power take the sun from the sky or turn the day to night, the chariot instead disintegrates, leaving the passengers to contend with a fall from extreme height (**Exalted**, p. 232). This renders the spell unreliable in most regions of the Underworld, where suns are rare, temperamental, and inconstant.

Control: Birds, air elementals, devil-stars, and all things that dwell in the sky perceive the sorcerer as an

authority and count as having a Minor Tie of deference to her. The sorcerer may act normally while piloting the chariot, though she must still keep a hand on the reins and cannot cast spells.

Distortion (30): The distorting sorcerer causes the chariot to veer 10 miles off-course in a direction of his choice, plus another 10 miles for each extra success above the goal number on his final distortion roll.

Hand of the World-Makers

Cost: 50sm, 3wp

Keywords: Shaping (Terrain)

Duration: Instant

Wrapping her hands in the shimmering glyphs of the First Principle of Matter, the sorcerer bends and folds space itself to better suit her purposes.

The sorcerer rearranges any amount of ground, water, air, and inanimate structures within long range, moving them as she wills in a single horrific instant. She can move living beings and objects by moving the surface they stand on, but they can avoid being moved with a difficulty 5 (Dexterity + [Athletics or Dodge]) roll. This transformation is disorienting for those caught within, but not inherently harmful, allowing a merciful sorcerer to work changes with no disturbance greater than a clap of thunder and a wave of mild nausea for those displaced.

This spell allows for wide-ranging transformations. The sorcerer can rearrange all moved matter however she chooses and can bend and combine terrain and buildings with no concern for practicality. She can inflict uncountable damage on mundane structures and on any trivial characters caught within more perilous transformations. The transformation can also impose any of the following effects that are suitable to the changes, applying to an area or areas of the sorcerer's choice.

Buried Under Dust: Particulate matter blankets and smothers everything. Those within the area fall prone under its weight, requiring a difficulty 5 rise from prone action, and begin to suffocate (**Exalted**, p. 232). The particulates render obstruct vision completely and impose a -3 penalty on hearing-related rolls.

Geomantic Backlash: The sorcerer disrupts portions of demesnes, manses, or other magical sites within this spell's range, unleashing a torrent of energy. This is an environmental hazard with difficulty (Manse or Demesne rating) and Damage 1L/round that lasts for the rest of the scene.

Thunderous Cavitation: The sorcerer expels all air or water from an area, causing those within to begin suffocating. They must make a difficulty 3 (Stamina + Resistance) roll; failure means they begin suffocating without the chance to take a breath. Exposure to this vacuum is inherently harmful, creating an environmental hazard with difficulty 2, Damage 3L/round as the body starts to burst. If there's any air or water adjacent to the affected area, they rush in violently to fill the vacuum, forcing all characters within to make a difficulty 3 (Stamina + Athletics) roll at the beginning of each of their turn to avoid falling prone prone. Depending on other materials present in the scene, the chaotic movement may cause other hazards. After two rounds of this, the environmental hazard dissipates. After five rounds, breathing becomes possible again if there's any air to fill in the void.

Trapped in Stone: Thick stone or other dense materials fill the area wherever the sorcerer pleases, obstructing motion and potentially trapping characters by encircling them in solid barriers. Creating an opening wide enough for a single character to pass through is a difficulty 10 feat of strength that requires Strength 7+. If the sorcerer has an abundant source of especially strong materials, such as solid iron, this becomes difficulty 15 with a minimum Strength of 10. It's easier if a character spends an entire scene

digging, reducing the difficulty by 5 and the minimum Strength by 2.

Vanishing Ground: The sorcerer displaces the ground or other surface from beneath an area within range, leaving anything within it to the mercies of gravity. This doesn't take place until the beginning of her next turn, but moving out of the area requires difficulty 5 (Dexterity + Athletics) roll for characters without flight or magic that enhances their speed, like Racing Hare Method (**Exalted**, p. 264). Once the sorcerer's next turn begins, everything inside the area falls. If they were on ground level, they suffer a short-range fall as it opens up beneath them; those who were on elevated structures fall the full distance. This doesn't free characters from other transformations, like Trapped in Stone, as the transformed matter falls with them.

Control: The sorcerer's hands ever tug at reality, and when she clenches her fingers, space appears to distort around them. If she crushes an object in her hands, she can turn it perfectly inside-out rather than damaging it. The sorcerer can also create structures out of raw materials with this spell rather than simply manipulating existing ones, allowing her to create any structure that could be built with a basic or major crafting project as long as suitable materials are available (**Exalted**, p. 240). If she has Craft (Architecture) or a similar Craft, doing so awards craft points as per a major project.

Invoking the Eyeless Face

Cost: Ritual, 3wp

Keywords: None

Duration: Indefinite

The sorcerer reaches out to an ancient enemy of the Yozis, forever chained in darkness beyond the world. The fetters that bind it cannot — must not — be disturbed, but the sorcerer's profane magic extracts a sliver of its power and authority over its teeming servant-limbs.

The sorcerer spends six hours chanting an invocation over a pool of scented black oil. At the culmination of the ritual, she submerges herself in the pool and is transported into the prison-realm of the Eyeless Face for one hour before returning. When she emerges from the pool, hundreds of uncanny beings crawl from the oil with her, depleting the pool with each one that emerges until the last drains it entirely. They are humanoid, but clearly inhuman. Their bodies are irregularly asymmetrical, smooth and sexless, with iridescent black flesh like solidified tar that's pliant to the touch. Their faces are blank ovals of maggot-pale skin, entirely lacking features. These are the Minions of the Eyeless Face, and they will serve the sorcerer until death.

This spell brings forth enough Minions to form a Size 5 battle group. They have perfect morale, elite Drill, and Might 1, which increases to Might 2 while lead by the sorcerer. They have no equipment when summoned, but can use weapons and armor suitable for humans. They act with eerie uniformity, but the longer they spend outside their prison the more they develop individual personalities, sometimes adorning themselves in jewelry or piercing their unfeeling flesh to better distinguish their appearances.

The sorcerer is changed from her journey as well, a transformation that lasts for this spell's duration. Her irises vanish, and her body is unsettlingly still at rest and precise in its movements. She becomes a creature of darkness if she wasn't already. While under the effects of the spell, she gains the following powers:

The Eyes of the Eyeless (5m, Simple; One scene): The sorcerer can extend her senses through one of her Minions, even sight, regardless of range. She uses her own dice pools for any observation-related rolls

and can enhance them with her Charms as usual. However, she's unable to return to her own perspective unless she ends this power.

Servant-Limb Command (3m; Reflexive; Instant): The sorcerer can mentally communicate a message to any number of Minions, regardless of distance. She can use this together with a command action targeting a battle group of Minions, letting her roll with (Intelligence + Occult).

Slave-Marrow Consumption (20m, 2wp; Simple; Until end of next turn): The sorcerer vanishes at the end of her next turn, reappearing by manifesting through a Minion's body, regardless of distance. The Minion painfully transforms into the sorcerer, a process that's essentially fatal for it. This is interrupted if the sorcerer is crashed or incapacitated before her next turn, causing her to reappear at her original location.

Thousand Ears Listening (Permanent): The sorcerer is always aware of the approximate locations of each of her Minions. She senses when her name is spoken in a Minion's presence, though she doesn't hear anything else that's said.

The sorcerer can replenish her Minions' numbers by casting the spell again while it's still active, reducing its Willpower cost by one. Doing so brings forth enough Minions to restore them to Size 5.

Once this spell ends, the Minions choose to die, rather than return to the Eyeless Face.

Control: The sorcerer's transformation becomes more profound when she casts this spell, causing her to resemble a strange amalgam of her original appearance and that of the Minions. She gains their Alien Biology Merit, and the Hideous Merit if she lacked it.

Distortion (20): The sorcerer's hold over her Minions weakens. For the rest of the scene, she can't use any powers granted by the spell. Her Minions lose the benefits of their Binding Freedom and Synchronized Obedience Merits, and no longer have perfect morale in battle.

Minions of the Eyeless Face

These traits represent a Minion bearing weapons and armor given to it by its master.

Essence: 1; **Willpower:** 6; **Join Battle:** 10 dice

Health Levels: -0×4/-1×4/-2×2/-4/Incap.

Actions: Artistic Impulses: 6 dice; Bureaucracy: 6 dice; Feats of Strength: 10 dice (can attempt Strength 3 feats); Investigation: 6 dice; Read Intentions: 7 dice; Senses: 10 dice; Social Influence: 7 dice; Stealth: 9 dice; Tracking: 9 dice.

Appearance 3 (Hideous), Resolve 6, Guile 4

Combat

Attack (Unarmed): 12 dice (Damage 11B)

Attack (Spear): 10 dice (Damage 13L)

Attack (Grapple): 8 dice (10 dice to control)

Combat Movement: 10 dice

Evasion: 4; **Parry:** 6

Soak/Hardness: 8/4 (Breastplate)

Intimacies

Defining Tie: The sorcerer (Loyalty)

Defining Tie: The Eyeless Face (Terror)

Major Tie: Demons (Fascination)

Minor Principle: I will distinguish myself.

Merits

Alien Biology: Under their elastic skin, the Minions have a bizarre physiology composed of compounded layers of dry powder. They have Exalted Healing, are immune to mundane disease and poisons, and do not need to eat, drink, breathe, or sleep.

Binding Freedom: Social influence that would weaken or alter a Minion's Tie to the sorcerer or stop it from fulfilling her instructions is unacceptable, unless it comes from the Eyeless Face.

Eyeless: Minions are blind, but suffer no penalties because of this.

Synchronized Obedience: Minions double 9s on rolls made to fulfill the sorcerer's instructions. Once per scene, a minion can add five dice on such an action.

Voiceless Thrall: Minions cannot speak, but understand Old Realm. They suffer no impediments from communicating through body language and pantomime.

Mirror of Symmetrical Opposition

Cost: 20sm, 3wp

Keywords: Counterattack, Decisive-Only

Duration: One scene

The sorcerer traces out a palindromic poem in a long-forgotten language in shimmering, reflective letters, creating a mirror to all hostility that spins above her head.

Whenever an enemy makes a **decisive** attack, his reflection emerges from the mirror-poem to make a counterattack. It has the same dice pool as the original attack, including bonuses and penalties, and benefits from any magic that enhanced the original attack. It likewise uses the attacker's Initiative for the counterattack's damage, rather than the sorcerer's, and doesn't reset the sorcerer's Initiative. Any other effects conveyed by the attack likewise use the attacker's traits at the time he made the attack. If necessary, the Storyteller may alter an effect if the attacker would be an invalid target or the effect would be otherwise inapplicable, but this can't bypass defensive effects or immunities.

The reflection fades once the counterattack is made. This ends any effects that require the attacker's continuing presence, such as a grappling — on a successful grapple, the reflection can only throw or slam the attacker before disappearing.

Enemies can end this spell prematurely by attacking the conjured mirror. It has Defense 4, Hardness 6, and twenty –0 health levels. However, attacks against it provoke reflected counterattacks just like attacking the sorcerer.

Control: The sorcerer's fingertip drips with silvery, reflecting ink. She can cover surfaces with it as swiftly as she can brush her hand over them, creating impromptu mirrors. She can pay five motes to have a reflection clash a **decisive** attack against her instead of making a counterattack.

Distortion (20): The distorting sorcerer wrests away control of the mirror, though he must hold it in his hands, rather than letting it float above him. If he makes an attack (not counting the mirror's counterattacks), takes a Shape Sorcery action, or takes a similar harmful action, he loses his grip on the mirror, which returns to the caster.

Sentinel of the Panopticon

Cost: 40sm, 3wp

Keywords: None

Duration: Five days

Plucking one of her own eyes from its socket, the sorcerer casts it into the sky with the Recitation of the Ninth Horizon. Her prayer blasphemes against Heaven and Hell alike as, for an instant, a fragment of Sacheverell stirs in its slumbering durance.

Clouds gather overhead, parting at the center to reveal a colossal version of the sorcerer's eye, visible for (Essence x 10) miles. She may reflexively shift her sight between her own perspective and the eye's. While inhabiting the eye, she can perceive anything within (Essence x 10) miles, ignoring all penalties for mundane obstructions like smoke, crowds, and the like. She adds five dice on all vision-based Awareness rolls made from this vantage. Onlookers can't determine what the eye is looking at specifically through observation, but a difficulty 5 (Perception + Occult) roll lets a character sense whether it's regarding them for the scene.

The sorcerer also gains the following powers:

Phosphorescent Gaze (10m, 1wp; Simple; One day): The eye shines with merciless white light, casting all under its gaze into oppressive day. All characters other than the sorcerer within the eye's range suffer a -2 penalty on vision-based actions. The light seeps through even the slightest openings, even the spaces between mortared bricks. Sleep is impossible unless this light is fully blocked out.

Wall-Piercing Sight (15m, 1wp; Simple; One tick): The eye's pupil becomes shifting and fluid, capable of seeing through solid matter. Only the most dramatic barriers pose any obstruction, such as buildings with many floors, deep caverns or catacombs, fortified structures, or First Age ruins. Such impediments impose a -2 penalty, potentially rising to -5 for the most extreme examples.

Attacking the eye is possible but difficult, as it's suspended at extreme range above the ground. The Storyteller determines exactly how many range bands this is, but range-enhancing magic will almost be required. It has (sorcerer's Perception) Defense and fifteen -0 health levels. It can't take more than a single level of damage from an attack unless the attacker has Legendary Size, though this doesn't apply against uncountable damage. If destroyed, it deflates slowly, raining down a typhoon of vitreous fluid. Otherwise, the sorcerer's eye returns at the end of spell, bloodshot but unharmed.

Control: A phantasmal eye orbits the sorcerer's head, allowing her to see in all directions at once. She may will it to fly up to long range from her, seeing through it perfectly. In combat, she can reflexively move it one range band on each of her turns. If she attempts to conceal the eye, she suffers a -1 penalty to vision-based rolls.

Distortion (20): A rival sorcerer may blind the eye to a region that extends out to (his Essence/2, rounded up) range bands from a chosen point within long range of him. The caster can notice the blind spot with a (Perception + Awareness) roll at a difficulty of (distorting sorcerer's Wits), but can't see what's within it.

Sovereign Apparition of Thunder

Cost: 40sm, 3wp

Keywords: None

Duration: Indefinite

The sorcerer coaxes her voice from her throat as a coruscating spear of song and lightning. Through this art, the sorcerers of eld delivered their edicts to entire empires at once.

The sorcerer transforms her voice into a spear (Accuracy +2, Damage 9L, Defense +1, Overwhelming 1). This leaves her mute for the spell's duration. The voice-spear cannot be disarmed or destroyed. Successfully attacking or parrying with it releases a bone-rattling shout; other characters within medium range must make a difficulty 3 (Stamina + Resistance) roll or be deafened until the end of her next turn. However, this is but a fragment of this spell's true power.

The sorcerer can deliver a message through the spear by launching it into the sky as a miscellaneous action. Over the course of a minute, a column of dark storm clouds forms in the sorcerer's likeness, quelling all other weather within (Essence) miles, save only for weather conjured by Solar Circle sorcery, the Celestial Incarnae, the Yozis, or beings of comparable power. The storm-visage delivers a short speech of roughly (Essence) sentences in a thundering voice that can be heard clearly for (Essence x 50) miles. The sorcerer can use this to make an influence roll against everyone who hears the message, ignoring multiple target penalties, but can't enhance it with Charms other than Excellencies.

The sorcerer may cast her spear farther afield, choosing a location she's aware of in the same realm of existence. The spear flies there by the most direct route possible at 100 miles per hour, delivering its message as above once it arrives.

Control: The sorcerer has perfect control over the volume of her voice. She can speak loudly enough to be heard clearly out to one range band beyond long range, or render her voice quiet enough to be heard only by those within a chosen distance. Her voice-spear has artifact traits, and she can awaken Evocations from it as if it were a five-dot artifact. The difficulty of the roll to resist deafening increases to 5 and it lasts until the end of the scene.

Distortion (25): This spell can be distorted only after the storm-visage begins to take form, but before it delivers its message. Successful distortion reduces the storm-visage's range to (Essence) miles. Alternatively, the opposing sorcerer may censor its proclamation. He learns what its message is before it speaks and may render a single sentence inaudible, replaced with a terrible, electric buzzing.

The Wandering Earth

Cost: Ritual, 3wp

Keywords: None

Duration: One year

The sorcerer catalyzes an inchoate elemental intelligence from the world's Essence, sending the very land a-wandering.

The sorcerer spends a day pacing the perimeter of a discrete region covering at least several acres, up to the size of a large town or city district, shedding drops of her blood with each step. A terrestrial god

governing this region, such as a city mother or forest king, can recognize the spell's growing influence over their purview with a difficulty 5 (Perception + Occult) roll.

Upon the ritual's completion, the region becomes independently mobile. It can rise up to short range above ground level and travel up to 100 miles per day. The area atop (or within) the region is undisturbed by its movement, but the area in its wake is utterly trampled by its sheer weight — though its movement is slow enough that there's ample time to avoid it.

The sorcerer sets the region's movement patterns when she casts this spell. It follows them with animal-like intelligence, and can follow directions that involve responding to environmental conditions such as weather, dragon lines, large obstacles, or nearby resources. The sorcerer might command it to migrate between specific areas, move only at night, seek out ore deposits, avoid warzones, and so on.

The region develops a sacred site that can be attuned as though it were a demesne (**Exalted**, p. 161). If the region already contains a demesne or manse, it becomes the sacred site instead. Those attuned to this site can commune with the region's intelligence and request adjustments to its movement patterns, though these are reluctant and temporary. Making a single permanent change requires an Ambition 2 Celestial Circle working by someone attuned to the site, though it doesn't cost experience.

The region's nature and mode of locomotion depend on the element it's most closely tied to. This is usually determined by the character of the region of itself, but the sorcerer can impose a different elemental nature by making significant sacrifices suited to the chosen aspect.

- **Air:** The region glides on cloud-wings and a cushion of wind-fins. It can rise up to long range from the ground and fly through midair for several miles before harmlessly descending. Those aboard are protected from extremes of weather and always have clear, breathable air. Land in its wake is swept flat and frozen, but cleansed of impurities.
- **Earth:** The region stomps on crushing turtle-legs of living rock. It can tunnel underground or through mountains at half-speed without endangering those aboard and isn't slowed by solid obstacles that are smaller than it. Sources of stone and veins of ore within the region replenish over time, providing those aboard with a steady supply of such resources. Land in its wake is flattened, but mineral veins are drawn up into its footprints.
- **Fire:** The region grinds on great wheels of molten rock and burning ore. Those within close range of its base suffer a difficulty 4, Damage 5L/round environmental hazard. It can suppress this hazard if directed to as part of its movement patterns. Those aboard always have light and warmth. Land in its wake is scorched, but left rich with volcanic ash.
- **Water:** The region sails atop a serpent-tail of rushing waves. It can move twice as fast over bodies of water. Endless springs and wells are available to those aboard, ensuring a constant water supply. Land in its wake is flooded, but the waters are unusually clean.
- **Wood:** The region lumbers on spindly root-legs and branch-arms. It can climb over and around most obstacles without slowing or destroying them. Those aboard enjoy an abundance of vegetation, which flourishes even in the most arid soil. Its passage is less destructive than those of other aspects and scatters growth in its wake.

Control: An elemental token or talisman forms at the region's sacred site when this spell is cast. If the sacred site already produces a hearthstone, it becomes the token. As long as the sorcerer bears it, she can maintain her attunement to the region from afar, as if it were a manse's hearthstone, though it provides none of a hearthstone's other benefits. She can use it to commune with the region's intelligence at any distance.

Distortion (30): This spell can only be distorted from within short range of its sacred site. The distorting sorcerer makes a single change to the region's movement patterns that applies the next time it becomes relevant, though only once. He might change the next destination in its circuit or cause it to ignore a prohibition on passing through inhabited areas the next time it comes across one.

Total Annihilation

Cost: 35sm, 3wp

Keywords: Aggravated, Perilous

Duration: Instant

The sorcerer raises one finger to the sky in a heaven-piercing mudra. All light bends and dim around her hand, desperate to escape the Elder Sun whose lost name she now invokes.

The sorcerer casts a orb of coruscating emerald energy at a point within medium range. No attack roll is required, but such power is reluctant to be commanded: the blaze doesn't impact its destination until the start of her next turn, though its intended destination is clear to all observers.

On impact, the facsimile Green Sun erupts into a spear of all-consuming emerald light. This burning pillar extends out to close range from the point of impact and extends outward by another range band at the end of each round, maximum long range. It extends six range bands upwards. All characters who must succeed on a difficulty 5 (Wits + Resistance) roll or be permanently blinded. The difficulty is reduced by 1 for each range band past the first between a character and the point of impact, minimum 2.

The emerald light is an environmental hazard with difficulty 5. Unlike most hazards, it inflicts five levels of aggravated damage on a failed roll, or five dice of aggravated damage on a successful roll. Characters damaged by it are exposed to green sun wasting (p. XX), and are permanently blinded if they suffer 3+ levels of damage. Those killed by it become shadows smeared across the landscape, leaving not even dust behind. The hazard deals uncountable damage to trivial characters, Might 0 battle groups, and most mundane scenery. It always counts as a source of recurring uncountable damage for Charms capable of defending against them.

Once the hazard reaches long range, it releases a shockwave of burning ash and tainted air at the end of the next round. This is a lesser environmental hazard with difficulty 5, Damage 5L that extends out to short range from the emerald light's edges. At the end of each subsequent round, it expands outward by one range band, but its difficulty is reduced by 1 each time. Once it reaches long from the blaze's edge, it disperses. With that, the emerald light finally curdles and collapses, leaving desolation in its wake.

Control: The sorcerer's anima and eyes throb with emerald light. She can hurl the orb out to long range and is immune to being blinded by both the initial flash and the hazard. Characters with Ties of fear toward Ligier also treat them as applying to the sorcerer while interacting with her.

Distortion (15): This spell can only be distorted in the time between the sorcerer casting it and the blaze impacting its destination. If successful, the distorting sorcerer redirects the orb to a new destination before it impacts. The destination must be within the spell's range and within medium range of the original destination.

Transmigration of the Garnet Mirror

Cost: Ritual, 3wp

Keywords: None

Duration: Five days

The sorcerer creates a domain within which things cease to be real, existing only as unrealized potential for five days before this doomed half-reality collapses back into its original state.

She must stand at the highest point within the area to be affected, which can encompass up to (Essence x 20) square miles, turning a red-stained mirror to face the four cardinal directions for one hour each before raising it toward the skies and offering the Prayers of the Resentful Heart. At that moment, the region and everything within it is drawn into a strange parascap. This has the following effects:

- The area is completely cut off from outside. No one can leave, and those who try find themselves inexplicably looping back. Nothing from the outside can enter, likewise finding their path distorted. This applies to magic as well, such as teleportation and summoning. Inanimate natural phenomena such as clouds and rivers are not interrupted, flowing seemingly from nowhere.
- The world outside is completely imperceptible. Looking outward reveals only vague contours of what should be there. Scrying and similar magic to observe the outside world completely fails.
- The sky is pitch black, with no stars or sun. A swirling garnet moon hangs in the sky, neither rising nor setting — instead, it fully waxes and wanes each day. During the day, the full moon's light is as bright as daylight; at night, the new moon casts the region into darkness.
- All writing is transformed and translated into a mirrored form of Old Realm script. Characters can read this text normally as if fluent in Old Realm.
- Sidereal Divination Charms and similar prophetic magic returns garbled nonsense, referencing the future as the past and forecasting mutual impossibilities. Beyond five days, it offers nothing at all.
- Characters other than the sorcerer won't recognize or acknowledge these oddities as anything unusual. If confronted, they'll explain them away as a result of unseasonal weather, road collapses, mass hysteria, and so on. This stubborn denial counts as a Defining Principle.

When this spell ends, the area and everything within it return to reality. They revert to the exact same state as when the sorcerer cast the spell, as though the previous five days never happened: destroyed buildings return to their original condition; a disease's progression is undone; wine that was drunk is back in its bottle; those who died are alive.

Only the sorcerer remembers what happened during the spell's duration. She can restore other characters' memories by touching them and spending one mote. The reversion applies to Intimacies that were created, weakened, or strengthened during the five days. Characters presented with evidence of what happened can spend one Willpower to regain their memories of the parascap for a scene; when they have spent three Willpower in total, they retain their memories forever.

A given area may only be affected by this spell once per year.

Control: The sorcerer's eyes are blank red orbs, and she weeps bloody tears while sleeping. She can exclude specific characters from this spell's area by speaking their names while casting it. They do not appear within the parascap, displaced outside the borders by distorted pathways or bizarre coincidence. Their absence is overlooked like the spell's other oddities. She can shorten the spell's duration to as little as five hours and may specify a condition that will cause it to end early, such as the finale of a local festival or the death of a particular character.

Distortion (25): The sorcerer forgets events within the parascapae like everyone else once this spell concludes and can't restore other character's memories.

Unity of the Closed Fist

Cost: 30sm, 3wp

Keywords: None

Duration: One scene

Uttering the true name of a being who does not yet exist, the sorcerer forces the universe to rectify this lack, fusing her Circle into a single entity of awe-inspiring power.

The sorcerer merges her body and Essence with those of up to four willing characters within close range, each of whom must have a positive Defining Tie towards the other characters, either individually or as a whole. Each other participant must pay one Willpower to help catalyze the spell.

The merged characters form a single being, known as an Amalgam. It has the following traits:

- It uses all of the merged character's Initiative tracks, rather than having one of its own. Enemies making **withering** attacks or using similar effects against it must choose which Initiative track to target.
- It has the highest Essence and Willpower ratings among the merged characters. It doesn't have an independent mote pool or temporary Willpower — instead, each merged character retains their own pools.
- It uses the highest Attribute and Ability ratings among the merged characters.
- Each merged character distributes two bonus dots of Attributes and three dots of Abilities among the Amalgam's traits, represent their particular contributions to the whole. These can raise its traits above 5, to a maximum of 10. They count as dice from Charms.
- It has (Essence + 10) – 0 health levels. If it's incapacitated, the spell ends. If it suffered any excess damage beyond its Incapacitated level, that damage is divided evenly among the merged characters, rounded down.
- If it includes Exalted, it has an anima banner, which begins at the highest level among the merged characters'. It's is shared among them, but each level of anima spent from it counts as three levels.
- It gains three Intimacies from each character. The Storyteller may give it a further Intimacy from each character, prioritizing conflicting feelings from the component characters.
- It gains either the Legendary Size Merit or 7 dots worth of Innate Merits of the players' choosing.
- The merged characters' equipment combines into a composite panoply. All weapons that are compatible with a given combat Ability merge into one, using the best of each merged weapon's traits (though not their Evocations). The same applies to armor.

The merged characters still take turns normally using their individual Initiative tracks. On a character's turn, they become the Amalgam's "oversoul," The oversoul can only use their own Charms, Evocations, and similar magic, and any ongoing Charms or effects they use apply only while they remain at the fore. Characters other than the oversoul can't use their own Charms, with the exception of Reflexive Charms that don't create or enhance actions.

The oversoul remains in control until the start of the next constituent character's turn. (If two merged

characters act on the same tick, they choose what order they act in, but remain separate oversouls). Alternatively, the oversoul may pay one Willpower to cede control to another merged character, letting him take the turn in her stead, in addition to taking his own turn for the round. The oversoul can also do so outside of her turn to allow another character to take reflexive actions or use Charms in her stead until the next merged character's turn.

At the end of the spell, the Amalgam dissipates, and its constituent characters reappear in a flash of light. Each of them gains one of the Intimacies given to the Amalgam by another merged character at Minor intensity, chosen by the Storyteller.

The merged characters' players make all choices related to the Amalgam the first time this spell is cast on them. These choices remain the same for subsequent castings, though radical changes in a constituent character's nature, expertise, or motivation may give reason for a change. Spirits and most un-Exalted supernatural beings cannot join the Amalgam; its magic relies on something fundamentally mortal which they lack.

Control: The sorcerer chooses an additional Attribute dot and Ability dot for the Amalgam. This spell creates a bond between merged characters that endures after the Amalgam dissipates. They often unwittingly complete one another's sentences, and always know the distance and direction to one another, as well as their general condition. They can spend one Willpower to reflexively send a mental message to the rest of the group regardless of distance, relaying a few sentences worth of thought or a single image.

Distortion (15): The Amalgam is destabilized, losing all bonus dots in an Attribute or Ability of the rival sorcerer's choice and suffering a -1 penalty on all rolls for the rest of the spell's duration. This spell can be distorted multiple times to strip bonus dots from different traits, stacking the inflicted penalty up to a maximum of -3.

Players, Have Mercy

Unity of the Closed Fist is a powerful tool brimming with dramatic potential. It also asks a lot of both the players and the Storyteller. We strongly recommend that players create the traits for their Amalgam long before casting the spell.

By default, the Amalgam is limited to five participants, but this should be adjusted if there's a higher or lower number of player characters. We recommend against mixing player characters and Storyteller characters as part of the same Amalgam; the intention is to give players the opportunity to shine cooperatively, rather than picking the optimum fifth participant. Likewise, a Circle is intended to have only one Amalgam, rather than many theoretical permutations of two-, three-, or four-character combinations.

These guidelines are meant to help maintain the spirit of the spell as a wondrous miracle of cooperation. Feel free to diverge from them to better suit the wants, needs, and preferences of your group as a whole.

Winds of Confusion

Cost: 40sm, 3wp

Keywords: Psyche

Duration: One scene

The sorcerer whispers the secret name of the hurricane that formed where Hell's first stars were unmade, blowing a black wind of mind-death.

Purplish-black air blows from behind the sorcerer, creating a wind corridor that's one mile wide and five miles long. It extends up to medium range vertically. The wind isn't impeded by any mundane materials unless they're completely airtight. Other characters exposed to the wind slowly lose their mental faculties. At the start of each of their turns, they must make a difficulty 5 (Intelligence + Integrity) roll. Characters who fail are addled, temporarily lowering their Intelligence and permanent Willpower by one dot, to a minimum of 0. This reduction applies for all purposes, including Charm calculations, with the exception of meeting Attribute minimums for Charms or similar effects. If a character's permanent Willpower is reduced below their current temporary Willpower, they lose any excess points. The sorcerer is completely immune to the wind.

This reduction is cumulative for characters who fail multiple times, quickly eliminating the minds of all but the most resilient. A character whose effective Intelligence or Willpower is reduced to 0 becomes completely unaware of the world. Such characters stand, sit, or lie in a comatose state. They wake from this torpor if they're damaged or otherwise harmed. However, this doesn't restore the reduced traits, and they're unable to use or comprehend language for this spell's duration.

Once the spell ends, reduced values return at a rate of one dot per hour.

Control: The sorcerer's breath smells sweet and causes momentary dizziness for those who breathe it in deeply. When a character's Intelligence or Willpower is reduced to zero, the sorcerer may choose to put them in a mindless trance, rather than rendering them comatose. They wander mindlessly, unaware of their surroundings or identity. The sorcerer can use social influence to command them, and they count as having as a Major Intimacy that supports any influence she uses. However, they cannot manage tasks more complicated than what a common working animal could understand.

Distortion (20): The sorcerer is no longer immune to the wind.

Chapter 6: Artifacts

Malfeas is a land of treasures. Some are antique wonders brought with the Yozis during their imprisonment, but most are the products of demonkind's existence since — and so these relics partake of the strange mixture of glory and grotesquerie that is the mark of Hell. The Infernal Exalted are heirs to these wonders; the Unquestionable, citizens, and even the Yozis shower them in tribute to ply their loyalty or arm them for their terrible work.

Minor Artifacts

The Demon Realm is replete with what the Exalted might consider minor treasures. While some are truly unique, lesser only in their potency, others can be found with dozens of sibling-artifacts — though even these all bear some unique design or quirk.

Angyalka's Mane (Artifact ••)

Grown from the prehensile hair of the demon-harpists known as *angyalkae*, this living artifact merges with its wielder's own hair (or scalp) when attuned for three motes. Extending down to knee-length, it can be used as an additional limb that's just as dextrous as her dominant hand. It can be used to make unarmed attacks with the Flexible and Grappling tags, and adds one die on grapple attack and control rolls. However, it's not compatible with Martial Arts other than Black Claw style, Dreaming Pearl Courtesan style, and similarly elegant styles the Storyteller deems suitable.

Grime-Gorging Marionette (Artifact ••)

An enterprising Dynast sorcerer bound a recalcitrant metody's core into this child-sized doll to clean for him, drawing on the demon's affinity for the passive, consumptive nature of vitriol. He soon traded it away, after his spouse developed a particular loathing for the silent servant. The marionette's articulated joints show subtle signs of wear from the metody's corrosive Essence, and all color has been bleached from the doll's hair. Its glass eyes were seared away from the inside long ago, so that the metody-core within can see more clearly.

When inactive, the marionette lies inert. When attuned for three motes, it comes to life. It serves its master loyally and understands all languages she knows, but can't speak or write. It must consume at least a mouthful of *something* each hour, or it falls inert. Its master's attunement is broken, and it can't be reattuned until a day has passed. It also falls inert if it's separated from its master for an entire day.

The marionette doesn't heal naturally. Repairing a single level of damage requires an hour-long basic repair project with a difficulty of (1 + wound penalty). If it's incapacitated, clearing its Incapacitated level requires a day-long major project with difficulty 5.

Grime-Gorging Marionette

Essence: 2; **Willpower:** 3; **Join Battle:** 4 dice

Personal Motes: 0

Health Levels: -0x1/-1x1/-2x1/-4x1/Incap.

Primary Actions: 10 dice (Housekeeping, Stealth, Tracking)

Secondary Actions: 7 dice (Intimidation, Larceny, Weathering Environmental Effects)

Desperate Actions: 4 dice (Feats of Strength, Looking Cute)

Appearance 1, Resolve 5, Guile 4

Combat

Attack (Unarmed): 8 dice (Damage 9B)

Attack (Corrosive Spit): 10 dice (Damage 9L)

Combat Movement: 4 dice

Evasion: 3 (see Tiny Creature); **Parry:** 2

Soak/Hardness: 9/4

Intimacies

Defining Tie: Master (Loyalty)

Major Tie: Everyone But Master (Spite)

Minor Principle: I enjoy consuming anything and everything.

Merits

Construct-Body: The marionette is immune to poison, disease, and fatigue. It has no need to eat, drink, breathe, or sleep, apart from what's needed to avoid dormancy.

Caustic Loyalty: The marionette's listed Intimacies can't be altered or weakened by any means. Any other Intimacies it gains are weakened by one step whenever it returns to its inert state.

Grime-Gobbler: The marionette can consume any mundane substance it can fit in its child-sized mouth. It can lick surfaces clean with its foot-long, yellowish-green tongue, without any risk of accidentally damaging the surface.

Corrosive Spit: The marionette can attack by spitting acid out to short range.

Puppeteer's Strings: The marionette always knows which direction its master is, as long as she's in the same realm of existence.

Tiny Creature: Add +2 Evasion against larger foes' attacks. Larger characters subtract two successes from Awareness-based rolls to notice the marionette.

Guardian of Slumber (Artifact ••)

This miniature shrine depicts a demon holding a crystalline heart that sheds light like a single lit candle. The sphere contains chalcant, a living fluid made by slowly dissolving a live First Circle demon in vitriol, carefully mixed with reagents that keep the resulting substance on the cusp between sleeping and waking.

Attuning to the Guardian of Slumber costs three motes. When the attuned character sleeps within close range of it, she and any other characters within range of see the dissolved demon in their dreams and may experience its dream-memories as if they were their own. Its protective presence protects grants sleepers +2 Guile and Resolve. The Guardian can detect threats within medium range with a (Perception + Awareness) pool of eight dice, waking all sleepers if it detects a threat. It also wakes them if it's moved out of close range.

If the attuned character acted in accordance with the dissolved demon's nature in the past day, she can attune to this artifact for a night without needing to spend motes. An erymanthus Guardian of Slumber might grant this benefit after the sleeper engages in gruesome combat, while a teodozjia Guardian might grant this benefit after the sleeper tears down a monument to human hubris.

Heart-Splaying Zither (Artifact ••)

This twisted zither, carved from the brass trees of Hrotsvitha, continually generates a low, meaningless drone of noise, imposing a -1 penalty on Stealth rolls even while unattuned.

When attuned for two motes, the heart-splaying zither is exceptional equipment and grants anyone who holds it an understanding of how to play it. The musician need not be the same character who attuned it. Those who play the instrument inevitably express one of their Intimacies of hunger or desire through it, willingly or no. They convert the bonus die for exceptional equipment to a non-Charisma success for influence that supports that Intimacy, but suffer -2 Guile against rolls that would reveal the Intimacy.

Politically-minded demons keep heart-splaying instruments as tools of intrigue, in addition to making even their dullest First Circle servants sound like professional musicians.

Strange Symphonies

The Heart-Splaying Zither is one example of a wider class of demonic instruments, many with similar powers. Some resemble instruments found in Creation, like trumpets, drums, and sanxians. Others take forms long forgotten by mortals or entirely unique to Hell, like silver-flecked sandpipes that howl with the Endless Desert's winds or a fleshy harp that sweetly screams as its strings are plucked. The simplest way to reflect these is to change the kind of Intimacy that the instrument reveals, based on the materials used in its construction — the preening, golden wood of Vitalius might reveal ones based in pride or insecurity, while a conch-horn from the Demon Sea reveals love and betrayal.

Hell-Weather Clock (Artifact ••)

These complex devices, roughly the size of a broad-shouldered human adult, are common possessions for Second and Third Circle demons. Some have crystalline panes that reveal the intricate assembly of green iron cogs and brass springs within, while others bear flattering depictions of the demons who commissioned them, but no hell-weather clock has a face. These instruments don't portray the passage of time, but rather sing out warning of the devastating "weather" of Hell: Hegra's emotion-storms, toxic

floods, urban avalanches, rampaging Yozis and behemoths, and the Silent Wind's approach.

When attuned for one mote, a hell-weather clock's sounds change in pitch and tempo as hellish weather builds and approaches its location, creating music that a canny listener can interpret. This adds two non-Charm successes on Survival rolls to predict local weather in Hell and on Awareness rolls to notice rapid changes in hell-weather in advance. This can't predict magic that creates or manipulates hell-weather. The clock's master can go (Essence) months without contact before her attunement lapses.

Some hell-weather clocks are small enough to fit in a pocket. However, they add only one non-Charm success on rolls. Additionally, their constant noise imposes a -1 Stealth penalty, which can rise up to -3 as hell-weather approaches.

Murk-Delving Capote (Artifact ••)

The demon Zabvya, Chorister of Lost Passions, commissioned this glistening dark-green cloak so he could parlay with (and eventually woo) Vathos the Murk-Queen, who dwells forever in the Demon Sea's lightless depths. Whatever leather comprises the cloak is softer than sealskin, but always reeks of Kimberly's waters. Nacreous black jade shells line its hood and collar, filtering the Demon Sea's toxic waters and fumes.

When attuned for two motes, the cloak lets its wearer breathe and speak in water or in acidic or corrosive liquids. She's immune to harmful effects from exposure to Kimberly's waters or fumes, though not to any magic that makes use of them, nor to conscious efforts by Kimberly.

Needle-Resin Glands (Artifact ••)

This artifact is a demonic graft, created from a firmin's resin-glands and implanted beneath their bearer's fingernails. Implanting a newly-created graft requires a hour-long surgical procedure, after which the bearer must spend a day acclimating to the graft to attune it.

When attuned for two motes, the graft lets its bearer take a ready weapon action to form a needle-weapon from the resin it exudes. She can spend one mote to create a needle with the traits of a knife, or two motes for one with the traits of a straight sword. The bearer may give created needle-weapons to other characters. She can arm an entire battle group over the course of (Size) minutes by spending (Size x 4) motes. These needle-weapons decohere into useless, sticky resin after (Essence) hours.

Omen Bottle (Artifact ••)

The artifice of these bottles was perfected in the high First Age, when releasing the atmosphere of Hell into Creation was considered a parlor trick, an exotic luxury, or an indulgence for the comfort of demon slaves. Each is an irregularly shaped bottle — no two the same — the size of a closed fist, made from green-grey frosted glass and fitted with a stopper of white jade. They're fragile as artifacts go, but almost two dozen of First Age manufacture have survived, and several have been crafted since by enterprising diabolists

An omen bottle siphons and distills the ambient Essence of Hell. Once attuned for five motes, an empty omen bottle can be filled by leaving it open in Hell for a full day, during which it slowly fills with varicolored liquid that churns and bubbles with vapor. Once filled and stoppered, the bottle can be opened to release the stored omen-weather. The type of omen-weather depends on where in Hell the bottle was filled and its proximity to any demons or phenomena that affect Hell's weather. Emotive rains, technicolored clouds, silver sandstorms, acrid fog, violet frost, and stone sleet are all possible, though Adorjan's winds are beyond their power to contain.

Only the attuned character can open an omen bottle. When she does, the stored omen-weather extends out to medium range. It extends out to long range after a minute, and an additional band of extreme range beyond that after a few minutes more. It lasts for up to a day. Omen-weather tends to be uncomfortable or mildly hazardous for inhabitants of Creation, but demons find it pleasant compared to Creation's hatefully pure waters and burning sunlight. Most omen-weather inflicts a -2 penalty on appropriate rolls or -1 to appropriate static values: Hegra's driving passion-winds might penalize both rolls to move through them and Resolve against inspire rolls. Other omen-weather may create environmental hazards, typically with difficulty 3, Damage 1L/minute. The Storyteller can vary these effects to better fit the omen-weather's nature.

Omen bottles aren't supernaturally durable and can be smashed as easily as thick glass. Smashing a full omen-bottle unleashes the stored omen-weather as far as a mile outward and may produce more dramatic effects, including higher penalties or deadlier hazards. However, such intense manifestations last only an hour. Reconstructing a shattered omen bottle requires a superior repair project.

Silvered Tongue of the Indebted Prince (Artifact ••)

The merchant prince Ofrid Pineborne was as notorious for his negotiation skills as for his gambling. When his debts grew beyond bearing, Makarios, the Sigil's Dreamer, visited Ofrid's dreams to strike a deal, hoping to expand his own market in Creation. Ofrid was all too happy to find mortal dreamers for his demonic visitor, but the demon demanded more, requiring the merchant prince's silver tongue as collateral. Ofrid happily accepted, having already wagered his head (tongue included) on a business venture. In time, Makarios discovered their deal had been struck on false pretenses, and made certain that Ofrid surrendered much, much more.

Ofrid's tongue, now coated in silver, serves as the centerpiece of an ornate amulet. When attuned for three motes, the bearer becomes fluent in spoken Rivertongue, Guild Cant, and Old Realm, though not their written forms. She *triples* 10 on rolls to bargain, gamble, or cheat at games, 1 but any 1s that she rolls subtract successes. Using magic that rerolls 1s deprives her of the amulet's benefits on a roll.

Irenio's Painted Door (Artifact •••)

One of the latter works of Frey Irenio, the Painted Door is an odd artifact, seemingly designed to aid in the theatrical endeavors of the Solar sorcerer-smith's Circlemate, Nia Firedancer. It appears to be a simple folding prop door, painted in white, gold, and green in a triangular tile pattern. Its true nature is only revealed with the performance of the now-obscure First Age tragedy *Departure of the Visitant*. Authentic copies of the script are proscribed by the Immaculate Order, but a rare few are possessed by antiquarians, scavenger princes, sorcerers, and demon cultists.

The play requires five actors and a modest amount of props and scenery. It takes approximately two hours to stage and must be performed entirely in Old Realm. At its culmination, the actor playing the eponymous Visitant, having thrown the imperial court of Duwa into disarray, makes her dramatic exeunt through the Painted Door. She must pay ten motes and make a difficulty 3 ([Charisma or Manipulation] + Performance) roll to use the Door. If she succeeds and the play was performed adequately, she enters a place that seems similar to the one she left, a facsimile of the building in which the play was performed, but ancient and abandoned by all but she. It doesn't take much exploration to find that the crumbling ruin is lost in Endless Desert, five days from the Demon City. There is no way to return through the Painted Door.

Nia Firedancer used the door only once. When she finally returned to Creation, she is said to have returned the gift to Frey Irenio.

Monksbane Gong (Artifact •••)

The Lunar Rakehell Cadhla delighted not only in defeating Immaculates in battle, but in subverting the faithful. Where monks preached denial and self-control, Cadhla taught their followers the arts of seduction and bade them spread her cult of revelry. Termagant Reed was the most famous of these disciples. He loved Cadhla dearly, and when a Wyld Hunt slew her, his grief drove him to seek out Alveua, Keeper of the Forge of Night. He entreated the demon to make of him something that might cause the Immaculates to feel some semblance of his devastating loss. She forged him into a gleaming black gong with an inscription etched in silver: “To catch a bird is to cage the sky.”

When attuned for five motes, the gong’s music creates a spiritual aura that negates prayer. It can be struck to create an eerie, mournful sound, audible out to medium range, and continues to reverberate for a full day unless stilled. Its master can strike it with a difficulty 3 (Charisma + [Occult or Performance]) roll for a thunderous ring that can be heard for (1 + extra successes, maximum 5) miles away.

As long as the gong continues to reverberate, characters who can hear it and have a Resolve lower than the gong-ringer’s successes can’t hear prayers or benefit from the Cult Merit, nor can their prayers reach anyone else. After (Essence) consecutive days of exposure, such characters must weaken an Intimacy related to faith, religion, or spirituality, or form a Minor Intimacy reflecting antipathy toward such things if he has no such Intimacies.

Spirits recognize the gong’s sound as antithetical to prayer. If the gong suppresses prayers from a spirit’s cult, he can tell some magic has disrupted their worship.

Sky-Stitch Needle (Artifact •••)

Mihai the Fool has earned his moniker many times over, but his crowning achievement came when he hitched a ride upon the Black Boar himself to harvest the sky-twisting Essence that bled from the Yozi’s great bristles. Mihai survived (though none of his subordinates did) and claimed three bristles (though his original project design would have required six). Ever one to make the best of a situation, Mihai made a different artifact of each bristle. One he fashioned into a spear that could flash across great distances; one he made the core of a jade pillar that could not be moved by any force; and the last he carved into a needle sharp enough to pierce space.

The Sky-Stitch Needle resembles a sewing needle the length of a dagger’s blade. When attuned for five motes, it trails black thread that fades out of sight a yard or so out. It’s exceptional equipment for sewing. Its wielder awakens Knot Anchor for free upon attuning to it.

Knot Anchor

Cost: 3m, 1wp; **Mins:** Essence 1

Type: Simple

Keywords: None

Duration: One hour *or* Instant

Prerequisites: None

The Sky-Stitch Needle pierces space, leaving behind a marble-sized knot of black thread that tethers its wielder through space.

The needle's wielder pierces space in her current location over the course of a minute, creating a knot that hangs in the air (or in the water, on the ground, etc.). It's visible but immaterial and remains in place for one hour. The knot immediately dissipates if the needle moves more than a mile away from it, or if this Evocation is used again. Characters capable of striking dematerialized targets can destroy the knot with a difficulty 2 gambit against Defense 1.

A second use of this Evocation lets the wielder make a difficulty 3 (Dexterity + Athletics) roll to pull the herself through space. On success, she immediately teleports back to the knot, ending this Evocation. When used this way, the Evocation's Willpower cost is waived.

Convergence of Threads

Cost: 6m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: None

Duration: Special

Prerequisites: Knot Anchor

The needle sews threads of space together in impossibly unorthodox patterns.

While using Knot Anchor, the wielder can make a difficulty 3 (Dexterity + Craft [Tailoring]) roll to sew her current location and the knot's location together, creating a stable passage. As long as the knot remains intact, any character can pass between the two locations as if walking through an open doorway. The wielder can't end this Evocation before the knot has dissipated.

Twisted Face Mirror (Artifact •••)

This polished, asymmetrical hand mirror was carved from Szoreny's silver bark, scoured free of blemish in Cecelyne's sands, and bound in cold-forged brass. Anyone who glimpses her reflection within sees something she doesn't like, such as a hint of fear that offends her courageous Principles or a resemblance between herself and a hated foe. Writing viewed in the mirror's reflection becomes incoherent, incidentally protecting observers from any Psyche effects or similar magic contained in the writing.

Attuning to the mirror costs three motes. Mortals can attune to it for one Willpower, which they can't regain while the mirror is attuned. By holding the mirror and looking within it, an attuned character may roll (Appearance + Larceny) as a miscellaneous action and to change her appearance. Each success lets her change one major feature: skin color, hair color or length, height, voice, facial structure, body hair, body shape, sexual characteristics, etc.. These features can be far outside the norm for the user's species (e.g. giving a human blue skin or a tapir-like trunk), but it can't add or remove limbs, grant mutations, or impose similar alterations. It can't replace *all* of her features: she must always keep at least one major feature of her true self.

This transformation lasts one hour, but can be extended by spending successes on time instead of additional features. Each success spent adds one hour to this duration. Changes revert prematurely if the user ends her attunement.

Bloodbrass Cauldron (Artifact ••••)

A large ruddy-brass vessel inscribed with Old Realm glyphs in tarnished orichalcum, the Bloodbrass

Cauldron dates back to the early First Age, when sorcerer-warlords vied for supremacy at the fringes of the Exalted host. It can be used to brew a tainted elixir from a combination of human and demon blood, certain rare mushrooms, acrid alchemical salts, and a small sample of Hegra's rage-rains. (In Hell, these can all be acquired with a single Resources ••• expenditure).

The cauldron's master must spend fifteen motes to catalyze the mixture. After six hours of brewing, the Bloodbrass Cauldron produces a foul, deep red brew, sufficient for a few dozen individuals or a Size 2 battle group. A demon or human who drinks from the cauldron experiences a monstrous transformation over the course of a minute, gaining the following for one day:

- They become creatures of darkness.
- They gain the Hideous Merit and six dots of mutations. They're based on the demon whose blood was used, like spikes and fur for a blood ape or jeweled chitin and wings for an agata. The mutations are the same for all who drink it.
- They gain an additional -4 health level.
- They gain a Minor Principle of "I must rage against Creation." It can't be weakened or altered by any means for the transformation's duration.
- They're filled with energy and have no need to sleep. They gain +2 Resolve against effects that compel sleep or unconsciousness.
- Battle groups of transformed characters have Might 1.

After the transformation reverts, some vestiges remain. Affected characters are still Hideous and creatures of darkness, and may retain cosmetic alterations similar to the mutations. They also retain the imposed Intimacy, though it can be weakened normally.

Characters who drink from the Cauldron more than once per season must make a difficulty 3 (Stamina + Resistance) at difficulty 3 or become addicted to its brew.

Brazen Harvest (Hell-Metal Goremaul, Artifact •••)

Cut and shaped from the living brass of Hrotsvitha, Brazen Harvest exudes the seething, constant fecundity of the hungry woods. It is an enormous, bulbous mace, and its surface is covered with nodules and polyps that slowly form, split, and reform themselves endlessly while Brazen Harvest is quiescent.

When attuned, Brazen Harvest gives birth to a riot of unseemly growth around it. Simple earth becomes squirming mats of fibrous grass; carved stone sprouts translucent leaves of lithic growth that thicken into veinous stony shrubs; metal plates offer up teaming stalks of glittering fractal plants. In Malfeas, its unchecked use can create entire microclimates as it arouses the Demon City's materials into a localized frenzy, turning alleyways or oubliettes into pockets of festering inanimate life. In Creation, such use can lead to places where plant and animal life is driven out or smothered. Any that remain become carbon fodder for successive spawning inorganic growth.

A driven adherent to the forest's voracious hunger, Brazen Harvest's unknown creator fed ever greater wealth, treasures, and still-living victims to Hrotsvitha's heart in acts of ecstatic worship, hoping to one day spread its obscene creed across Malfeas and beyond. Instead, the creator's name was consumed along with their life in a final orgy of consumption, leaving behind only the blood-slick weapon, which was born away by the creator's last near-victims. In Malfeas, it has been wielded as a battle standard by demon legions, an artist's tool by the neomah Suxi the Crucible, and even a gourmand's utensil by the insatiable Seven-Tongued Saint.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Bashing, Melee, Smashing

Hearthstone Slots: 2

Era: The Endless Festival Decade

Evocations of Brazen Harvest

While attuned, Brazen Harvest causes strange growths to proliferate from inanimate materials within close range of it. Most materials spawn plantlike growths of their own substance. The magical materials produce growths of their base metal instead: gold from orichalcum, silver from moonsilver, iron from starmetal, and jadeite from jade; soulsteel produces nothing but moans. Bone, wood, and other formerly living matter produces hairlike vines of carbon, sticky with unctuous liquids, that grow in ever more complicated tangles. Its wielder can quiet this effect for a scene simply by willing it.

Harvesting materials created by Brazen Harvest provides small quantities of the parent substance. A day spent collecting materials provides enough to make a Resources • purchase, or a Resources •• purchase for particularly valuable seed materials, like silver or firedust.

Overflowing Abundance

Cost: 3m, 1wp; **Mins:** Essence 1

Type: Simple

Keywords: Dissonant

Duration: Instant

Prerequisite Charms: None

Touching Brazen Harvest to the ground unleashes an explosion of lush, inanimate growth, steaming with living heat and dripping saline afterbirth.

The wielder expands Brazen Harvest's transformation out to short range for an instant, creating an overgrowth of materials. Collecting it takes only a few minutes, and its Resources value is increased by one dot. If it's used in a crafting project, the crafter gains an additional silver point per objective triggered for basic projects, or that many gold points for other projects.

Characters within the affected area increase the Resolve penalty of their Intimacies based on greed or a desire for violence by one. This property ends if the materials are harvested.

Resonant: Once per day, the wielder may waive this Evocation's Willpower cost.

Dissonant: Using this Evocation requires a difficulty 3 ([Strength or Wits] + [applicable Craft]) roll, or difficulty 5 for precious materials.

Reset: Once per scene. This can't affect the same source more than once per month unless reset by killing a nontrivial character. out of greed or anger.

Entombed in Luxury

Cost: 3m; **Mins:** Essence 1

Type: Supplemental

Keywords: Stackable, Uniform

Duration: Instant

Prerequisite Charms: Shining Ivy Shackle

Each caress of Brazen Harvest buries its victims in wealth.

Damaging an armored enemy increases his armor's mobility penalty by one. Clothing is also transformed, even if worn under armor, inflicting a -1 penalty on influence rolls where being well-dressed is relevant. These penalties stack, up to a maximum of -3.

Mundane armor requires a basic repair project to clear away the overgrowth, while mundane clothing is ruined beyond repair. Artifacts need only a few minutes of cleaning.

If the wielder incapacitates an enemy affected by this Evocation, she may reflexively activate Overflowing Abundance on his armor, waiving its Willpower cost. Mundane armor used as a seedbed is destroyed, while artifact armor is damaged severely enough to require repairs.

Forest-Raising Fecundity

Cost: 5m; **Mins:** Essence 2

Type: Simple

Keywords: Resonant

Duration: (Essence) hours

Prerequisite Charms: Overflowing Abundance

Brazen Harvest causes stone to froth and metal to spasm, great trunks and twisting vines growing from the ferment to protect its wielder from harm.

The wielder creates a wall, barricade, or other simple construction from the Brazen Harvest's growths. In combat, she can create a barrier sufficient to provide her with light or heavy cover and reflexively roll to take cover behind it, or create similarly-sized structures. With a few minutes, she can create larger structures, up to a story tall and with up to (Essence) internal chambers. Characters who are touching or inside these structures add one Willpower to the cost of resisting influence that leverages their Intimacies of greed or desire for violence.

This Evocation grants (Essence) automatic successes to a Strategic Maneuver roll for a Fortifications stratagem. The increased Willpower cost applies to all characters on the battlefield. Such uses have instant duration.

Destroying or damaging such structures require a Strength 5+ feat of strength at a difficulty of (5 + wielder's Essence). They crumble away once this Evocation ends.

Resonant: This Evocation has Indefinite duration.

Shining Ivy Shackle

Cost: 3m, 2i; **Mins:** Essence 2

Type: Reflexive

Keywords: Perilous, Stackable, Uniform

Duration: Instant

Prerequisite Charms: Entombed in Luxury

As Brazan Harvest clashes with enemy weapons, it stirs sudden growths of unwanted foliage.

This Evocation can be used when the wielder successfully parries an attack or when one of her attacks is parried, before the damage roll. It can also be used after a clash attack at close range, regardless of success or failure. The enemy's weapon becomes overgrown, inflicting a -1 penalty on attack rolls with it and -1 Parry when blocking with it. Any Initiative costs for using weapon tags also increase by one. The penalty on attack rolls and Initiative costs stack, up to a maximum of 3.

Once a weapon's penalty increases to -3, a subsequent use of this Evocation automatically disarms it. For the rest of the scene, characters with Intimacies of greed perceive it as being incredibly valuable, regardless of its true worth,

The weapon's wielder can clear overgrowth with a miscellaneous action, negating a single use of this Evocation. It can't affect unarmed attacks and natural weapons.

Ruinous Fruit of Want

Cost: 7m; 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Dissonant, Psyche, Shaping (Object), Withering-only

Duration: Instant

Prerequisite Charms: Forest-Raising Fecundity, Shining Ivy Shackle

Brazen Harvest's riotous Essence forces its way into a victim, turning his flesh and will into a seedbed for Hrotsvita's ceaseless, hungry growth.

The wielder makes a **withering** attack against an enemy suffering at least a -1 penalty from Entombed in Luxury or Shining Ivy Shackle, adding dice of post-soak damage equal to the target's penalties from both those Evocations. Crashing them inflicts the following effects:

- The maximum penalty he can suffer from Entombed in Luxury and Shining Ivy Shackle increases to (wielder's Essence + 1). Clearing the overgrowth from either requires a basic repair project, even for artifacts.
- At the start of each of his turns, any weapons he wields grows as if affected by a use of Shining Ivy Shackle, while armor and clothing suffers Entombed in Luxury.
- Any other objects he touches swiftly become squirming masses of hellish growth. Tools or other handheld equipment become unusable at the end of his next turn, requiring a basic repair project to

restore. Larger objects and portions of structures that he touches remain horribly enlivened as long as he's within short range. This includes bedding, furniture, and other constructed comforts, preventing him from receiving the benefits of rest for healing and mote recovery.

- He counts as having a Minor Intimacy that supports greed and a desire for violence, or treats existing Intimacies based on them as one step higher. He increases such Intimacies' Resolve penalties by one and must spend an additional point of Willpower to resist influence they support.
- Once per day, when he has the opportunity to indulge his greed or desire for violence, he must spend one Willpower to refrain from doing so. If he indulges, he regains one Willpower. This isn't triggered by opportunities that would threaten his Intimacies.

Affected characters are dimly aware that they may free themselves from Hrotsvitha's touch by fasting and abstaining from violence and indulgence for three days. Magic that prevents Shaping effects can protect objects from transformation, but freeing the affected character from its transformative touch requires magic that can break curses.

Outside of combat, this Evocation can also be used on a helpless character without requiring a roll.

Dissonant: The curse lasts for (wielder's Essence) days.

Reset: This Evocation can't be used on the same character more than once per story. No reset is needed for attacks that don't crash their target.

Scar Upon Perfection (Malfean Lead Daiklaive, Artifact ●●●)

The sun-blessed sage Thundering Heris discovered the depths of true grief when his journeys took him to the palace of Sirla Songbright and her Kingdom of the Thousand Perfect Things. Its people celebrated their Lunar queen's false promises as a true future and her glittering glamour as great riches, while their minds rotted and bellies starved. Heris found his practical wisdom a poor match for the Lunar's eloquent philosophy, and thus, he set upon a secret path to Hell. He returned on a moonless night with a black blade that shimmered green in the witchlight, scarring both the queen and her palace with its corrosive edge. The kingdom's people found themselves both well-fed and trapped behind walls of scarred stone, now subjects of the King of the Thousand Broken Crowns.

The pitted surface and crude practicality of the Scar Upon Perfection have kept it from the treasure-halls of many would-be rulers of the Broken Crown valleys, but it finds a new hand whenever the wealthy become complacent and dare to decorate themselves in opulent excess. It was last seen in the hands of Sirla's reincarnation, the revolutionary martyr Vitra Stonebreak, who never emerged from the caustic pit that was once the satrap of Ikaji's palace.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 5)

Tags: Lethal, Melee, Balanced

Hearthstone Slot(s): 1

Era: The Unseen Horizon Years

Evocations of Scar Upon Perfection

The wielder's sword hand is coated with an acidic residue that lasts until washed away. With a touch, she can wipe away ink, smooth statuary, wilt flowers, and weaken chains. It counts as exceptional equipment

on rolls to erase, ruin, or erode material: feats of demolition, Craft rolls to sculpt stone, Larceny rolls to corrode locks, etc. If her target is especially resilient or valuable, she converts the added die to a non-Charm success.

The wearer awakens Scar the Pillar for free upon attunement.

Scar the Pillar

Cost: 3m; **Mins:** Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisites: None

The Scar's caustic edge cuts through stone as easily as through skin.

The wielder makes a feat of demolition using the Scar's edge, reducing its difficulty and minimum Strength by 1. The reduction increases to two against objects made to be decorative or exceptionally beautiful. Once per day, successfully destroying a thing of beauty grants the wielder one Willpower.

Special activation rules: This Evocation can be flurried with an attack without suffering flurry penalties.

Burn the Beauty

Cost: 4m; **Mins:** Essence 1

Type: Supplemental

Keywords: Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: Scar the Pillar

Armed with skin-boiling acid, the Scar's wielder strikes not to kill, but to disfigure.

The wielder adds dice equal to her target's Appearance on a **decisive** attack roll. Dealing damage inflicts a gruesome wound as a crippling effect. The target's wound penalty subtracts successes instead of dice on Appearance rolls and is subtracted from his Appearance when determining how many bonus dice it adds on influence rolls. It's impossible to conceal the wound with mundane means: bandages dissolve, cosmetics melt off skin, and clothing placed over it yellows, fades, and frays. This crippling effect lasts until the target has healed all damage in his health track.

This Evocation doesn't affect Hideous characters.

Dissonant: This effect ends after a day for characters with Exalted Healing.

Resonant: A character whose wound penalty equals or exceeds his Appearance is left supernaturally wretched until he fully heals from the crippling effect. Other characters count as having a Minor Tie of either pity and disgust towards him, depending which emotional context fits their other Intimacies best.

Sting the Guard

Cost: 3m; **Mins:** Essence 1

Type: Supplemental

Keywords: Dissonant, Dual

Duration: Instant

Prerequisites: Scar the Pillar

The Scar skates across blades and sinks into faults as acid eats away resistance.

The wielder inflicts a –1 penalty to her foe's Parry against an attack or subtracts a success from a clash roll against her using a hand-to-hand weapon. This doesn't apply against unarmed attacks or natural weapons. If her foe is armored, she ignores two points of soak or Hardness.

Against enemies with Principles or pride or vanity or Ties towards material objects, the wielder ignores three points of soak or Hardness.

Dissonant: This Evocation only inflicts a Parry penalty against enemies with applicable Intimacies.

Melt the Blade

Cost: 3m; **Mins:** Essence 1

Type: Supplemental

Keywords: Decisive-only, Dissonant

Duration: Instant

Prerequisites: Sting the Guard

Locked in a bind, the Scar's acid blunts edges and splinters wood.

A successful disarm also corrodes the target's weapon. It suffers –4 Damage and –1 Overwhelming, minimum 0. This lasts until the end of the scene for artifact weapons, while mundane weapons require a repair project.

The wielder can use this Evocation to weaken weapons that can't be disarmed, like Worn weapons. It can't affect unarmed attacks or natural weapons.

With Essence 2, if the wielder rolls 3+ extra successes on the Initiative roll against a mundane weapon wielded by an enemy with a Principle or pride or vanity or a Tie towards material objects, the weapon is destroyed completely.

Dissonant: The wielder doesn't gain this Evocation's Essence 2 benefit.

Pit the Armor

Cost: 5m; **Mins:** Essence 1

Type: Reflexive

Keywords: Decisive-only, Stackable

Duration: Instant

Prerequisites: Melt the Blade

The Scar melts through chain and plate that stands between its blade and flesh.

The wielder can use this Evocation after dealing **decisive** damage to an armored foe. His armor suffers –2 soak and –2 Hardness, which increase to –(higher of wielder’s Essence or 3) against attacks enhanced by Sting the Guard. This lasts until the end of the scene for artifact armor, while mundane armor requires a repair project.

This Evocation’s penalty stacks. Artifact armor can’t be reduced below half its base soak or Hardness, rounded down, but there’s no limit against mundane armor. Reducing mundane armor’s soak to zero destroys it beyond repair, though it still inflicts a mobility penalty.

Against enemies with Principles or pride or vanity or Ties towards material objects, the penalty is increased by an additional point against attack enhanced by Sting the Guard.

Dissolve the Legion

Cost: 3i, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Dissonant, Perilous, Resonant

Duration: Instant

Prerequisites: Burn the Beauty, Pit the Armor

With a wild swing, the Scar’s acid flies off as a wave of ruin.

The wielder unleashes a one-time environmental hazard with difficulty (Essence + 1) and Damage 3L against all characters within close range. Non-Hideous characters suffer a penalty equal to their Appearance on the opposed roll, and battle groups suffer an additional –(Size) penalty.

Characters damaged by the hazard suffer Burn the Beauty’s crippling effect and the effect of either Melt the Blade or Pit the Armor. She can inflict both effects against enemies that take 2+ levels of damage. Damaged battle groups also reduce any bonuses they receive from Size by one for the rest of the scene for each level of damage.

Dissonant: The wielder must deal 2+ damage to inflict Melt the Blade or Pit the Armor’s effects, and can’t inflict both.

Resonant: The acid clings to damaged characters, exposing them to the hazard again at the start of each turn and potentially inflicting this Evocation’s debilitating effects anew. This lasts until they’ve taken (wielder’s Essence) turns or they take a miscellaneous action to wash away the acid.

Blister the Hand

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

Type: Permanent

Keywords: Dissonant

Duration: Permanent

Prerequisites: Dissolve the Legion

Even stone and metal bleed from the wounds gouged into them by the Scar.

The wielder can pay a three-mote, one-Willpower surcharge when she uses Melt the Blade, Pit the Armor, or Scar the Pillar to curse a damaged object, causing it to continuously drip acid for the rest of the scene. Anyone touching or holding it is exposed to an environmental hazard with difficulty 5, Damage 3L/round. As a small grace, characters trapped in acid-eaten armor can easily remove it as it dissolves, requiring only a single miscellaneous action, or two miscellaneous actions for heavy armor.

Dissonant: This can only be used once per scene.

Spite the Queen

Cost: 10m, 3i, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Dissonant, Perilous, Resonant

Duration: One scene

Prerequisites: Blister the Hand

A battlefield anointed by the Scar's acid becomes a caustic reproach against the foolishness of opposing its wielder.

The Scar's wielder pierces the ground, creating a violent spring of acid that grows and spreads. It's an environmental hazard with difficulty 5 and Damage 3L/round that extends out to short range from the point where she used this Evocation and surges upward to short range above the ground. At the start of each of the wielder's turns, it extends another range band outward horizontally, maximum long.

Enemies damaged by this hazard suffer the same effects inflicted by Dissolve the Legion. Surroundings and scenery are damaged by corrosion: floors stain before rotting away entirely, tainted soil is rendered incapable of sustaining plant life, and unattended objects are tarnished or corroded. It won't completely destroy structures unless they're especially flimsy, but still weakens or damages them. Feats of demolition against mundane objects or structures exposed to the acid receive Scar the Pillar's benefits. (This stacks with that Evocation if the wielder uses it). This lasts until mended with a repair project.

Dissonant: The hazard can't extend beyond short range unless the wielder has Essence 4. Even then, it can't extend beyond medium.

Resonant: Once per story, the wielder can unleash a wave of corrosion once the hazard reaches long range, spreading out to one mile. This destroys scenery and kills trivial characters at the Storyteller's discretion. Any characters significant enough to be tracked individually suffer a single interval of this Evocation's hazard. The wave taints the land and weakens any structures that survive as above.

The Mourning of Itreyoun (Voice-Woven Silken Armor, Artifact ••••)

In the sorcerous clashes that marked the end of the First Deliberative, *something* was unleashed. Some

said it was a wishing tree that spanned the sky, or a song that broke all hearts, or a numinous being of light and glory. None could agree on the details, save for three: it was beautiful, it could never be again, and its name was Itreyoun.

Those who witnessed Itreyoun were changed by the experience. They did their best to spread word of the wonder, and though their stories and songs made little sense to outsiders, they communicated a tragic loss of something that should have remained. These storytellers formed a monastic order, the Mourners of Itreyoun, and enjoyed the patronage of those Exalted who succeeded the First Deliberative as masters of Creation.

But the Mourners were mortal, and their tales too would fade in time. Moved by their plight, the Solar arch-sorcerer Yar-Atun bound Berengiere, the Weaver of Voices, to steal their words and spin from them a tapestry to forever memorialize the miracle. The demoness savored each tale as she teased them from the throats of the monks and wove it into her fabric.

The tapestry was rightly considered a masterpiece, and it fascinated Yar-Atun. It hung in the halls of the Hexmanse for a handful of years, but the sorcerer soon grew paranoid and covetous. He ordered it tailored into a beautiful robe by his apprentices, who he then slew, so that he and only he could always hold it close. He met his end at the hands of the sorcerer-cataphract Ostra Luka, who entombed the Mourning of Itreyoun with him.

Only Berengiere remembers Itreyoun. Within the last year, she has called on long-held favors to retrieve the robe from Yar-Atun's lonely grave. She now ponders which of the Infernal Exalted is worthy of such a princely gift.

The Mourning of Itreyoun is a hooded robe of many-colored cloth, heavy as brocade but soft and airy as byssus to the touch. It is woven with strange, abstract images that fascinate the eye and excite the imagination.

Attunement: 4m

Type: Light (Soak +5, Hardness 4, Mobility Penalty -0)

Tags: Silent

Hearthstone Slot(s): 1

Era: Falling Stars Interregnum

Evocations of The Mourning of Itreyoun

The Mourning of Itreyoun's wearer suffers no penalty for flurrying influence rolls to inspire melancholy or fascination.

The robe doesn't count as armor for its compatibility with Martial Arts.

Forgotten Woven Dreams

Cost: 1m, 1i; **Mins:** Essence 1

Type: Reflexive

Keywords: Dissonant, Perilous, Resonant

Duration: Instant

Prerequisites: None

“In time, Itreyoun and its legacy will slip away.”

The wearer inflicts a –1 penalty on an attack against or a movement action opposing her. The penalty increases to –2 against enemies whose Resolve the wearer has beaten with an inspire roll this scene or who have an Obsession inflicted by this artifact’s Evocations.

Dissonant: The wearer can only use this Evocation against enemies whose Resolve she’s beaten or who have an Obsession.

Resonant: The wearer waives the Initiative cost against enemies with lower Initiative.

Embrace of Bygone Stories

Cost: 5m; **Mins:** Essence 2

Type: Reflexive

Keywords: Resonant

Duration: Instant

Prerequisites: Forgotten Woven Dreams

“It is our duty to share the memory as best we can with those who will never understand.”

When attacked by an enemy within medium range who can see her, the wearer counterattacks with an (Appearance + [Performance or Presence]) inspire roll to fill her attacker with fascination or melancholy. If she succeeds, he must take a miscellaneous action on his next turn to stare at the robe’s embroidery, which may be flurried. This costs one Willpower and two Initiative to resist.

If the wearer uses Forgotten Woven Dreams and the attack misses her, that Evocation’s penalty also applies to the attacker’s Resolve against this influence.

Resonant: The wearer can use Tale-Teller’s Fading Memorial reflexively with this Evocation, combining both Evocations’ influence in one roll.

Tale-Teller’s Fading Memorial

Cost: 7m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Dissonant, Resonant, Perilous, Psyche

Duration: Instant

Prerequisites: Embrace of Bygone Stories

“We must strive to remember for as long as we can. Anything else would be a betrayal.”

The wearer makes a special (Appearance + [Performance or Presence]) inspire roll against a single character within short range who can see her, captivating him with the robe’s hypnotic patterns. Success causes the target to lose (wearer’s Appearance) Initiative and inflicts a Minor Obsession with learning

about or celebrating Itreyoun (**Exalted**, p. 169). If he already has such an Obsession, it's instead strengthened by one step

As long as a character has an Obsession, he suffers a penalty equal to its intensity to his Guile and Resolve against the wearer. He suffers the same penalty on the raw damage and Overwhelming of his **withering** attacks against her. If she uses Forgotten Woven Dreams against his attacks, this penalty subtracts post-soak **withering** damage instead, and penalizes **decisive** attacks' damage too.

This influence can't be resisted with Willpower. The inflicted Obsession fades by one step every (10 – target's Resolve) days. If he spends much of a day indulging his Obsession, it doesn't count toward this. Once the Obsession fades entirely, he forgets all he knows of Itreyoun. He can choose to keep the Obsession from fading to preserve these memories.

Dissonant: The Obsession fades by one step each time the target gains Willpower from resting, unless he spent much of the day before indulging it.

Resonant: The Obsession fades by one step each month, or each year for mortals and First Circle demons. The wearer waives this Evocation's Willpower cost when using it to strengthen existing Obsessions.

Remembrance of the Miracle

Cost: 2wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Dissonant

Duration: One scene

Prerequisites: Tell-Taler's Fading Memorial

"Long after we are gone, the world will bear witness again, if only for a moment."

This Evocation can only be used in the instant the wearer's anima reaches bonfire, replacing her iconic display with a mesmerizing image of Itreyoun. She increases Forgotten Woven Dreams' penalty to (Essence) against enemies whose Resolve she's beaten or who suffer an Obsession.

At the start of each of the wearer's turns, she reflexively makes an (Appearance + [Performance or Presence]) inspire roll against everyone who can see her, conveying the same effect as Embrace of Bygone Stories. If a character is simultaneously affected both by this Charm and Embrace of Bygone Stories, he cannot flurry the action to stare at Itreyoun's image.

Characters can avoid this influence by averting their eyes for this Evocation's duration, suffering a –3 penalty on vision-based actions against the wearer, including attacks.

This Evocation ends if the wearer's anima falls below bonfire.

Dissonant: Instead of increasing Forgotten Woven Dreams' penalty, this Evocation removes its Dissonant effect.

A Truth that Never Was

Cost: 3a; **Mins:** Essence 3

Type: Simple

Keywords: Resonant, Shaping (Fate, Terrain)

Duration: Instant

Prerequisites: Remembrance of the Miracle

“But then Itreyoun will fade, at once false and all too real, the way things appear in our dreams as we are waking.”

Resonant: Only characters resonant with the Mourning of Itreyoun can awaken this Evocation.

This Evocation can only be used while Remembrance of the Miracle is active, and ends that Evocation. As the image of Itreyoun fades, part of the world fades with it. The wearer can cause any number of unattended mundane objects within long range to fade from reality, as well as portions of mundane structures within range: huts and hovels vanish, holes to appear in fortress walls, storied artworks fade away, and so on.

The wearer can likewise banish environmental phenomena that would last no more than a day otherwise. This includes even phenomena created by magic, like flames ignited by Flight of the Brilliant Raptor. She can also end any deleterious magic she suffers if it would last no more than a day normally.

If a character within long range has an Obsession inflicted by Tale-Teller’s Fading Memorial and no remaining temporary Willpower, he must make a Willpower roll against his Obsession (**Exalted**, p. 169). If he fails, he discovers the nature and fate of Itreyoun, and he too is gone.

Reset: Once per story unless reset by maintaining a Defining Intimacy of fascination or obsession with Itreyoun — or a Defining Obsession — for a full month.

Second Sister (Nightforged Reinforced Breastplate, Artifact ••••)

“In the course of things, it was inevitable that my misfortunes should lead me to Hell. After departing the Whim of the Wind’s raucous company, I was fortunate, after a fashion, to eventually come to the attention of the demon-citizen Ricimer, who I was flattered to find had read my previous books. They advised me at some length on which demonic notables I had offended in my writings and entreated me for my expert opinion on a suit of armor they had acquired at considerable expense.

The suit was largely of the same velvet-black metal that characterized the demon-smith Alveua’s prodigies, shaped delicately in a woman’s form. The helm bore a serene face for a mask, the breastplate was shrouded in a mail chiton, and the greaves and vambraces were wrought to resemble limbs coiling protectively around the wearer’s own. The right vambrace, though identical to the left in form, was forged from starmetal, a material that the Mistress of the Forge of Night would never deign to use.

Happily, I was able to offer an assessment on the item’s provenance. Several contemporary accounts concerning the Midnight Century tell of the sorceress Nazirem and her unnamed twin bodyguard. During the unnatural strife of that period, her twin was maimed and her sword arm lost. Accounts differ as to whether Nazirem consigned her twin to the Forge of Night, or whether her sister went voluntarily to continue her duty. *The Thief of Meru* suggests that Nazirem reforged her sister’s broken daiklave to complete the armor, replacing a missing part that corresponded with her sword arm. Though it is avowedly a book of tall tales, it seems in some part accurate.

Ricimer's gratitude proved short-lived, and though a timely invasion by a rival citizen saved me from execution, the suit somehow vanished in the chaos. The escalating conflict would prove instrumental to my escape from the Demon City. My misadventures there I must relegate to future volumes; suffice it to say that though the experience was singular, I would sooner not return."

— Ledaal Kusam Valdris, *One Thousand Shards of Jade*

Attunement: 5m

Type: Heavy (Soak +11, Hardness 10, Mobility Penalty -2)

Tags: None

Hearthstone Slot(s): 2

Era: The Midnight Century

Evocations of Second Sister

The wearer awakens Life Forsworn for free upon attunement.

Life Forsworn

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Dissonant, Resonant

Duration: Permanent

Prerequisites: None

The sister's final wish was to never fail in her duty again.

Second Sister has a health track with two -0 health levels. Whenever the wearer takes **decisive** damage, these health levels are filled first. Each level of damage in Second Sister's health track reduces its soak by one as stylized wounds appear worked into the form of the armor as though they were always there, like artfully engraved lacerations and intricately embossed rivulets of metal blood.

Second Sister heals at a rate of one level of bashing damage per hour, one level of lethal damage per day, and one level of aggravated damage per week, leaving only faint scars etched in the metal.

An Essence 3 repurchase increases the armor's health track to (Essence) -0 levels.

Dissonant: The armor only has one -0 level, or (Essence - 1) with the Essence 3 repurchase.

Resonant: The soak penalty from damage is halved, rounded up.

Secret of the Broken Sword

Cost: 4m, 3i; **Mins:** Essence 1

Type: Reflexive

Keywords: Counterattack, Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: Life Forsworn

Second Sister's starmetal vambrace manifests fleeting shards of a forgotten daiklave to slash at an attacker.

If a **decisive** attack from close range damages Second Sister or its wearer, she makes a **decisive** (Stamina + [Melee or Resistance]) counterattack. It has a base damage of one die for each level of damage dealt by the initial attack, ignoring Hardness, and adds the wearer's attack roll extra successes as additional damage dice. This doesn't use her Initiative or reset her to base.

If the wearer makes a counterattack in response to an attack that damaged both her and second sister, she adds (Essence) additional dice of damage.

Resonant: The wearer always gains the additional damage bonus against attacks that dealt damage to her.

Dissonant: This Evocation counts as the wielder's attack for the round unless used in response to an attack that damaged Second Sister's health track.

Sister's Suffering

Cost: 4m, 1wp; **Mins:** Essence 2

Type: Reflexive

Keywords: Dissonant, Resonant

Duration: Instant

Prerequisites: Life Forsworn

Even at the cost of herself, the sister protects her charge.

When the wearer would suffer **decisive** damage, she may have Second Sister take a crippling injury (**Exalted**, p. 201) in her stead. Its soak and Hardness are reduced by one for each level of damage negated, but the mangling of metal reduces its mobility penalty is reduced by one until it's repaired. This does not count towards the once-per-story limit on taking crippling injuries.

Repairing the "injury" and the penalties it inflicts requires a major repair project that takes one day per point of penalty. It can't be repaired if there's still any damage in Second Sister's health track. This Evocation can't be used again until the damage is repaired.

Dissonant: Second Sister can only negate up to three levels of damage as a crippling injury.

Resonant: The wearer can negate a hostile crippling effect or body-altering Shaping effect, inflicting analogous effects on the armor instead. This causes a soak and Hardness penalty of -5, or one that's equal to any penalty inflicted by the negated effect if it's lower. If the effect normally lasts for a scene or less, the armor recovers at the end of the scene; otherwise it requires repairs as normal.

Key to Outer Darkness

Cost: 10m, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Decisive-only, Mute, Resonant

Duration: Instant

Prerequisites: Life Forsworn (x2), Secret of the Broken Sword, Sister's Suffering

Sensing fatal peril to its charge, Second Sister gives everything it has left.

Resonant: Only a character resonant with Second Sister can awaken this Evocation.

This Evocation can only be used if Second Sister's health track has been filled with damage and it suffers an injury from using Sister's Suffering. The wearer can use it after a **decisive** attack roll, before the damage roll. Her anima abruptly gutters out, fading to dim, as she falls through her own shadow and vanishes. She perfectly defends against the attack, reappearing in a safe place nearby that's in total darkness, like a cave or cellar, chosen by the Storyteller. In Malfeas, she invariably reappears at Alveua's Forge of Night.

Using this Evocation leaves Second Sister riven and cracked, rendering it and its Evocations unusable until it's repaired with a superior repair project.

Reset: Once per story.

Emerald Sunset (Orichalcum Powerbow, Artifact •••••)

ACT I

A great sound of thunder; green fire; LIGIER appears.

LIGIER: You have summoned me, yet the chains of your will do not shackle my soul.

THE PRINCE: I do not seek to bind you, O mighty one.

LIGIER: Such is the arrogance of the masters of this earth! Then ere I return I shall take my revenge upon you, for the suffering inflicted, the prison of torment which you have made of my father. 'Tis paltry reward, but all the same.

THE PRINCE: O mighty one, hear me, then slay me, if you still will. I beckoned you here not to bind you, but in hope of swaying your heart. I, who have delved into all the mysteries of Hell, can conceive of nothing greater than this, Prince of Princes: Your love. No binding could give it to me. Embrace me, and stay a night; and then slay me, or love me, and I shall accept it either way.

LIGIER: Your pride is your doom; take my hand.

ACT II

The throne room.

THE PRINCE: How many years has it been? Yet my love does not falter.

LIGIER: Neither does mine. Each time I look upon our son, it is renewed. So why then the shadow in your eyes?

THE PRINCE: It is my kin. We are all crowned in the sun; yet they think me serving a master of emerald. They do not understand we are equals.

LIGIER: We are not, for all our love.

THE PRINCE: O Mighty one! Beloved one! I beseech you: Make for me a work most beautiful, which unites in gold and brass our two worlds, which in my hand shall proclaim my authority over demonkind, that I am the greatest of sorcerers, who alone won Ligier's love!

LIGIER: This, as all things, is in my power. I shall make for you a bow whose strings keen like a heart, whose arrows are each a demon's life, which shall proclaim your authority over both of our realms. Yet the cost—

THE PRINCE: Anything.

LIGIER: Anything? I must ask—

THE PRINCE: Do not. Such is my love, I shall not ask. Anything of mine is yours. Take it. Go.

LIGIER: As you will.

ACT III

Night; the workshop.

THE PRINCE: O Mighty one — Ligier! My love. 'Tis late, and dark. Still you work.

LIGIER: It is done.

THE PRINCE: Such clanging of the hammer! And yet I hear no cry. Where is our son?

Ligier produces THE BOW. THE PRINCE takes it.

LIGIER, kindly: You hold him now. Hold tight, and never let him go.

— *From The Tragedy of the Five-Arrow Prince*

Attunement: 5m

Type: Medium (+12 DMG, OVW 4)

Accuracy: Close -1, Short +5, Medium +3, Long +1, Extreme -1

Tags: Lethal, Archery (Long)

Hearthstone slot(s): 2

Era: Era of Limitless Light

Evocations of Emerald Sunset

Emerald Sunset is a slender bow, its orichalcum covered by a greenish patina from channeling demonic Essence. It is embossed with sigils of authority and inspires a faint sense of dread. Emerald Sunset's wielder can flurry threaten actions with aim actions without any penalties.

First Arrow of the Prince: Baleful Sunset Glare

Cost: 6m; Mins: Essence 1

Type: Supplemental

Keywords: Dual, Resonant

Duration: Instant

Prerequisites: None

The wielder intertwines a mote of Ligier's light with the burning proof of her own authority, infusing them into an arrow that testifies her supremacy over all sorcerers and demonkind.

The wielder's attack adds +2 raw **withering** damage or one die of **decisive** damage for each of the following that's true:

- She benefits from aiming.
- She's successfully beaten her target's Resolve with a threaten action in this scene.
- Her target is a demon.
- Her target has gathered sorcerous motes or disrupted one of the wielder's spells this scene, or has any sorcerous motes stored.

If her attack deals 3+ **decisive** damage, 5+ **withering** damage, or crashes her target, her arrow explodes in a burst of green-gold flame, engulfing the target and those around her. This is a one-time environmental hazard out to short range of the original target, with difficulty 5 and Damage 4L/round, which only affects enemies. It affects dematerialized spirits, and demons cannot roll to resist .

Resonant: The wielder may pay a one-Willpower surcharge to expand the hazard out to medium range.

First Meeting: Awe and Terror

Cost: 3m; **Mins:** Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisites: Baleful Sunset Glare

The wielder plucks her bowstrings, releasing a keening song of dread.

When the wielder flurries an aim action with a threaten roll against the enemy she aims at, she adds the bonus from aiming on the threaten roll as well as her attack. If she beats a demon's Resolve with the threaten roll, she steals one Initiative from it.

Until the wielder makes an attack enhanced by the aim action, enemies whom she's successfully threatened this scene suffer a -2 penalty on attack rolls and similar harmful rolls against her. She loses this benefit if she doesn't attack by the end of her next turn.

Allied demons who witness a successful threaten action against a non-trivial enemy gain +1 Resolve against fear-based effects for the rest of the scene or +1 die on rout checks for demonic battle groups, fearing the wielder more than her foes.

Second Arrow of the Prince: Verdigris Grief Punishment

Cost: 5m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: Baleful Sunset Glare

Emerald Sunset blazes with a forbidden sigil, endowing it with power over sorcery and demonkind.

The wielder makes one of the following gambits.

Banish Demon: The wielder can banish a demon back to Hell with a difficulty (demon's Essence + 3) gambit. The banishment doesn't take hold until the demon has taken (Circle) turns, vanishing at the end of the last one. This doesn't work within Malfeas. This can only be used once per session, or once per scene against First Circle demons.

Unbind Demon: The wielder can unbind a bound demon with a difficulty (binder's Essence + 3) gambit. The demon is unleashed at the start of its next turn. He retains the Intimacy imposed by the binding, but it can now be eroded. This can only be used once per session, or once per scene against First Circle demons.

Drain Sorcerous Motes: The wielder can target a sorcerer who's shaping a spell with a difficulty (his Essence) gambit, causing him to lose (her Essence + [Archery or Occult]) sorcerous motes. If she rolls (spell's Circle + 2) extra successes on the Initiative roll, he can't cast that spell again for the rest of the scene, unless it was his control spell.

Distort Sorcery: The wielder can distort an ongoing spell with a difficulty (sorcerer's Essence + 3) gambit (**Exalted**, p. 466). She must make the gambit against a character affected by the spell, or against an effective defense of (sorcerer's Essence + spell's Circle) for other effects.

The wielder reduces a gambit's difficulty by one if the attack benefits from aiming or she's beaten her target's Resolve with a threaten roll this scene.

Resonant: The wielder can use Baleful Sunset Glare with this Evocation, adding dice to its Initiative roll. A successful Initiative roll triggers the environmental hazard. The gambit's effect applies to any characters damaged by the hazard who are valid targets if the wielder's Initiative roll successes are sufficient. Demons damaged by the conflagration must pay a one-Willpower surcharge the next time they use a Charm this scene, while sorcerers must do so the next time they start shaping a spell.

Dissonant: The wielder can't banish or unbind Third Circle demons, nor can she distort or drain sorcerous motes from Solar Circle spells.

Invitation to the Wedding: Hallowed Messenger

Cost: 4m, 2i; **Mins:** Essence 2

Type: Simple

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Baleful Sunset Glare

Bequeathed authority over the denizens of Hell, the wielder sends them to bring the word of her glory to her foes.

The wielder dissolves an allied demon within short range into green-gold light, drawing it into her arrow. She fires it at a point within her weapon's range, causing the demon to manifest in a burst of emerald flame where it lands. If the demon appears within close range of an opponent, it may make a reflexive attack, which counts as a surprise attack.

Resonant: The wielder can use this Charm to make a **withering** or **decisive** attack with the demon-fused arrow. The demon manifests within close range of the target even if the attack misses, but it may only make a reflexive attack if the attack hits.

Betrothal Gift: Unquestionable Sorcerer-Lord Dominion

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Verdigris Grief Punishment

Sorcery flows through Emerald Sunset like ichor through a demon's veins.

Emerald Sunset's wielder may flurry Shape Sorcery actions with aim or threaten actions and suffers no flurry penalties for doing so. Once per scene, the wielder may reflexively aim while she flurries a Shape Sorcery action and a threaten action.

Third Arrow of the Prince: Weeping Sky Elegy

Cost: 10m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Verdigris Grief Punishment

Emerald Sunset scorches the sky, searing its wielder's authority into that distant boundary between Hell and earth.

The skies out to long range become choked with billowing smoke for the rest of the scene, shining through with rays of gold and emerald, banishing even supernatural darkness. This has the following effects:

- The wielder gains one Initiative at the start of each turn for each of the following that's true: she's successfully threatened a nontrivial enemy this scene; a demon is present; or she's currently shaping a spell. She doesn't gain this bonus while crashed.
- Enemies count as having a Minor Tie of fearful awe towards the wielder, and she may retry failed threaten rolls without needing to reset them.
- She counts as fulfilling an additional condition for Baleful Sunset Glare.
- She reduces the Initiative cost of Verdigris Grief Punishment's gambits by one.

Resonant: The wielder can use this Evocation reflexively when she wins Join Battle.

Fourth Arrow of the Prince: Supreme Authority Proclamation

Cost: 10m; **Mins:** Essence 4

Type: Supplemental

Keywords: Dissonant, Dual

Duration: Instant

Prerequisites: Weeping Sky Elegy, Hallowed Messenger

Hell is love: So says Ligier. Pain and grief are not a price to pay; they are beauty itself. The wielder demonstrates this lesson by twisting a loving demon into the shape it was meant to have.

The wielder unravels the Essence of a bound demon within short range as she aims, remaking it as an arrow of light. She can't do so on unwilling Second or Third Circle demons. When she attacks, she adds (demon's Essence) dice of **decisive** damage or post-soak **withering** damage in addition to the usual benefits of aiming. If she hits, the target and all characters within him also suffers (demon's Essence) dice of **decisive** damage.

The wielder can use one of the unraveled demon's Charms to enhance the attack, paying its cost herself, even if it's normally incompatible with ranged attacks. She can use a Simple Charm that create an attack, applying its benefit to her own. However, the attack must still make sense as an effect conveyed through her ranged attack. If she uses an Eclipse Charm, she can incur experience debt to learn it instantly.

First Circle demons used as arrows are utterly destroyed. Second and Third Circle demons lose motes equal to the total levels of damage dealt to all targets and are forcibly dematerialized. They cannot willingly materialize again for the rest of the scene, even in realms like Malfeas where they're naturally material. If the wielder used one of their Charms, they can't use it again for the rest of the scene.

Dissonant: The wielder can't use this Evocations on demons with Essence 6+.

Wedding Night: Emerald-and-Gold Union

Cost: 5m, 1wp; **Mins:** Essence 5

Type: Simple

Keywords: Dissonant, Dual, Resonant

Duration: One scene

Prerequisites: Supreme Authority Proclamation

Like two suns comingling, Emerald Sunset brings together the Essence of Creation and Hell into a grand and terrible union.

Dissonant: Dissonant characters cannot awaken this Evocation.

The wielder immolates a willing Second or Third Circle Demon within short range, mantling its Essence in the form of a gold-green halo. Emerald Sunset is wreathed in hellfire, and a faint image of the demon towers over its wielder. She gains the following benefits:

- She adds (demon's Essence/2, rounded up) to her **withering** attack's raw damage and

Overwhelming, and on Initiative rolls for Verdigris Grief Punishment.

- She regains two additional motes at the start of each of her turn.
- She counts as fulfilling an additional condition for Baleful Sunset Glare and for Weeping Sky Lamentation's Initiative recovery.
- She can use Supreme Authority Proclamation as if the mantled demon were her arrow, without causing any harm to it.
- She can use any Eclipse Charm known to the demon, and can use offensive Eclipse Charms that are normally incompatible with ranged attacks with Emerald Sunset as long as this makes sense.
- She counts as a demon of the same Circle whenever it's advantageous for her.
- Demons with Ties of fear, awe or similar towards her cannot attack her, even at the order of a sorcerer who's bound them.

The absorbed demon has no independent existence while mantled. It can't take action or be targeted by other effects. It reforms without any ill effect when this Evocation ends

Resonant: The wielder can use Supreme Authority Proclamation reflexively together with this Evocation, drawing on the mantled demon for both.

Reset: Once per scene.

Chapter 7: The Roll of Infernal Personages

Many and myriad are the peoples of the Demon Realm — from the greatest of the Unquestionable to the lowliest of serfs.

Infernal Exalted

Though few in number, the Infernal Exalted have already begun to reshape Malfeas with their explosive potential and audacity.

Knaa, Omen of Misfortune

Knaa and her younger brother Ekaba were orphans raised in a merchant caravan that traveled the steppes east of the Dreaming Sea. Sturdy and hard-headed, Knaa learned to hunt, fight, and maintain the caravan that was their only home, while her brilliant brother studied to become a merchant. Their destinies were bright and clear until the caravan took in a thief bold enough to steal from the Divine Jewel Wardens, a Kinship of Prasadi Dragon-Blooded. Incensed and embarrassed, the Dragon-Blooded found the caravan and slaughtered everyone who might have been responsible... but a single young woman survived, scarred by flame and dreadfully alone.

Now in her twenties, Knaa is a brutal warrior driven to shatter the Prasadi pantheon — be they god or Exalted, they're all petty thieves in her eyes. Though she knows how and when to go into hiding, she eschews subtlety on the battlefield. Her long black hair, cloak, and skirt resemble a bird of omen, and she keeps her left arm bare at all times to show her terrible burn scars. With her right arm, she wields the orichalcum slayer khatar Truth in Nature, a scorpion-shaped bracer whose stinger juts past her wrist. Under her cloak, she wears a blue jade chain shirt she claimed from a Dragon-Blooded monk's corpse.

Knaa will ally with *anyone* who opposes Prasad's Dragon Caste or their Dynastic cousins, accepting whatever hypocrisy that entails. Only one uncertainty plagues Knaa's quiet moments: though she can fully recall every other detail of the day she lost everything, the thief who stole her family and good fortune evades her memory. She isn't foolish and she's certainly not quick to trust, but if presented with strong evidence of the thief's identity, she would stop at nothing to see them dead after crushing all their dreams.

Caste: Azimuth

Essence: 3; **Willpower:** 8; **Join Battle:** 11 dice (+10 for 10m)

Personal: 15; **Peripheral:** 37

Health Levels: -0x1/-1x2/-2x5/-4x14/Incap.

Actions: Climbing: 8 dice; Command: 9 dice; Feats of Strength: 10 dice (may attempt Strength 5 feats); Jumping: 8 dice; Read Intentions: 8 dice; Resist Poison/Disease: 10 dice; Ride: 7 dice; Senses: 11 dice; Stealth: 8 dice; Strategy: 7 dice; Threaten: 11 dice; Tracking: 7 dice; Woodworking: 6 dice.

Appearance 3, Resolve 5, Guile 3

Combat

Attack (Truth in Nature, orichalcum slayer khatar): 14 dice (Damage 14L/3)

Attack (Composite Bow): 10 dice at short range (Damage 13L)

Attack (Unarmed): 12 dice

Attack (Grapple): 12 dice (12 dice to control)

Combat Movement: 8 dice

Evasion: 5; **Parry:** 5

Soak/Hardness: 13/7 (Whirling Wind, blue jade chain shirt)

Intimacies

Defining Tie: Prasad's Gods (Hatred)

Major Tie: My Horse Ekaba (Friendship)

Major Tie: The blessed, privileged, and lucky (Bitter Disdain)

Minor Principle: I enjoy collecting folk sayings

Minor Tie: Children (Tough Love)

Escort

Knaa travels with an ever-shifting collection of bandits, legion-deserters, and mercenaries whose loyalty she's secured with promises of wealth. These use the traits of nomadic horse-archers and brigand leaders, and sometimes elite troops (**Exalted**, p. 497). She's sometimes accompanied by erymanthoi and other combat-focused First Circle demons as lieutenants.

Merits

Cult 1: Knaa is worshipped by the warriors that follow her, and by scattered mortals who revere her as a god of vengeance.

Familiar 2: Knaa's familiar is a soot-black horse named Ekaba, which has the benefits of Brazen Hellhound Bond (p. XX).

Excellency

Bonus Dice: Knaa can add bonus dice on rolls for one mote per die. The dice limit depends on the action's base dice pool: +2 dice for pools of 1-2 dice, +5 dice for

pools of 3-5 dice, +7 dice for pools of 7-10 dice, and +10 dice on pools of 11+ dice.

Static Values: Knaa can increase static values for two motes per +1 bonus. The limit depends on the base value: +1 for values of 2-3, +2 for values of 4-5, and +5 for values of 6+.

Devil-Body

When Knaa undergoes Devil-Body Apotheosis, her dark hair envelops her and expands into an oversized pair of wings, while her burn-scarred arm swells and bursts into horrific claws. The claws have an attack pool of 14 dice and Damage 19L/5. The Devil-Body has a health track with ten –0 levels and the Flight and Thousand-Armed Titan features. It also has Overwhelming Passion, inflicting fear through the Devil Aura vector. Its mutations are Pain Tolerance and one-dot Mighty Thew.

Offensive Charms

Apocalyptic Fury Force (8m; Supplemental; Instant; Decisive-only): Knaa rerolls 6s until they cease to appear on a **decisive** damage roll, and rolls an additional die if she rerolls at least three 6s. If she deals damage, she knocks her foe prone and gives him a Minor Tie of fear to herself. Dealing two levels of damage let her knock him into a nearby obstacle, inflicting medium-range falling damage (**Exalted**, p. 232), or knock him back or upward by one range band, inflicting short-range falling damage on a collision. Dealing three levels lets her knock him back with medium-range falling damage, while 4+ levels lets her knock him back two range bands.

Burnt Hand Clutches (5m, 1wp; Simple; Until grapple ends; Decisive-only): Knaa makes a grapple gambit, rerolling 5s and 6s on the attack roll, Initiative roll, and control roll. She suffers none of the usual grapple-related penalties and only needs to spend one round of control to drag her victim. and can use her opponent as an improvised weapon for attacks and parries. She can use her grapple action for a turn to make an attack with him as if he were an improvised weapon (12 dice, Damage 14B), and can likewise use him as an improvised weapon to parry. He suffers one die of **decisive** damage, ignoring Hardness, if Knaa deals 5+ **withering** damage or any **decisive** damage when attacking with him, or when she successfully blocks an attack with him.

Excessive Slaughter Overkill (5m, 1wp; Simple; Instant; Decisive-only): Knaa makes four **decisive** attacks against a single enemy, dividing her Initiative as evenly as possible among the attacks, rounding up. She adds an additional die of damage against enemies who are prone, grappled by her, or mortal. If her target is prone at the end of this flurry, Knaa makes three additional undodgeable **decisive** attacks, each of which has a base damage equal to the number of attacks in the initial flurry that hit, ignoring Hardness.

Defensive Charms

Ablation of Brass and Fire (4m [+4m, 1wp]; Reflexive; Instant; Decisive-only, Perilous): Knaa can parry unblockable attacks with her burn-scarred arm. Once per scene, she can spend an additional four motes and one Willpower after a **decisive** attack hits her to subtract her total Parry from its damage dice before comparing it to her Hardness. If she takes no damage, this counts as blocking the attack. She can reset this by going a full round without taking damage.

Mobility Charms

Shattered Firmament Stampede (5m [+3m, 1wp]; Simple; Instant): Knaa makes a mounted rush action against an opponent within short range — or all opponents within short range, for a three mote, one Willpower surcharge. Success drags him one range band toward her. With 3+ extra successes, he also falls prone. If Knaa succeeds *and* rolls three or more successes, her opponent also falls prone. This Charm can be flurried.

Social Charms

Impervious Primacy Mantle (4m, 1wp; Reflexive; Instant): When Knaa's Resolve is beaten by a threaten or persuade roll framed as a command or a Psyche effect that controls her or compels her to act, she perfectly defend against it. This also applies to Psyche effects that control her or compel action. Once per story unless reset by upholding a Defining Intimacy by defeating or punishing an opponent that's tried to command or control Knaa this story.

Warfare Charms

Green Sun General (5m): Knaa adds three dice on a command action and rerolls 5s and 6s. If she rerolls at least three 6s, she gains two Initiative.

Evocations of Truth in Nature

Fatal Innocence (3m; Simple; Indefinite; Uniform): Knaa can retract her slayer khatar's blade. Noticing it requires a difficulty 3 (Perception + Awareness) roll. She may reflexively end this Evocation to unsheathe the stinger mid-attack, making it a surprise attack if it wasn't already. If the attack was already unexpected, she instead adds an automatic success on the attack and damage rolls. She can only gain this benefit once per scene.

Venomous Tears (4m; Supplemental; Instant; Decisive-only): Dealing **decisive** damage inflicts a poison with Damage 3i/round, Duration 5 rounds, and a -2 penalty. This Evocation's cost is waived for attacks enhanced by Fatal Innocence.

Evocations of Whirling Wind

Secrets of Stolen Flight (3m; Simple; Indefinite): Knaa adds an automatic success on Climbing and Jumping rolls and on disengage rolls. Knaa may reflexively end this Evocation to rise instantly from prone on her turn, without using her movement action.

Darling Thorn, The Bird Whose Song Rusts Cages

Once there was a girl trapped in a life as a house slave in a plantation outside Great Forks, prized for her talent for singing and often punished for her habit of telling little lies. When drought struck, she was sold to the Fair Folk, who cared little for her rustic songs. Instead, they enjoyed pitting mortals against each other in games of intrigue and betrayal, and were delighted to find that the girl had a talent for it. She spent years surviving and observing, imagining her escape even as she became her masters' favored pet. When she took her Second Breath, her impossible escape plans became a reality.

Now there's a woman who faintly resembles that girl, though her generous curves and wry humor suggest a privileged upbringing suitable for any court or salon in Creation. There's also a swaggering young fellow who frequents gambling dens and ingratiates himself with high-rollers. And there's a wealthy dowager who makes strange investments, subtly manipulating markets for abstruse reasons. Wherever these figures appear, circumstances conspire to create cracks through which powerful demons slip into Creation.

This many-masked mystery's true identity is Darling Thorn, a confidence artist and demon-smuggler. When not in disguise, she wears expensive masks and concealing outfits inspired by birds-of-paradise. She delights in the freedom of traveling between Creation and Hell, whether in service to her demonic patrons or collecting precious treasures and artifacts. Her ever-changing collection of artifacts makes her both an unpredictable foe and a valuable trading partner. The chaos she causes in Creation does not concern her, but she prefers to move on before widespread violence breaks out... unless a truly spectacular treasure tempts her to linger. Vengeful marks and stubborn investigators may force her to unveil her skill as a Black Claw stylist trained by Mara herself, or to spread chaos more liberally to exploit the confusion.

Caste: Nadir

Essence: 3; **Willpower:** 9; **Join Battle:** 8 dice

Personal: 15; **Peripheral:** 43

Health Levels: -0x1/-1x4/-2x4/-4x2/Incap.

Actions: Bureaucracy: 7 dice; Disguise: 12 dice; Infernal Lore: 8 dice; Read Intentions: 10 dice; Senses: 8 dice; Social Influence: 10 dice; Stealth: 9 dice; Theft: 10 dice.

Appearance 5, Resolve 4, Guile 6

Combat

Attack (Unarmed): 10 dice (Damage 9B)

Attack (Grapple): 8 dice (8 dice to control)

Combat Movement: 10 dice

Evasion: 4; **Parry:** 4

Soak/Hardness: 3/0

Intimacies

Defining Principle: I will never be caged again.

Defining Principle: I crave the rarest treasures and wonders.

Defining Tie: Myself (Self-Centered Love)

Major Principle: I don't care who I hurt or what trouble I cause for others.

Major Tie: Fools (Amused Disdain)

Minor Tie: Those who seek freedom (Respect)

Minor Tie: Third Circle Demons (Envious Admiration)

Minor Tie: Mara (Love)

Escort

Darling Thorn is often accompanied by loyal First Circle demon servants, procured through her ever-shifting web of favors and obligations among more powerful demons. She prefers more discreet servants, but she isn't above employing brutish demons when circumstances demand it.

Merits

Black Claw Disciple: Darling Thorn's Tie toward Mara can't be altered or fully

eroded by any means.

Cult 3: Darling Thorn has subverted several cults and outright invented a few divine or demonic identities she's worshiped under.

Expansive Panoply: Many artifacts have passed through Darling Thorn's hands. The Storyteller determines whatever she has with her at the moment — typically a handful of lesser artifacts, and one or two with a three-dot or higher rating.

Excellency

Bonus Dice: Darling Thorn can add bonus dice on rolls for one mote per die. The dice limit depends on the action's base dice pool: +2 dice for pools of 1-2 dice, +5 dice for pools of 3-5 dice, +7 dice for pools of 7-10 dice, and +10 dice on pools of 11+ dice.

Static Values: Darling Thorn can increase static values for two motes per +1 bonus. The limit depends on the base value: +1 for values of 2-3, +2 for values of 4-5, and +5 for values of 6+.

Devil-Body

When Darling Thorn undergoes Devil-Body Apotheosis, her flesh bursts into a tangled mass of barbed vines. Attacks with the vines have 11 dice and Damage 12L/3. Her Devil-Body has a health track with ten –0 levels and the Area Attack, Dispersed Form, and Inscrutable Form features. It also has the Toxic Apotheosis feature, spreading a poison with Damage 3i/round, Duration 5 rounds, and a –2 penalty through the Hellish Touch vector. It has the Constrictor and Entangling Limbs mutations.

Offensive Charms

Black Claw Form (6m; Simple; One scene; Form): Darling Thorn gains +1 Evasion and adds an automatic success on disengage and withdraw rolls. She reduces the Initiative loss from both actions by one. Enemies suffer –1 if they have positive Ties toward her or are within close range of an ally with such a Tie. She may activate this Charm reflexively whenever she defends against an attack that causes her attacker's Initiative to fall below her own.

Flexing the Emerald Claw (5m; Supplemental; Instant; Decisive-only): Dealing **decisive** damage inflicts a poison with Damage 2i/round, Duration 8 rounds, and a

–2 penalty. While Black Claw form is active, Initiative damage inflicted by this poison awards that many points of Initiative to Darling Thorn.

See No More (3m; Supplemental; Instant; Decisive-only): Dealing 3+ **decisive** damage blinds Darling Thorn's target for three hours. The blindness penalty subtracts successes instead of dice against Darling Thorn's Stealth rolls. On unexpected attacks, she only needs to deal one damage.

Defensive Charms

Soul-Sieve Transformation (2m, 1wp; Reflexive; Instant; Dual): Darling Thorn can dodge even an undodgeable attack. She perfectly defends against it unless it's capable of striking dematerialized targets. Even then the total successes on the attack and damage roll are halved, rounded down. Once per scene unless reset by dodging a subsequent **decisive** attack made by an enemy with Initiative 20+.

Torn Lotus Defense (5m; Reflexive; Instant; Counterattack, Uniform): Darling Thorn can use this Charm after defending against an attack to counterattack with an influence roll to instill a positive Tie toward herself with a context chosen by her target, adding (attacker's Essence, maximum 5) dice. In Black Claw Form, this influence also applies to all enemies and bystanders who witness the attack, without multiple target penalties. If her attacker already has such a Tie, he also suffers five dice of unsoakable **withering** damage.

Unblemished Innocence Guise (6m, 1i; Reflexive; Instant; Perilous, Uniform): Darling Thorn inflicts a –5 penalty on an attack against her and ignores Evasion penalties, except surprise attack penalties. Successfully dodging grants one Initiative. If her attacker has a positive Tie toward her, its intensity is added to both the penalty and the Initiative awarded.

Social Charms

Forbidden Market Allure (6m, 1wp; Supplemental; Instant): Darling Thorn doubles 8s and ignores penalties for implausible claims on a bargain or persuade roll to convince characters to buy or sell something or to obtain something through criminal means. She doubles 7s if this involves illicit or disreputable commerce or major crimes. With 3+ extra successes, a target gains a related Minor Obsession. Once he obtains the object of his Obsession or (10 – his Resolve) days have passed, he can pay one Willpower to convert it to a Principle

of possessiveness.

Inexorable Ego Vortex (4; Reflexive; One scene): Darling Thorn's Tie toward herself is obvious to all observers. She gains +1 Resolve against influence that opposes it and rerolls three dice that show failures on rolls to instill Ties of love toward herself or weaken opposing Intimacies. Mundane surfaces that reflect her are destroyed or distorted, as are mundane depictions of her.

Mocking Murmurs Retort (6m; Reflexive; Instant; Mute): When a character makes an influence roll against Darling Thorn, she rolls Social Influence to mock him aloud, adding her successes to her Resolve. Once per scene.

Weak Minds Believe Anything (6m; Supplemental; Instant; Mute): Darling Thorn adds five dice and rerolls 6s on a Manipulation-based influence roll. She rerolls 5s as well if her influence leverages a target's negative Intimacy or is intended to cause emotional harm to him. If successful, it also instills a Tie of trust toward Darling Thorn unless the target has an opposed Major or Defining Intimacy.

Subterfuge Charms

Stolen Reflection Smile (2m; Supplemental; Indefinite): Darling Thorn adds five dice on a disguise roll to impersonate someone. They're non-Charm if she knows one of his Major or Defining Intimacies. The dice bonus other characters receive when she breaks character is reduced by one, or by (Intimacy) if she shares one of his Intimacies. This Charm's cost is waived when used with Thousand Masks Deviltry.

Thousand Masks Deviltry (5m, 1wp; Simple; Indefinite; Mute): Darling Thorn instantly makes a disguise roll to assume a fictitious role or impersonate someone, changing physical characteristics like height, weight, and ethnicity and potentially altering her anima banner or manifesting cosmetic supernatural effects that fit her disguise. Only characters using magic or superhuman senses can make opposed rolls, and can only do so if the Infernal acts out of character. Even then, they suffer a -5 penalty. Divinations and similar magic reveal results consistent with her false identity.

Third Circle Demons

The Demons of the Third Circle are utterly bespoke entities; they are as disparate from one another as are their Yozi progenitors. Their power is tremendous, often rivaling or exceeding veteran Chosen in their areas of expertise. They are creatures of deep passions and alien purpose; if every other demon was

scoured from Hell in a wave of sunfire, most would go on, pursuing their peculiar obsessions.

Although not listed, Third Circle demons almost always have Major or Defining Ties towards their Second Circle sub-souls. These Ties are often messy, revealing the complex web of priorities, competing interests, and self-identity that plague entities as grand as Third Circle demons.

Ligier, the Green Sun

Fetich Soul of Malfeas

At the center of each layer of Hell sits Ligier, the Green Sun, whose shadowless radiance is life and woe to the Demon City. He is the heart of Malfeas, his foremost soul and living core. Should he truly perish, all of Hell would be remade.

There is no greater smith among demonkind than Ligier. The wonders he forges stretch to scales that boggle the mind, from rivers of molten brass cast into triumphal arches through which stars could pass, to black iron wrought giants tall enough to challenge the heavens. In this work he finds joy and fulfillment, but his perfectionism demands strange or painful reagents, from children's blood to the taste of betrayal. Denied those, he inevitably introduces flaws unknowingly into his work.

Behind all of Ligier's creations, there is an idea: To bring order to Creation akin to that of Hell. There is no spite in this. Though Hell be a prison of agony and sorrow, though the Yozis thrash forever in anger and pain, Ligier looks upon the Demon Realm, and sees beauty. What is this prison, if not a temple? What is this thrashing, if not a dance? What is this pain, if not a sacrament? How could the Green Sun hate the ones who bound them all in such exquisite artistry? No, Ligier loves Creation and all of its people, such that one day, Creation's sun shall shine green, and black stone and brass shall cover the world, with gods and men alike joining the demons in their dance. They will all look upon the Green Sun, and weep with joy, for they will know his wonders.

It will all have been worth it.

Ligier is not just the sun of Hell. In his human-like form, Ligier appears as a handsome youth with auburn hair and bronze skin; when he desires to overawe others, he instead appears as a ten-foot tall being crowned in hellfire, with four arms, skin of brass, black iron claws, and a third eye. Like many Unquestionables, he can exist in two places at once. His summoning never darkens the Demon Realm — though his temporary death might. On rare occasion, he has been known to enter Creation at the entreaty of a queen, prince or legendary smith, appearing only for the brief time after the sun sets but before night falls. He has at times been moved to offer his services to them, and, to those who could grasp the beauty he sees, his company.

Though Ligier styles himself as unconcerned with the politics of Hell, he relishes the widespread impact of his every whim. A brief fling with a citizen may see them vastly elevated in the social hierarchy of the Demon City or bring the knives of assassins; a spur-of-the-moment choice may start a fashion that endures centuries. The fallout of Ligier's involvement in Malfean society may save or devastate lives, but he himself is above such consequences. Such chaos is Hell's lifeblood, and there is beauty in ruin.

When Ligier is not summoned for his crafting prowess, it is instead for his skills as a peerless warrior. A devastating presence on the battlefield, he reveals a radiance before which mortals are unmade and calls forth a sword whose beauty brings the staunchest heart to tears. His graceful motions trail afterimages, and his every blow sends earth-cracking shockwaves. By these tokens, Ligier shows the truth in which he believes: That there is no equal before the Green Sun, he who is immortal and invincible. None have yet been able to challenge this claim. It is, nonetheless, wrong.

Essence: 10; Willpower: 10; Join Battle: 14 dice

Personal: 150

Health Levels: -0x10/-1x10/-2x10/-4x10/Incap.

Actions: Crafting: 14 dice; Feats of Strength 13 dice (may attempt Strength 10 feats); Read Intentions: 10 dice; Resist Poison/Disease: 13 dice; Senses: 10 dice; Social Influence: 12 dice; Stealth: 6 dice; Threaten: 14 dice.

Appearance 5, Resolve 7, Guile 4

Combat

Attack (Sword of the Yozis): 14 dice (Damage 24L/5)

Attack (Spear of Light): 15 dice at close range (22L/4)

Attack (Unarmed): 12 dice (Damage 17B)

Attack (Grapple): 12 dice (12 dice to control)

Combat Movement: 12 dice

Evasion: 5; **Parry:** 7

Soak/Hardness: 15/7

Intimacies

Defining Principle: I shall bring my glories to the world, that all of Creation and Malfeas rejoice in the glory of the Green Sun.

Defining Principle: I cannot accept that our suffering was not worthwhile.

Defining Principle: I have no equal.

Defining Tie: Malfeas (Loving Compassion)

Major Principle: Suffering is the source of beauty, and my work cannot be perfect without it.

Major Principle: It is unsporting to use my full power against lesser foes.

Major Tie: Creation (Wounded Love)

Major Tie: His Worshippers (Magnanimous Disregard)

Minor Tie: The Exalted Host (Affected Superiority)

Minor Tie: His Creations (Pride)

Merits

Cult 4: The Green Sun is among the most commonly worshipped demons, and his fame is such that several languages use his title as a curse or a word of warding.

Font of Final Viridescence: Green sun wasting (p. XX) inflicted by Ligier's Charms is capable of killing characters with Exalted Healing. Characters already infected with the disease must still roll against its virulence against such Charms, increasing its intensity by one step if they fail.

Prince-of-Princes Prerogative: Once per story, Ligier may waive the cost of materializing and do so reflexively on his turn.

Unmatched Demon Artisan: Ligier doesn't track or spend craft points on projects. If he fails a roll when creating an artifact, he must wait one day before he can retry it, or five days for a legendary project. He has ten major project slots, five superior project slots, and a legendary project slot.

Offensive Charms

Battle-Roused Ardor (3m; Reflexive; Instant; Uniform; Essence 7): When Ligier is struck by an attack, he gains one point of *radiance*, up to a maximum of five. He can spend a point of radiance to make a reflexive **withering** or **decisive** attack, which can be used to clash attacks against him. He can also spend a point of radiance on a **decisive** attack to expose a damaged enemy to green sun wasting. Some Charms can also be enhanced by spending radiance.

This Infernal Radiance (10m, 1wp; Simple; One scene; Essence 7): To use this Charm, Ligier must have 20+ Initiative. He unhoods the full power of his inner light, shining with baleful emerald radiance that pierces through magical and mundane darkness alike. This is a one-time environmental hazard out to long range with difficulty 5, Damage 10L. This resets Ligier to base Initiative. A successful roll doesn't negate the hazard entirely — instead, it reduces the damage suffered by one die, plus an additional die per extra successes. Magic that defends against uncountable damage can negate the hazard entirely. Characters damaged by the hazard are exposed to green sun wasting, while those who take 3+ damage are blinded for the rest of the scene. Trivial characters are instantly annihilated, and battle groups must immediately roll for rout. Ligier continues to shine for the rest of the scene, but the hazard doesn't recur.

Mad Sun Blight (+1-3 radiance; Supplemental; Essence 7): When Ligier inflicts green sun wasting, he can expend up to three points of radiance to increase the disease's virulence and morbidity by +2 per point.

Perfect Blazing Swordplay (15m, 1wp [+1-5 radiance]; Simple; Instant; Decisive-only; Essence 8): To use this Charm, Ligier must have Initiative 15+. He makes up to five **decisive** attacks against any number of targets, resetting to base Initiative after all attacks are made. Each target suffers an onslaught penalty equal to the total number of attacks before any attacks are made. Each attack has a base damage of ten dice, and Ligier divides his Initiative evenly among them. He doubles 10s on the damage roll. Ligier can spend points of radiance to make that many additional attacks. Once per scene.

Viridian Flame Sheath (7m; Supplemental; Instant; Dual; Essence 6): Ligier doubles 8s on a **withering** damage roll or doubles 9s on a **decisive** damage roll. Dealing **decisive** damage increases the target's wound penalty by one for the remainder of the scene. If the attack inflicts green sun wasting, Ligier is refunded up to (target's wound penalty) radiance points spent on Mad Sun Blight after the damage roll.

Evocations of the Sword of the Yozis

Emerald Mirage Strike (10m [+1 radiance]; Supplemental; Uniform; Instant; Essence 6): Ligier trails emerald afterimages that strike from every angle, making an attack a surprise attack. It inflicts an additional point of onslaught penalty, and its target's onslaught penalty doesn't refresh on her next turn. Ligier can spend a point of radiance to prevent the target's onslaught penalty from refreshing for the rest of the scene, unless she crashes Ligier.

Flight of Brass (6m, 3i; Reflexive; Until next turn; Perilous; Essence 5): The Sword of the Yozis takes flight to parry attacks against its creator. He benefits from a defend other action, using his own Parry. He can still use it to make attacks. Characters who beat this Parry can either direct the attack against Ligier or knock the sword out of the air, ending the Evocation.

Evocations of the Spear of Light

Fatal Flash Dawn (8m; Simple; Instant; Clash, Uniform; Essence 7): Ligier makes an undodgeable attack that receives the benefits of aiming. If he is attacked from long range or further, he can use this Charm reflexively to clash it with unlimited range.

Ten Thousand Radiant Spears (10m, 1wp [+1 or 5 radiance]; Simple; Instant; Withering-only; Essence 7): Lances of emerald light rain down from the sky. Ligier makes an unblockable **withering** attack against all enemies within short range of a point within the spear's range. Ligier only gains Initiative from the highest damage roll, plus up to two Initiative from each other damage roll. Characters crashed by this are exposed to green sun wasting. He can spend one radiance point to extend the attack's area out to medium, or five points for long range. Once per scene.

Defensive Charms

Brazen Vessel Endurance (7m, 1wp; Reflexive; Instant; Decisive-only; Essence 8): Ligier halves the total damage of a **decisive** attack against him or negates uncountable damage entirely.

Unforgivable Imperfection Chastisement (3m or 1 radiance per success; Reflexive Instant; Perilous; Essence 8): Ligier can cause 1s and 2s on an attack roll against him to subtract successes, paying three motes or one radiance per success.

Unmarred Perfection Visage (12m, 3i; Reflexive; Until next turn; Decisive-only, Perilous; Essence 9): Ligier may use this Charm after taking **decisive** damage, becoming immune to any further **decisive** damage until the start of his next turn. This ends if he's crashed.

The Prince Stirs (—; Reflexive; Instant; Counterattack, Withering-only; Essence 9): When Ligier is crashed, he immediately resets to base Initiative and makes a **withering** counterattack against the enemy who crashed him. Once per scene

Mobility Charms

Emerald Flare Step (6m [+1wp]; Supplemental; Instant; Essence 5): Ligier moves in a flash of green light. He can move two range bands with a reflexive move action, ignoring the need to disengage, difficult terrain and environmental hazards. He can cross through any barrier that light could pass through. Alternatively, he can pay a one-Willpower surcharge to automatically succeed against a grapple control roll.

Social Charms

Unimagined Beauty Insight (5m; Simple; Eclipse; Instant; Essence 3): Ligier makes a read intentions roll with double 8s. Success reveals the nature and intensity of any of the target's Intimacies related to suffering, beauty, wonder, Hell, or

himself.

Unquestionable Prince Decorum: (10m; Simple; One scene; Essence 3): Ligier's Appearance increases to 7. None can fault his actions — while characters can defend themselves against him or argue against his positions, they assume him to be acting in good faith and according to appropriate social mores. He doubles 9s on influence rolls to instill Ties towards himself or convince characters to take actions likely to cause them harm.

Crafting Charms

Art Beyond Cost or Reason (50m, 1wp; Simple; Instant; Essence 10): Ligier undertakes a superior or legendary project on behalf of another character, halving its goal number, rounded down, and removing its terminus. However, the character he labors for must pay a terrible cost, generally equivalent to sacrificing the subject of a Defining Tie, violating a Defining Principle in a way that's impossible to take back, or similarly grievous tolls. If the cost isn't paid, the resulting wonder always bears some dire curse or flaw, sufficient to make its recipient regret not paying the price. Once per story unless summoned by a character who makes such a request.

The Making of Wonders (5m or 30m, 1wp; Simple; One project; Stackable; Essence 6): For five motes, Ligier automatically succeeds on rolls for a basic or major project and can complete it nearly instantly. For thirty motes and one Willpower, he doubles 7s on a roll for a superior or legendary project and rerolls all dice that initially show failures. He need only work for a week before he can roll, or a month for a manse or an N/A Artifact. He can use this Charm to benefit multiple projects.

Miscellaneous Charms

Hurry Home (10m, 1wp; Simple; Instant): Ligier fades away and vanishes on his next turn, appearing at his summoner's side. He can't do so while unbound.

Infinite Radiant Glory (1m+; Reflexive; Instant; Stackable; Essence 7): Ligier adds up to ten dice to a roll for one mote each, or up to +5 to a static value for two motes per +1. Each time he uses this Charm, the cost of subsequent uses this scene is reduced by one mote, maximum 5. He doesn't receive this discount if he adds more than 5 dice or +3 to a static value.

Materialize (75m, 1wp; Simple; Instant): Ligier manifests in a pillar of heatless green flame.

Measure the Wind (5m; Simple; Instant; Essence 1): Ligier can discern the nature of anyone making a request of him, facing him in battle, or receiving one of his creations.

Miracles of the Green Sun (20m, 1wp; Simple; Instant; Essence 8): Ligier undertakes a grand deed on a vast scale, usually related to destruction, crafting, or sheer might: He might bid all the silver ore within a mountain come pouring out as a molten river, set a forest ablaze, lift a palace into the air with his bare hands, or blight a whole city with green sun wasting. This requires a difficulty 10 roll using an appropriate dice pool. Success lets him accomplish this feat. It typically takes an hour of uninterrupted effort, though some might take until the next sunrise or sunset, particularly those that bring great harm to large numbers of people, like triggering a volcanic eruption. Once per story.

Sky-Sundering Might (15m; Simple; Instant; Essence 5): Ligier can undertake a feat of strength regardless of its Strength minimum and doubles his total successes. He triples them on feats of demolition.

TOTAL ANNIHILATION: FORM OF THE FIRST SUN

Only those who hold their own in battle against Ligier can earn his true attention. He usually offers such foes one last chance to withdraw; if they refuse, or if his binding compels him to pursue the battle, he adopts his ultimate form. His body implodes in a blast of impossible light, reforming in a shroud of darkness that swirls with stars. He reappears as an inferno of living hellfire around a skeleton of molten brass, sculpted into alien beauty so wondrous as to make one weep in their final moments. This has the following effects:

- If he hasn't used This Infernal Radiance this scene, he uses it reflexively upon entering this form, waiving the Initiative requirement. After resetting to base Initiative, he rolls Join Battle with ten bonus dice.
- Any of his combat Charms that are currently "down" are reset.
- Infinite Radiant Glory's maximum discount increases to seven and applies regardless of how great a bonus he adds.
- He ignores wound penalties on attack rolls.
- He gains +5 soak and +3 Hardness. The Overwhelming value of attacks against him is reduced by one.

- He waives Ten Thousand Radiant Spears's Willpower cost and the radiance cost to increase its range. He doubles his attack roll extra successes for calculating its damage.
- He waives Unmarred Perfection Visage's Initiative cost and can use it while crashed.
- He can use Fatal Flash Dawn to make an attack unblockable instead of undodgeable, trading sheer speed for unpredictable and shifting angles of approach.
- He can spend twenty motes and one Willpower to cast Total Annihilation (p. XX). No Shape Sorcery actions are needed — instead, he completes casting the spell at the start of his next turn, and can't be affected by countermagic. If he takes a non-reflexive action or moves before his next turn, the spell fades before he can cast it. The same occurs if he's crashed before then, which also prevents him from casting the spell again while transformed.

Tactics

Ligier favors melee combat, only using ranged attacks if he can't reach close range with a foe that turn or to punish cowards who attack him from afar. Ligier typically begins combat by making **withering** attacks with Emerald Mirage Strike against the foe with the lowest Initiative, followed by **decisive** attacks with Viridian Flame Sheath. When facing multiple foes or a truly formidable enemy, he'll rapidly build Initiative by spending radiance to make **withering** attacks, then use Perfect Blazing Swordplay to attack all enemies simultaneously. He'll typically wait until he's suffered damage to a -1 health level before using This Infernal Radiance, following it up with Ten Thousand Radiant Spears on his next turn. Once he enters his battle-form, he'll fight without limits, making full use of his extraordinary mote pool to overwhelm his foes absolutely. Ligier's defining feature is his arrogance; don't be afraid of having him make tactical mistakes from underestimating his adversaries.

Munaxes, the Ravine of Whispers

Fourth Soul of She Who Lives in Her Name

Sealed away in the 30th sphere of She Who Lives In Her Name, Munaxes fills it utterly, occupying the perfect volume of Her order as an infinite void. When summoned, her presence is constrained to that of a geological event, appearing as an enormous crevasse that tears open upon the world around a great ravine. Those unfortunates who fall into her depths find that they partake of the demon's true nature. Even lessened by her distance from She Who Lives in Her Name, the pit of Munaxes's maw is bottomless and

infinite.

Words of inequity, betrayal, and secret sins all find their way into Munaxes's endless heart — rotten echoes wicked thoughts, and wretched deeds resounding within her gaping eternity. She is thus a vast storehouse of knowledge, the keeper of every secret and truth ever spoken in inequity. Those who trespass in an effort to steal her secrets hear only despicable mutterings and unguided invective, but sorcerous bindings, tempting bargains, or suitable sacrifices can persuade her to offer her secrets willingly.

Munaxes has grown weary of hellish plotting and conflict, having seen centuries of strife fail to produce anything of worth. When she departs her oversoul's sphere to manifest within the Demon City, it is often a warning to cease such squabbling. Only fools fail to heed her, for she has swallowed armies of demons and puissant Citizens of Hell out of displeasure over conflicts she regards as trite, predictable, or simply poorly executed.

Sorcerers summon Munaxes both for her priceless store of knowledge and to silence perfidious words spoken against them. They are not alone in their efforts: the esoteric mystics and savants who call themselves the Cult of the Utmost Pit employ perverse thaumaturgies and demon-gifted rites to peer into Munaxes' endless expanse, seeking her transcendent knowledge by sacrificing those who pollute her with their words. Such offerings range from flayed arch-tyrants to petty gossips and hecklers, though even the Cult's greatest sacrifices are almost always doomed attempts.

Essence: 9; Willpower: 10; Join Battle: 7 dice

Personal: 140

Health Levels: -0x10/-1x15/-2x20/-4x10/Incap.

Actions:

Alien Aesthetics: 12 dice; Knowledge of Perfidious Words: 14 dice; Read Intentions: 12 dice; Resist Poison/Disease: 14 dice; Senses: 10 dice; Social Influence: 10 dice.

Appearance 1, Resolve 5, Guile 6

Combat

Munaxes can only attack using her Charms.

Combat Movement: 6 dice (opposing disengages only)

Evasion: 1; Parry: 0

Soak/Hardness: 20/10 (12/7 against attacks from within her pit-maw)

Intimacies:

Defining Principle: I am the final resting place of every wicked spoken thing.

Defining Principle: Nothing that descends into my depths shall ever return.

Defining Tie: She Who Lives in Her Name (Adoration and Despair)

Major Principle: Every word spoken brings the speaker closer to inequity.

Major Principle: The word spoken is the deed enacted.

Major Tie: Cloddish Warmongers (Disdain)

Minor Tie: Foolish Sinners (Predatory Delight);

Minor Tie: Those Who Plot Against Their Loved Ones (Disappointed Vindication)

The Ravine of Whispers

Munaxes takes the form of a pit-maw that extends out to short range from a central point, and a craggy ravine of difficult terrain that extends three range bands outward from it. The difficult terrain doesn't impede creatures native to rocky terrain or characters with Major or Defining Principles based on truth, kindness, or similar virtuous aspirations. She's incapable of moving from the point where she's summoned.

A character who falls or is flung into Munaxes' pit-maw can make a difficulty 5 (Dexterity + Athletics) roll to catch themselves before plummeting. If they fail by only one success, they fall two range bands before impacting with the pit's craggy interior, suffering damage as per a short-range fall (**Exalted**, p. 232). Each additional success they fail by increases the fall and associated damage by one range band. If they fail by 2+ successes, they fall three range bands and suffer a medium-range fall. They can attempt to climb out, requiring a difficulty 3 ([Dexterity or Strength] + Athletics) roll for each range band. Failure causes another fall, as above. Trivial characters and characters incapacitated by this damage fall forever into the pit, though its bottomless nature means that rescue is never strictly impossible.

Unlike other demons, Munaxes is naturally material in Creation and is incapable of dematerializing.

Merits

Absolute Knowledge Territory: Munaxes adds ten dice on rolls to detect or examine anything within her landscape-form, including within her pit-maw. She can perceive and interact with dematerialized beings within this range.

Cult 2: The Cult of the Utmost Pit is obscure, though its presence sometimes

waxes sufficiently to raise Munaxes to Cult 3.

Legendary Size: Munaxes suffers no onslaught penalties from attacks from smaller opponents, unless magically inflicted. **Withering** attacks from smaller enemies cannot crash her unless they have at least 10 post-soak damage dice, although attackers still gain all Initiative damage dealt. **Decisive** attacks from smaller enemies cannot deal more than (3 + attacker's Strength) levels of damage to her, not counting levels added by Charms or other magic

Living Landscape: Munaxes can't be grappled, knocked down, knocked back, or lifted into the air by creatures or forces of lesser scale, even by magic like Dragon Coil Technique. She's effectively immune to harm from nonmagical sources, while magical sources can't deal more than (attacker's Essence) damage. The Storyteller should make exceptions for massive battle groups, siege weapons, wildfires, expansive sorceries, and other efforts that could fundamentally destroy a major landscape feature.

Offensive Charms

All-Shuddering Tremor Spasm (7m; Simple; Instant; Withering-only; Essence 6): Munaxes makes an unblockable **withering** attack against an enemy within her landscape-form with a pool of 13 dice and Damage 12B/3. An enemy crashed by this attack tumbles into her pit-maw, suffering a -3 penalty on his roll to avoid falling. He doesn't land immediately, falling an additional range band on each of his turns until he recovers from crash, at which point he lands and suffers falling damage.

Cliffs Like Jagged Teeth (10m, 1wp; Simple; Instant; Essence 6): Munaxes makes an unblockable **withering** attack against all enemies within her pit-maw as its walls spasm inwards. This has the same traits as All-Shuddering Tremor Strike, adding five dice on the attack roll. She only gains Initiative from the highest damage roll. Enemies crashed by the attack must roll to maintain their handhold or fall again, as with All-Shuddering Tremor Spasm.

Down Inequity's Throat (7m; Simple; Instant; Essence 6): Munaxes' landscape-form tilts and pitches inward, forcing all characters within it to make a roll to avoid falling into the pit, as above, regardless of their distance from her maw. (Those within the pit must still roll to maintain their handhold). Crashed characters continue falling as per All-Shuddering Tremor Spasm. Battle groups

who fail the roll lose one Magnitude for success they fail by, or three Magnitude for battle groups with Might 1 or less. Even if this doesn't reduce their Size, they must still roll against rout.

Defensive Charms

Drowning in Perfidy (7m; Reflexive; Instant, Essence 5): An enemy attacking Munaxes is overwhelmed by every cruel, unwholesome, and traitorous thing he's ever said, suffering a (10 – his Resolve) penalty on the attack roll.

Unyielding Disdain (7m; Reflexive; Until next turn; Essence 5): Munaxes rolls dice equal to her Hardness and adds her successes to her base Evasion and Parry. If she renews this Charm on her next turn, she may keep the same value rather than rolling again.

Social Charms

The Earth Roars (5m, 1wp; Supplemental; Instant): Munaxes's voice echoes impossibly loudly, adding two automatic successes on an influence roll and making it audible from up to ten miles away, ignore environmental and distance-based penalties.

Foulness Drips From Every Mouth (10m, 1wp; Simple; Instant; Eclipse, Psyche; Essence 5): Munaxes makes a persuade roll against any number of characters within long range to compel them to denounce the subject of their strongest negative Tie. Those Ties' Resolve penalties are doubled against this influence, which costs three Willpower to resist. In combat, affected characters must make an influence roll or miscellaneous action each turn to speak invective, though they can flurry this. This Psyche effect lasts until they instill that Tie in a nontrivial character with a successful influence roll or until the next dawn.

Truth of the Rotting Tongue (5m [+1wp]; Supplemental; Instant): When Munaxes rolls to instill a negative Tie, she treats any of her targets' Intimacies that support her influence as one step stronger and increases the cost to resist by one Willpower. She can sense when someone who has heard her or beheld her pit-maw within the last month makes such an influence roll and pay a one-Willpower surcharge to use this Charm on their behalf, offering a litany of every unworthy thing the object of their enmity has ever said.

Weight of Horrid Truth (5m; Supplemental; Instant): Munaxes doubles 9s on an

influence roll that involves referencing or exploiting a character's flaws or unjust deeds. She doubles 8s instead if that character is within her landscape-form.

Miscellaneous Charms

Hurry Home (10m, 1wp; Simple, Instant; Essence 1): Munaxes heaves, the ground becoming whole again. Anyone who has not fallen to their doom inside her maw is left lying on the ground where she once was. If bound, she returns to her summoner. If unbound, she returns to the 30th sphere of She Her Lives in Her Name.

Measure the Wind (5m; Simple; Instant; Essence 1): Munaxes can assess characters within her landscape-form or whom she hears speaking perfidious words.

Riven World Dominion (1m+; Reflexive; Instant; Essence 7): Munaxes adds up to ten dice to a roll for one mote each, or up to +5 to a static value for two motes per +1. This cost is halved, rounded down, on actions against characters within her landscape-form.

Wickedness and Spite Recollection (7m; Simple; Instant; Essence 5): Munaxes can call forth any or every unfair, hateful, or iniquitous word spoken. She or a character who heeds her advice makes an introduce fact roll relying on her whispered secrets instead of a Lore background, adding five automatic successes. If this reveals unkind words someone has spoken about that character, it also reveals any negative Ties the speaker has to them.

Pribosyl, the Maze of Nations

Ninth Soul of Metagaos

Few and paltry are the Demon Realm's organic flora, but where the fleshy heartroots of Pribosyl grow, pulsating flowers of vulgar color bloom over every surface, bursting through basalt and brass. Each heartroot is a curved tower many hundreds of feet in height, covered in drooping arterial vines that are plump with a nutritious resin that tastes of milk, iron, and mead. Demons erect shrine-cities around these heartroots where they sup on the resin and grow content, for Pribosyl desires nothing more keenly than the false companionship of abundance.

The sickness that is Pribosyl spreads itself through these communities. Demons who nourish themselves on it become its delighted thralls; in their dreams, the boundaries between them and Pribosyl grow ever more porous. For a time, the world is bliss: the demons thrive and in their thriving, they celebrate *Pribosyl, Pribosyl, the joy that is Pribosyl*. This is a fleeting happiness. In time, those who celebrate Pribosyl, who commune with Pribosyl, become hollow creatures. The less there is of them, the less their praise can fill the emptiness of Pribosyl. Their Essence becomes thin and wan until they crumble like a

husk of ash.

For Pribosyl to survive, its congregations must spread and grow. Though it is a canny politician, desperation sometimes drives it to extrude a heartroot in territory already controlled by other demonic powerbrokers. The most famous of Pribosyl's indiscretions was to invade a library-empire belonging to Orabilis; for this slight, Orabilis secured a terrible sanction from his progenitor which permits Unquestionable and citizen alike to scour Pribosyl's communities away with impunity. For this reason, Pribosyl prefers to extrude itself in unclaimed regions, or the war-torn hinterlands of demonic empires where serfs languish in squalor beyond even their usual misfortune. The Maze of Nations is not a warrior. Though it can be quite deadly to intruders, it prefers to negotiate, offering concessions, secrets, and advice as needed to preserve its heartroots.

Pribosyl presents itself as genial, but it is forever seeking advantages over others, bringing districts and empires under its benevolence. The flourishing of a new nation delights it, briefly quieting the demon's otherwise wretched ennui. It can extrude a single flowering vine into Creation when a starving child is denied hospitality from someone who ought to give it; to these children, Pribosyl whispers tiny fractions of its infinite wisdom of herbalism, transforming them into healers, alchemists, and saviors who will make themselves indispensable to their communities.

Essence: 8; Willpower: 10; Join Battle: 10 dice

Personal: 130

Health Levels: -0x15/-1x10/-2x15/-4x10/Incap.

Actions: Command: 10 dice; Feats of Strength: 14 dice (can perform Strength 7 feats); Investigation: 12 dice; Read Intentions: 12 dice; Resist Poison/Disease: 14 dice; Senses: 11 dice; Social Influence: 14 dice.

Appearance 5 (Hideous), Resolve 6, Guile 6

Combat

Attack (Thorny Vines): 12 dice (Damage 20/5)

Attack (Grapple): 10 dice (14 dice to control)

Combat Movement: 8 dice

Evasion: 5; Parry: 7

Soak/Hardness: 15/12

Intimacies

Defining Principle: I do not want to be alone.

Defining Principle: I consume that which consumes me.

Defining Principle: I will spread myself through all realms of existence.

Major Principle: Submission is always preferable to mutilation or extinction.

Major Tie: Orabilis (Contemptuous Disdain)

Major Tie: Metagaos (Piteous Admiration)

Major Tie: Heartroot Communities (Delight)

Minor Principle: I enjoy an administrative challenge.

Minor Tie: Her Worshipers (Amused Patronage)

Living Vital Network

Each of Pribosyl's heartroots is an independent iteration of the demon. Its central heartroot lurks forever within Metagaos, but it can grow up to nine others. Its landscape form encompasses the heartroot itself, as well as vines and roots that spread out to long range from it. These are difficult terrain, though the ever-shifting Pribosyl can exempt characters from this as they wish.

Pribosyl can make attacks and other actions against anyone within the vegetative sprawl. Their heartroots are immobile, though they can extend the surrounding sprawl of vegetation with their Ever-Shifting Forest Charm.

The destruction of a heartroot doesn't harm Pribosyl as a whole, though using magic like Ghost-Eating Technique prevents them from regrowing the heartroot for ten years. Even using Ghost-Eating Technique to destroy its central heartroot is insufficient to destroy it unless it has no other heartroots remaining.

Merits

Cult 3: Pribosyl is worshipped by dozens of cults of apothecaries and herbalists who quell civil unrest in the demon's name, taming fevers and stymying plagues. In this way, they make themselves indispensable — and suborn their people to Pribosyl's generosity.

Disease-of-Self Infestation: Those who consume a heartroot's sap are exposed to Pribosyl's influence, a supernatural disease with virulence 4 and morbidity 6. Affected characters count as having both a Tie of desire to tend the heartroot and a Tie of loyalty to the community whose intensities equal the disease's. At Major intensity, Pribosyl can share the senses of the infected, shifting between viewpoints reflexively. At Defining intensity, Pribosyl can hear the infected's thoughts. Once the disease reaches its fatal stage, the victim slowly withers over

the course of (his Essence) months, leaving nothing but a scattering of motes. The disease isn't fatal to the Exalted, but can kill other supernatural beings.

Legendary Size: Pribosyl suffers no onslaught penalties from attacks from smaller opponents, unless magically inflicted. **Withering** attacks from smaller enemies cannot crash them unless they have at least 10 post-soak damage dice, although attackers still gain all initiative dealt. **Decisive** attacks made by smaller enemies cannot deal more than (3 + attacker's Strength) levels of damage to them, not counting levels added by Charms or other magic.

Living Landscape: Pribosyl can't be grappled, knocked down, knocked back, or lifted into the air by creatures or forces of lesser scale, even by magic like Dragon Coil Technique. She's effectively immune to harm from nonmagical sources, while magical sources can't deal more than (attacker's Essence) damage. The Storyteller should make exceptions for massive battle groups, siege weapons, wildfires, expansive sorceries, and other efforts that could fundamentally destroy a major landscape feature.

Offensive Charms

Endless Crawling Thorns (10m; Supplemental; Decisive-only; Until grapple is released; Essence 6): Pribosyl's thorns grow through armor to hook through the flesh beneath, adding two automatic successes on a grapple gambit. Whenever Pribosyl takes a grapple action, she gains one Initiative, while her victim loses three Initiative. If he's crashed, he instead suffers a die of lethal damage, ignoring Hardness.

Faithless Citizen Constriction (20m; Simple; Instant; Essence 8): Pribosyl makes a **decisive** attack against all enemies within short range of a heartroot, or within close range of a hazard from Vapor Labyrinth Infliction. It rolls a base damage of nine dice against each nontrivial enemy hit and divides its Initiative evenly between them, rounded up. trivial characters are instantly slain.

Vapor Labyrinth Infliction (5m, 5i, 1wp; Simple; One scene; Essence 6): Pribosyl exudes scalding sap and hallucinogenic vapor, creating an environmental hazard anywhere within a heartroot's vegetative sprawl. The hazard extends out to medium range and has difficulty 4, Damage 3L/round. Characters damaged by the hazard are exposed to Disease-of-Self Infestation.

Defensive Charms

Dispersed Through the Roots (10m, 1hl; Reflexive; Instant; Dual; Essence 7): Pribosyl disperses an attack's force through their vastness. Against **withering** attacks, they reroll all damage dice that initially show successes. Against **decisive** attacks, they subtract dice of damage equal to their Hardness or negate uncountable damage entirely.

Mobility Charms

Ever-Shifting Forest (10m; Simple; Indefinite; Essence 8): Pribosyl extends or retracts the vegetative sprawl surrounding a heartroot by up to one mile in any direction over the course of a few minutes. Ending this Charm reverts the change over the same period of time. In combat, it can instead move or retract the vegetation's edge by one range band with a reflexive move action. This isn't affected by difficult terrain, the need to disengage, or other restrictions on movement.

Social Charms

The Emptiness, Fulfilled (15m, 1wp; Simple; Indefinite; Essence 7): Pribosyl makes a special influence roll against a character infected by their disease at Major or Defining intensity, treating the disease's Intimacy as supporting their influence. Success lets Pribosyl possess the victim, gaining control of his motor functions and access to their memories. Actions taken through him use his own traits, and Pribosyl can't use any of their Charms through him except Infinite Parasite-Self Understanding and Lightning-Scarred Brain Insight. Shifting viewpoints back to the heartroot or to another infected character relinquishes this control until the demon returns her attention to the host. Pribosyl can't compel the host to act against his Major or Defining Intimacies or take actions that will cause life-threatening harm, but can communicate with him and make influence rolls to persuade him. However, if he spends Willpower to resist such influence, this Charm ends prematurely. This Charm costs only five motes against mortals and First Circle demons, and Pribosyl can stack this Charm to possess any number of them in addition to another possessed host.

Infinite Parasite-Self Understanding (6m; Supplemental; Instant; Essence 4): Pribosyl draws on devoured memories and stolen insights to double 8s on a social influence roll, Investigation roll, or a command action targeting a battle group of

infected thralls. They can use this Charm through characters possessed with The Emptiness, Fulfilled, but only double 9s.

Lightning-Scarred Brain Insight (10m; Simple; Instant; Essence 6): Pribosyl completes a case scene or profile character roll instantly, adding three automatic successes. Success can reveal information that normal investigation couldn't turn up, such as key details of personal history relevant to the scene or the details of someone's plan, though uncovering particularly significant secrets may require beating the target's Guile.

Self-as-Spore Imaginings (10m; Simple; Instant; Essence 8): Spreading minute spores of its spiritual awareness, Pribosyl makes a difficulty 5 profile character roll to form an understanding of a nation, culture, or organization that it or those infected by it have interacted with this story. Success reveals what that group both wants and needs the most as a collective. For the rest of the session, Pribosyl's influence rolls against that group's leaders, generals, administrators, and similar figures count as being supported by a Major Intimacy.

Warfare Charms

Legion-Self Communion (5m, 1wp; Simple; Indefinite; Essence 6): Pribosyl grants a battle group within their vegetative expanse average Drill and Might 1. If the majority of its members have Disease-of-Self Infestation at Major or Defining intensity, they gain elite Drill and perfect morale.

Miscellaneous Charms

Cancer-Self Overwhelming (1m+; Reflexive; Instant; Essence 7): Pribosyl adds up to ten dice to a roll for one mote each, or up to +5 to a static value for two motes per +1. On influence rolls, Investigation rolls, and command actions against those infected with Disease-of-Self Infestation, it converts up to (Intensity) added dice to automatic successes.

Hurry Home (10m, 1wp; Simple; Instant; Essence 1): Pribosyl fades away and vanishes on their next turn, drawn instantly to its summoner's side. Unavailable when unbound.

Materialize (70m, 1wp; Simple; Instant; Essence 1): Pribosyl materializes in a horrible squelching eruption of flesh that rapidly takes the flower-like form of one of its heartroots.

Million-Minds Labyrinth (10m; Simple; Instant, Essence 4): Pribosyl or its summoner may ask the Storyteller a question about a relevant ally, circumstance, or event, or for a useful secret that Pribosyl is likely to know. At the Storyteller's discretion, this may require the demon to make an Investigation roll opposing an affected character's Guile, a (Manipulation + Larceny) roll, or the like. If Pribosyl uses this for themselves, any social influence that makes use of the answer counts as being supported by a Major Intimacy for the rest of the session — e.g., as bribing someone with a treasure they need or desire or blackmailing them with knowledge of their crimes. Once per session unless reset when a revealed answer is used to uphold one of her or her summoner's Defining Intimacies.

Measure The Wind (5m; Simple; Instant; Essence 1): Pribosyl can read anyone who's tasted a heartroot's sap or spent at least a day within a community centered around one.

Ululaya, the Blood-Red Moon

Third Soul of Kimberly

Heart over mind, passion over reason, emotion over thought. This is how Ululaya approaches all things in life: with a fervent, bloody frenzy.

Ululaya's best-known form is a swirling sphere of blood the size of Creation's moon weaving an erratic path through the skies of Malfeas, taking care only to avoid passing too closely to the Green Sun. Within beats a gigantic heart the size of a mountain, whose pounding causes ecstatic frenzy in those too close to the surface. Wise demons flee when they hear a distant heartbeat, for it means that the Blood-Red Moon will soon shine overhead.

At times, Ululaya takes on the form of a wave of pulsing blood. When she chooses, the blood can condense and take the shape of a tall woman made of blood, leaving stains everywhere she steps. When she is pleased, or when she sings as a muse, her voice turns brine to sweet, heady liquor. When she is angered, however, her voice turns any liquid bitter and caustic. Regardless of her present shape, her heartbeat is always audible and often deafening.

Ululaya is one of the Demon Realm's foremost combatants and one of the Eight Masterful Demon Generals, a warrior whose prowess brings madness to any battlefield she fights upon. She is also an ecstatic musician and painter, her canvases a study in the many-hued ichors of Hell. When she retires beneath Kimberly's waters in her wave-form, she withdraws to her atelier of rust and coral, sometimes bringing a few dozen soldiers, suitors, or students with her. Those who survive speak not at all of what passed therein, save to offer a melancholy sigh. She likewise draws experts on all subjects into her orbit, even those which do not interest her — such is the valor of passion itself, which she lionizes for princes and pedants alike.

Ululaya loves violence and war, and constantly seeks new battlefields to join, bringing armies of her moon-maddened victims with her. She favors berserkers and those who kill for passion, as well as mad artists and zealous prophets lacking reason and restraint. In some parts of Creation, it is said that when kin slays kin in the heat of passion under a moonless night, Ululaya's blood-tide erupts from the corpse as a

wave that drags the killer into madness.

Essence: 9; **Willpower:** 10; **Join Battle:** 12 dice

Personal: 140

Health Levels: -0x15/-1x10/-2x10/-4x20/Incap.

Actions: Command: 14 dice; Feats of Strength: 14 dice (can perform Strength 10 feats; Strength 7 in human form); Inspire: 14 dice; Resist Poison/Disease: 12 dice, Senses: 11 dice; Social Influence: 10 dice, Strategy: 14 dice; Threaten: 14 dice; Tracking: 8 dice.

Appearance 5 (Hideous in Sanguine Tsunami form), Resolve 7, Guile 3

Combat

Attack (Crashing Blood Waves) (Sanguine Tsunami only): 12 dice (Damage 20/5)

Attack (Arterial Direlash) (Human form only): 14 dice (Damage 15L/3)

Attack (Grapple): 14 dice (12 dice to control)

Combat Movement: 14 dice

Evasion: 7; **Parry:** 7

Soak/Hardness: 18/10 (15/5 in human form)

Intimacies

Defining Principle: To live life with passion is the highest calling.

Defining Principle: I am happiest at the heart of the battlefield.

Major Principle: I love all art, so long as passion drives it.

Major Principle: I will abide no barriers or restraints.

Major Tie: Ligier (Envy)

Major Tie: Kimberly (Filial Piety)

Major Tie: Those Who Kill Out of Passion (Obsessive Love)

Minor Tie: Chor Lan, God of Bad Decisions (Fond Reminiscence)

Minor Principle: I seek partners in conversation as well as war.

Merits

In Hell, Ululaya is often accompanied by battle groups of blood apes (**Exalted**, p. 525) or other martial demons.

Sanguine Tsunami

Ululaya's battle form is a living tidal wave of blood from which many weapons and limbs spawn. In this shape, she extends out to medium range from a central point. She can use her move actions to extend an edge of this one range band in any direction — including upward, narrowing herself in order to ascend up to a maximum of six range bands above the ground.

The bloody tide is both difficult terrain and an environmental hazard with difficulty 5, Damage 3B/round for those within it. Moving away from its center requires a disengage action. She may choose to exempt characters from these impediments.

Ululaya can make attacks against all enemies within the tide, making a single attack roll. **Decisive** attacks have a base damage equal to half her Initiative, rounded up, against each hit enemy. **Withering** attacks only award Initiative for the highest damage roll, plus up to one Initiative for each other damage roll. She may choose to knock any damaged enemies back one range band in any direction.

Merits

Cult 3: Ululaya is worshipped as a patron of artistic inspiration and battle-genius in a number of cultures within Creation, including a secretive cult of Ys rebels.

Flowing Blood Fluidity: Ululaya may flow through any opening that isn't water-tight, but moving through openings smaller than a human head counts as passing through difficult terrain.

Legendary Size (Sanguine Tide only): Ululaya suffers no onslaught penalties from attacks from smaller opponents, unless magically inflicted. **Withering** attacks from smaller enemies cannot crash her unless they have at least 10 post-soak damage dice, although attackers still gain all Initiative dealt. **Decisive** attacks made by smaller enemies cannot deal more than (3 + attacker's Strength) levels of damage to them, not counting levels added by Charms or other magic.

Offensive Charms

Crimson Depths Torment (Sanguine Tsunami Only) (5m, 1wp; Reflexive; Decisive-

only; Until grapple is released; Essence 6): When Ululaya crashes an enemy, she may reflexively make a grapple gambit against him. She can only take restrain actions, but the grappled enemy counts as drowning for the duration of the grapple (**Exalted**, p. 232). She suffers no penalties for grappling and can maintain any number of grapples this way. If she crashes multiple enemies simultaneously, she can use this Charm separately against each of them, waiving the Willpower cost of uses past the first.

Drowning In Sorrow and Fear (Sanguine Tsunami only) (12m; Simple; Instant; Essence 8): Ululaya overflows across the battlefield, making a **decisive** area attack as per her Sanguine Tsunami form that extends out to two range bands past her tide-form's edges. She adds five dice of damage against each hit enemy.

Murderous Tidal Flow (Sanguine Tsunami only) (8m; Supplemental; Instant; Essence 6): When Ululaya makes a **withering** area attack against enemies within her blood-tide, she adds +5 Overwhelming and five dice of post-soak **withering** damage. **Decisive** attacks instead add attack roll extra successes as dice of damage and doubles 9s on the damage roll.

Principle of Motion (10m, 1wp; Simple; Instant; Essence 1): Ululaya can flurry actions on its turn without any penalties and can flurry two of the same action.

Defensive Charms

Mad Tide Erosion (5m or 5i; Reflexive; Instant; Essence 5): Ululaya perfectly defends against a Psyche effect, a Shaping effect, or an influence roll that doesn't involve her passions. She's filled with mad bloodlust for the character responsible, and most focus all her efforts on drowning or choking him to death. She cannot be swayed from doing so by any means, treating influence to the contrary as unacceptable. She cannot use this Charm against her summoner effect. Once per story.

Scab-Over-Waves Defense (8m, 3i; Reflexive; Instant; Perilous, Essence 8): Ululaya hardens in the moment before an attack lands, adding +9 soak against a **withering** attack. Against a **decisive** attack, she gains +4 Hardness and subtracts five dice of damage.

The Tide Recedes (7m [+2i per success], Reflexive; Instant; Perilous, Essence 9): Ululaya can use this Charm after being hit by an attack, subtracting up to five

successes for two Initiative each. If this reduces the attack roll successes to her Defense, it doesn't automatically miss — instead, her attacker rerolls the attack, suffering the same penalty, and keeps the lower of the two results.

Mobility Charms

Unstoppable Tidal Surge (Sanguine Tsunami Only) (5m, 1wp; Supplemental; Instant; Essence 7): Ululaya can move two range bands with a reflexive move action. She can smash through any mundane scenery weaker than thick stone walls, and can reflexively make feats of demolition to destroy stronger barriers, adding ten automatic successes and ignoring Strength minimums.

Social Charms

Blood-Mad Tide (10m; Simple; Instant; Psyche; Essence 5): Ululaya's heart begins pounding loud enough to be heard out to one mile. She makes an influence roll to instill an Intimacy based on bloodlust or hatred against everyone who can hear the heartbeat, adding five automatic successes. Affected characters treat all other Intimacies as one step weaker, minimum Minor, for as long as they remain within this range of Ululaya.

Boundless Passion Lunacy (6m; Supplemental; Instant; Essence 6): Ululaya doubles 9s on an influence roll. If it's an inspire roll, a roll for one of her other Simple Charms, or if it's supported by a target's emotion-based Intimacy, she doubles 8s. If at least two are true, she doubles 7s.

Call to Bloodshed (20m, 1wp; Simple; One week; Psyche; Essence 7): Ululaya makes an inspire roll to spread hatred, bloodlust, or similar emotions, adding five automatic successes. Affected characters' players still choose how they respond, but must do so in a violent or extreme manner that continues throughout this Charm's duration: mobs break into violence, politicians leverage assets to pursue bloody rivalries, warriors seek out foes to slay them. If she rolls 3+ extra successes against an audience of minor characters, she may cause them to form a battle group and direct it against a target of her choice: destroying Octavian's forces, raiding a palace, sacking Great Forks, etc.

Red-Handed Muse Caress (10m; Simple; Indefinite; Essence 5): Ululaya encourages a character in matters of art and passion, rolling to instill a Principle representing bloody-minded fervor in a creative or passionate endeavor. If the

target has a related Intimacy based on emotion, the instilled Intimacy's intensity rises to equal it. He adds (Intimacy x 2) dice on rolls involving artistic creations and performances and treats any other emotion-based Intimacies as one step stronger, but not above the instilled Intimacy's intensity.

Bloody Masterwork Afterbirth (1m, 1wp; Reflexive; Indefinite; Essence 5):

Whenever a character who benefits from Red-Handed Muse Caress creates a work of art, Ululaya becomes aware and can use this Charm to embed her influence in the art, making an inspire roll or an instill roll to create an emotion-based Intimacy. Characters are exposed to this influence the first time they see the work. This ends when Red-Handed Muse Caress does.

Warfare Charms

Blessing of Crimson Lunacy (10m, 1wp; Supplemental; Indefinite; Psyche; Essence 6): Ululaya shares her battle-lunacy with a battle group that can see her. It gains perfect morale and Might 2 (or +1 Might, if higher), but its Drill drops by one step. They cannot retreat from battle, fighting to the last drop of blood spilt. Enemy battle groups must immediately make a rout check upon Joining Battle against these terrifying berserkers. She can use this Charm reflexively with Call to Bloodshed, waiving its Willpower cost, to benefit any armed groups inspired by that Charm.

Slaughter Tide Symphony (5m; Supplemental; Instant; Essence 5): Ululaya doubles 8s on a command action or Strategic Maneuver roll. She doubles 7s if her forces benefit from Blessing of Crimson Lunacy or Call to Bloodshed.

Miscellaneous Charms

Clothed In Humanity (5m; Simple; Instant; Essence 1): Ululaya assumes human form. She loses the benefits of her Sanguine Tsunami form, as well as other traits or Charms marked as being incompatible. She may reflexively revert to her Sanguine Tsunami form for free.

Passion Drives the Tide (1m+; Reflexive; Instant; Essence 7): Ululaya adds up to ten dice to a roll for one mote each, or up to +5 to a static value for two motes per +1. She adds an additional automatic success on inspire rolls, threaten rolls, command actions, and Strategic Maneuver rolls.

Hurry Home (10m,1wp; Simple; Instant; Essence 1): Ululaya fades away and

vanishes on her next turn, drawn instantly to her summoner's side. Unavailable when unbound.

Materialize (70m,1wp; Simple; Instant; Essence 1): Ululaya materializes in a swirling whirlpool of blood that erupts from the ground and rains down from the sky.

Measure The Wind (5m; Simple; Instant; Essence 1): Ululaya can read anyone who she has successfully inspired.

Second Circle Demons

Second Circle embody the conflicting drives, ambitions, and aesthetics of their Third Circle progenitors, just as those progenitors embody their Yozis. They vary wildly in their shape and power, and many Second Circle demons exist at the outer fringes of their Yozi grandsire's nature. Collectively, they form the bulk of the Demon Realm's citizenry, entitling them to respect from the teeming masses of lesser demons beneath them.

This template is a starting point for creating Second Circle demon Quick Characters. Rather than including a list of actions with individual dice pools, it presents three dice pools — Primary for the spirit's strengths, Secondary for its lesser talents, and Tertiary for anything else. The template can be altered by adding or subtracting dice from appropriate pools, creating additional Charms to reflect their approaches to combat and social influence, and further customizing Charms like Hurry Home and Measure the Wind.

Storytellers should feel free to customize individual demons. Common Ties reflect their relationship with their progenitor, fellow Second Circles, their holdings in Hell, and the Infernal Exalted. Common Principles reflect their demonic urges and aesthetic; philosophical beliefs; and expressions of pride, arrogance, melancholy, contempt, or other dark urges spurred by their long imprisonment.

Second Circle Template

Essence: 6; **Willpower:** 7; **Join Battle:** 9 dice

Personal: 110

Health Levels: -0x4/-1x4/-2x4/-4x6/Incap.

Primary Actions: 12 dice

Secondary Actions: 8 dice

Desperate Actions: 6 dice

Appearance 4, Resolve 4, Guile 4

Combat

Attack (Weapon/Supernatural Phenomena): 11 dice (Damage 15L/4)

Attack (Unarmed): 12 dice (Damage 10B/2)

Attack (Grapple): 9 dice (9 dice to control)

Combat Movement: 9 dice

Evasion: 3; **Parry:** 5

Soak/Hardness: 10/5

Merits

Citizen of Hell: Second Circle demons gain two bonus dice for influence rolls against lesser demons, or four dice against those they personally spawned,.

Cult 1-3: All but the most arcane Second Circle demons are worshipped somewhere in Creation, though often under different names or by people who know not whom they pray to.

Social Charms

Sinister Heart Declaration (6m; Reflexive; Instant; Essence 5): Double 9s when taking a Primary Action to make an influence roll that aligns with one of her Major Intimacies, or 8s for Defining Intimacies.

Miscellaneous Charms

Hurry Home (10m, 1wp; Simple; Instant; Essence 1): The demon can use this Charm while bound by a sorcerer to vanish on her next turn, appearing at her summoner's side. Some demons can use this Charm while unbound to return to a specific location within Malfeas.

Materialize (55m, 1wp; Simple; Instant; Essence 1): The demon forms a physical body.

Measure the Wind (5m; Simple; Instant; Essence 1): The demon may assess the nature of anyone who commits some specific act, has a specific interaction with her, or satisfies some other condition that fits the demon's nature — e.g., showing obedience or submission.

Wicked Noble Excellence (1m+; Reflexive; Instant; Essence 4): The demon may add up to (Essence) dice to a Primary action or (Essence – 2) dice to a Secondary action, paying one mote per die to do so. If an action resonates with one of her Major or Defining Intimacies, she increases this limit by 3.

Measure the Wind and More

When customizing Charms like Measure the Wind, try to choose triggers that are flavorful, unique, and that clever characters can play around. If a trigger is too easy to achieve, it takes away the opportunity for tricksters and heroes to pull one over on a demon — a classic story beat. Some triggers might include:

- Shaking hands or making a bargain
- When the target accepts a gift or boon
- Holding someone's gaze for three heartbeats
- Touching someone's shadow

Beringiere, the Weaver of Voices

Indulgent Soul of the Ligier, the Green Sun

The guardian of a demon prince's grave in the depths of Malfeas's heart, Beringiere loves nothing more than to journey forth from her duties and practice the craft of the clothier. She spins the cries of the doomed, the ecstatic sounds of pleasure, and the stentorian voice of the vanguard warrior into thread, its uncanny warp and weft becoming cloth of unspeakable quality. Where Ligier acts out of love of what is in Hell, Beringiere expresses the beautiful potential remains locked away in mortal flesh and voice.

Animals weep in silence at Beringiere's approach, gripped in unmistakable grief at her unearthly presence. Her dark red clothing fills the world around her with a susurrus of almost-understandable voices. Her beauty is unmistakable through her carmine raiment and soft veil, but utterly inhuman. Should a would-be lover remove her thin veil, an avalanche of brass dust and igneous rock spills forth until it's replaced.

Still, Beringiere's beauty and skill compel her many suitors and would be summoners. Her unprotected touch can be murderous, as her fingernails trail fatal aconite with even the most casual contact. Surviving paramours sometimes surrender their voices for her love, yielding fine fabric in return for a year and a day of silence — or incomparably perfect thread in return for a mute future. Human voices in the throes of high emotion make the finest cloth, and Beringiere is quite happy to coax it out herself. She is often pleasant to a fault, though at any moment may choose to simply take an interesting voice from a recalcitrant bystander, or forget her touch is easily lethal to creatures of mortal flesh.

For her summoners, Beringiere renders her services willingly if they can but provide her with voices of high quality and emotion. Death-cries fueled by terror are woven into tapestries of surpassing horror, while paens of love make for peerlessly durable cloaks. Voices given willingly are superior material, but Beringiere is able to steal them with a softly muffling hand.

While Beringiere can spin and weave the voices of her fellow demons easily enough, she has long since grown bored of the texture and hue of these threads. She's made a variety of pacts and bargains with demons whose talents lie in temptation and abduction. There is little she will not do in exchange for humans upon whom to practice her art, and it bothers her not what Mara, Emerenzia, or any other demonic potentate does with the wonders she offers in return for more sweet, sobbing voices.

Essence: 6; Willpower: 7; Join Battle: 9 dice

Personal: 110

Health Levels: -0x4/-1x4/-2x4/-4x6/Incap.

Primary Actions: Fashion, Hearing, Inspiring Emotions, Weaving and Tailoring

Secondary Actions: Senses, Social Influence

Appearance 5, Resolve 4, Guile 7

Combat

Attack (Nails): 12 dice (Damage 10L/2)

Attack (Grapple): 10 dice (10 dice to control)

Combat Movement: 10 dice

Evasion: 4; **Parry:** 5

Soak/Hardness: 10/5

Intimacies

Defining Principle: Creating beauty is worth any price.

Defining Tie: Liger (Impatient Awe)

Major Tie: Mortals (Fond Regard)

Major Principle: Mortals in extremis are the finest thread to spin.

Major Principle: Lovers in the grip of adoration are as delightful as those in the grips of final dissolution.

Minor Tie: The bones she guards (Sadness)

Minor Principle: None shall speak near the grave I guard.

Minor Principle: I desire voices freely given, but sometimes, they must be taken.

Merits

Aconite Caress: Enemies who take **decisive** damage from Beringiere's nails are poisoned by aconite, which has Damage 3L/hour, duration 6 hours, and a -2 penalty. Beringiere can also inflict this poison by restraining a grappled enemy, and those who touch her fingers with their bare flesh are likewise exposed.

Cult 2: Secret choirs and desperate weavers sing Beringiere's praises, begging for her aid in the creation of masterworks or the gift of surrendering one's voice to her.

Ten Thousand Voices Weaver: Beringiere can use voice-spun threads to create

objects of exceptional quality, as well as artifacts. She doesn't track or gain crafting experience — instead, she counts as having sufficient experience when it serves the story, and needs time to gather more when it doesn't. She has five major project slots and one superior project slot..

Offensive Charms

Smothering Caress (6m, 1wp; Simple; Instant; Decisive-only, Eclipse; Essence 4): Beringiere steals a character's voice with a touch, requiring a difficulty 5 gambit in combat. No roll is needed for willing or helpless characters. She can steal an unwilling character's voice for up to a day, or for a year and a day against mortals. There's no limit for willing characters, and she can choose to claim their voices permanently.

The Veil Slips (10m, 1wp; Simple; Instant; Perilous; Essence 6): Beringiere draws back her veil, loosing the avalanche behind it. This is an environmental hazard with difficulty 5, Damage 6B/round that extends out to close range in front of her. She can sustain the avalanche by reusing this Charm on each of her turns, waiving its Willpower cost. She can't take any non-reflexive actions until the veil is returned.

Defensive Charms

Clad in Love (10m; Reflexive; Instant; Decisive-only; Essence 5): Lovelorn voices in Beringiere's dress twist into a defensive barrier. She can use this Charm after being hit by a **decisive** attack, before the damage roll, to reduce its damage by three levels, plus an additional level for each dot of Appearance she has above her attacker's base Resolve. Once per scene unless reset by harvesting a voice speaking about love.

Social Charms

Allure of the Unreachable (7m, 1wp; Reflexive; One scene; Essence 5): The Willpower cost to increase Beringiere's instill rolls increases by one. Against characters with positive Ties towards her, this also applies to her persuade rolls, and the Tie's intensity counts as one step higher to determine what tasks Beringiere can ask of targets.

Miscellaneous Charms

Atelier of Spoken Silk (30m, 1wp; Simple; Essence 6; Instant): Beringiere adds five

dice and doubles 7s on a Craft roll using voice-spun fabric. Once per story, when she uses cloth taken from someone who's willingly surrendered their voice permanently, she can complete a superior project to create an artifact from it by succeeding on a roll for a single interval.

Materialize (65m, 1wp; Simple; Instant): Beringiere weaves her garments into existence, filling them a moment later.

Measure the Wind (5m; Simple; Instant; Essence 1): Beringiere may target any character whose voice she has stolen, who is wearing garments she's created, or touching cloth she's spun.

Emerenzia, the Minister of the Ivory Tassel

Defining Soul of Akallu, He Who Deceives.

In matters of protocol and administration, few spirits make more capable advisors than Emerenzia, and fewer still are as cold-hearted. When summoned by a ruthless sorcerer, or when allowed entry into Creation through a century's long buildup of suffering at the hands of an unfeeling bureaucracy, the Minister of the Ivory Tassel arrives in imposing splendor: his deep blue robes of office and ivory-tasseled scholar's cap are perfectly-pressed, and he's accompanied by an honor guard of mortals claimed by a decanthrope. Though Emerenzia's height is modest by draconic standards — merely eight feet tall — his posture is perfect, his talons are filed to points, and his ivory scales are polished to a brilliant sheen. His decanthrope adjutant, named Maonim, carries Emerenzia's bags, keeps his master's mind sharp by playing him in games of strategy, and protects the Minister from unseemly light with a five-tiered parasol.

In Malfeas, Emerenzia heads the Ministry of Despair, endowed by Hegra to assess and distribute suffering throughout the Demon City. Demons journey from across Hell to the wealthy Stephanon District to visit the Ministry's office-temple and petition for reassessment of their own suffering... or, if they're clever, a rival's. Though Emerenzia has the authority to mitigate the suffering of a wretched petitioner, he's more often moved by requests to punish those who've achieved fortune beyond their station. Most of all, though, Emerenzia pursues a centuries-long hobby of humiliating his rivals in other office-temples, such as the Ministries of Failure, Lust, and Forbidden Loves. When recruiting an Exalt into his byzantine schemes, Emerenzia might flatter her ambition or claim that other Ministries are growing too bold, but most often he offers to adjust the suffering of the Exalt's loved ones or enemies. Compassion and hatred are both powerful levers in the human heart, after all.

Emerenzia is as much a patient manipulator as he is a petty tyrant. In Creation, where the populace often has more hope than his demonic kin, he's a motivated and proactive advisor for would-be despots and oppressors. He's wielded his extraordinary strategic skills on behalf of rebellions and seditionist movements as well, but his advice inevitably leads back to the necessity to suppress all opposition. In combat, Emerenzia relies on his decanthrope honor guard to protect him while he flings razor-sharp prayer strips dedicated to the Yozis.

Emerenzia uses the traits of a Second Circle demon, except as noted below.

Willpower: 8; Join Battle: 8 dice

Primary Actions: Bureaucratic Maneuvering, Courtly Manipulation, Grand

Strategy

Secondary Actions: Calligraphy, Ceremonial Performances, Investigation, Read Intentions, Social Influence

Appearance 5, Resolve 5, Guile 6

Combat

Attack (Prayer Strip): 8 dice (Damage 14L/3)

Attack (Grapple): 6 dice (6 dice to control)

Combat Movement: 8 dice

Evasion: 6; **Parry:** 3

Intimacies

Defining Principle: Deception is power; power is survival; survival is victory.

Defining Tie: Akallu and the Ebon Dragon (Vicious Loyalty)

Major Principle: Since one must crush all rivals, one ought to enjoy the game.

Major Tie: Rival ministers (Fond Spite)

Minor Tie: Maonim (Trust)

Merits

Cult 3: Emerenzia has one or two worshipers in many major mortal bureaucracies.

Eidetic Memory

Offensive Charms

Pain is Prayer (5m; Supplemental; Instant; Dual; Essence 4): When Emerenzia attacks with a thrown prayer strip, his target suffers –1 Defense and an additional die of **decisive** or post-soak **withering** damage. This damage bonus is increased by the target's wound penalty, maximum five dice.

Reject Petitioner (5m, 1wp; Simple; Instant; Eclipse; Essence 4): Emerenzia rolls Bureaucratic Maneuvering against the (Wits + [Bureaucracy or Integrity]) of a character within short range to banish her elsewhere. Characters who are petitioning Emerenzia suffer a –4 penalty on this roll, as do those who are at least nominally under the authority of Emerenzia or his summoner — including all spirits with Essence lower than Emerenzia's. A successful roll teleports his target

to a not-immediately-hazardous location of Emerenzia's choice within long range, often on the other side of a wall or closed door. In the Ministry of Despair and other places where Emerenzia has official authority, he can target characters within long range and banish them anywhere within the same structure. This can't be used on the same character more than once per session. As an Eclipse Charm, the roll for this Charm uses (Manipulation + Bureaucracy). Its effects remain contingent on Emerenzia's authority, not the user's.

Defensive Charms

Requisition of Agony (2m, 2i; Reflexive; One scene; Perilous, Stackable; Essence 4): When Emerenzia suffers **decisive** damage, he may activate this Charm to hold one level in abeyance. He doesn't suffer that damage until this Charm ends. When he deals **decisive** damage with an attack, he can instead inflict the stored damage on his target. He can stack this Charm to have up to (Essence) levels of damage held in abeyance, but can't use it multiple times against the same attacks.

Social Charms

Pale-Scaled Heart (5m, 1wp; Supplemental; Instant; Essence 4): Emerenzia doubles 9s on a bargain or persuade roll to convince a single character to act ruthlessly or tyrannically. He doubles 8s if the influence is supported by one of his target's Intimacies, or doubles 7s for a Defining Intimacy. If his target has taken Emerenzia's advice within the current story, Emerenzia waives the Charm's Willpower cost.

Piteous Wretch Entreaty (5m, 1wp; Supplemental; Instant; Essence 4): This Charm works like Pale-Scaled Heart, but instead entreats the target to show pity or compassion. He waives the Willpower cost if he's begging the target to pity him specifically.

Visions of Woe (5m, 1wp; Simple; Instant; Psyche; Essence 4): With mere eye contact, Emerenzia inflicts horrific visions. He makes a special threaten roll with Courtly Influence against a single target who can see him. Success causes the target to believe that one of his limbs or body parts has been maimed or disabled, as if he'd suffered a crippling injury (**Exalted**, p. 201), or an affliction of similar severity. This counts a Major Derangement, but the victim can spend one Willpower to resist it for one scene. It ends once she spends three Willpower to do so or after a day has passed.

Miscellaneous Charms

Dire Authority (5m, 1wp; Simple; Instant; Essence 5): Emerenzia can use this Charm to double 8s when he or his summoner makes a Bureaucracy roll, or on an influence roll that involves crushing opposition or building an organization's power by exploiting the weak. This can also benefit Strategic Maneuver rolls, but only doubles 9s.

Hurry Home (10m, 1wp; Simple; Instant; Essence 1): Emerenzia appears at his office in the Ministry of Despair. When bound, he instead teleports to his summoner's side.

Measure the Wind (5m; Simple; Instant; Essence 1): Emerenzia assesses the nature of anyone who inflicts pain or emotional suffering upon another character in his presence. This doesn't work if Emerenzia is the one suffering.

Tragic Pawn Memorial (5m; Reflexive; One session; Essence 3): When Emerenzia succeeds on a Strategic Warfare roll or an opposed roll to play a game of strategy, he banks non-Charm dice equal to the opposing character's 1s for this Charm's duration, and gains one Willpower if the opposing character botches. He can add banked dice on rolls opposing that character. He can do so after the roll is made for Bureaucracy rolls and social influence rolls.

Maonim, Decanthrope Adjutant

Maonim is a decanthrope, a parasitic worm-demon that has claimed ten mortals as its puppets, preferring hosts with dark skin to better complement its master's ivory scales. Each host can be represented as a separate character using a First Circle demon template's traits (p. XX). At any given time, Emerenzia is attended by one of Maonim's bodies, his attendant-host. It typically has the traits of a First Circle Courtier. Its Primary actions are Protecting Emerenzia, Assisting With Bureaucratic Tasks, and Playing Strategy Games. Its Secondary Actions are Research and Ceremonial Performance. If a summoner binds Emerenzia, this attendant-host is also bound and appears with the Minister.

Florivet, the Whim-of-the-Wind

Reflective Soul of Orabilis, the End of All Wisdom

Those who wander the wastelands where mortal desolation borders the Endless Desert tell stories of Florivet, an otherworldly explorer who sails infinity's edges on his marvelous skiff. Travelers who catch his eye with booze or beauty (or better yet, both) may be invited aboard to join his adventures. Those who

can remain in the demon's good graces through these travels return laden with strange souvenirs, speaking of vistas wondrous and terrible. The rest bear only the hideous marks of his outrage.

Once a scholar ordained by Orabilis, Florivet long ago cast aside his original nature, carving out his very bones to craft a vessel with which to roam the cosmos he was meant to catalogue. Some say the End of All Wisdom cursed his errant servant to never find whatever it was he sought, and it is true that the Whim-of-the-Wind sails without end — but Florivet is driven by the excitement of the unknown. His need for adventure draws him through the secret cracks between Malfeas and Creation, overpowering even his notorious lusts for drink and debauchery — though he sees little issue in wandering off-course to combine the two.

Florivet is a striking creature: a wolf's muzzle paired with the neck, wings, and talons of a snowy owl, all adorning a lithe, human-like frame fit for a corsair prince. He likes to decorate his dark skin with dyed patterns from new destinations, concealing the thin scars where he replaced his bones with struts of crimson Yozi-glass.

The winds adore Florivet's roguish freedom, and ever-blow playfully at his back. When he's enraged, they follow his mood in a howling gale — but the Whim-of-the-Wind forgives (and forgets) with ease, slipping back into good cheer as the squall fades to a breeze. He takes rejection with feigned ease, moving on from would-be lovers or homesick companions with mocking words that conceal the depths of his true rancor. Outright shows of wrath are rare, reserved for those he feels have trampled his pride. These he vengefully scars with conjured vitriol, perhaps to mar whatever beauty he saw in them — or to ensure his careless eye will recognize them if they meet again.

Foremost Gale, Demonbone Skiff

Speed: Agata-wing Sails +8 (water and land)

Maneuverability: +5; Hull: -0x2/-1x2/-2x2/-4x2/Incap

Cargo: Foremost Gale is 20 feet long on the outside, but unnaturally spacious within. It can carry Florivet and a half-dozen guests in relative comfort. The ship is incapable of carrying real cargo, though there always seems to be room for casks of alcohol, stale nibbles, and random trinkets lost under cushions.

Essence: 6; **Willpower:** 7; **Join Battle:** 11 dice

Personal: 110

Health Levels: -0x4/-1x4/-2x6/-4x8/Incap.

Primary Actions: Lore, Sailing, Navigation

Secondary Actions: Carousing, Charm, Rumormonger, Senses

Appearance 4, Resolve 4, Guile 5

Combat

Attack (Lovers' Sight, demonic longbow): 11 dice (15L/4)

Attack (Claws): 10 dice (Damage 12L/3)

Attack (Grapple): 10 dice (11 dice to control)

Combat Movement: 11 dice

Evasion: 5; **Parry:** 4

Soak/Hardness: 15/10

Intimacies

Defining Tie: Orabilis (Fear and Frustration)

Defining Tie: *Foremost Gale* (Possessive Pride)

Defining Principle: The unknown calls to me.

Major Principle: Lovers and liquor are best in great quantity and quality.

Major Principle: I cannot stand a wound to my pride.

Major Principle: The journey's freedom is worth more than its destination.

Minor Tie: I won't admit the satisfaction I take in scholarly pursuits.

Merits

Beloved by the Breeze: Florivet is capable of flight with his wings and ignores all penalties caused by high winds, including penalties to the Speed of any ship he pilots.

Offensive Charms

Mantle of Aeolian Adoration (10m, 5i, 1wp; Simple; One scene; Perilous; Essence 5): Florivet draws the wind around him into a howling squall of defensive outrage. This wind-mantle is treated as a Size 3 battle group using the traits of First Circle combatants (p. XX). It has perfect morale, but no Drill or Might, and can't use Charms. The only actions it can take are defend other actions to protect Florivet and **withering** attacks against enemies out to medium range. Once per scene.

Reminder of Scorn (4m; Supplemental; Instant; Aggravated, Decisive-only; Essence 2): Florivet distills vitriol from the wrath that collects in his blown-glass bones. When he makes a **decisive** attack against an enemy who's violated one of his Intimacies this scene, he adds (Intimacy) damage dice and deals aggravated damage. Restraining a grappled enemy also inflicts this damage, ignoring Hardness. A character who takes 3+ levels of damage suffers scars that won't heal without magical treatment. She doesn't receive bonus dice from Appearance on

influence rolls against Florivet, his descendant demons, or air elementals until this crippling effect heals.

Zephyr Plucks Fletching (4m, 1i; Reflexive; Instant; Perilous, Stackable; Essence 2): Florivet can use this Charm after a ranged attack roll, choosing a number and rerolling all dice that show it. Alternatively, he can do so after a ranged attack against him, forcing his attacker to reroll successful dice. He can use this Charm up to three times per attack, but must do so at the same time — he can't wait until after the first reroll to use it again.

Miscellaneous Charms

Adrifter's Course (15m, 1wp; Simple; One day; Essence 4): Florivet makes a difficulty 3 Navigation roll to plot out the day's journey. On success, he predicts the weather he'll encounter and charts a safe course through perils, adding (1 + extra successes) dice on rolls that he and his traveling companions make against environmental hazards and environmental Shaping effects along the charted route, like Kimberly's waters or the North's extreme cold. If magic changes the weather he's predicted, he can sense this unless the character using the magic rolled enough successes to beat Florivet's Navigation roll. Once per day unless reset by spending an hour indulging in heavy drink or debauchery.

Wind-Touched Wanderer (3m per die; Reflexive; Instant; Essence 3): Florivet stirs up a contrary burst of high winds. When an enemy within medium range takes an action that could be penalized by strong winds, Florivet can inflict a penalty of -1 die per three motes, maximum -3.

Nepenthesil, the Eater of Imperfections

Wisdom Soul of Pribosyl, the Maze of Nations

Nepenthesil is the Demon City's finest bathhouse, a construction of lacquered green wood and red jade tiles. Their heated basins and fluted tubs drool clouds of viscous steam, connected by arterial corridors with membranous curtains that disperse sound into a soothing murmur. A cohort of mosaic-masked androgynes tend the baths, their vibrant braids and frog-gold skin glistening with dew. The chief attendant answers to the name Nepenthesil, though which of them holds the title changes from day to day.

Nepenthesil migrates often, floating on acidic floodwaters or carried atop the carpet of undulating serpent-fingers that doze beneath the bathhouse's stilts. Demons flock to their doors wherever they settle, for the honeyed, fizzing waters of their bath-mouths soak away all impurities. Surface flaws dissolve first, aches and infections devoured by demonic microflora. Longer luxuriation ensures a deeper cleansing of body, mind, and spirit, wicking away uncertainties and insecurities, curses, and crippling injuries.

Sorcerers likewise seek the Eater of Imperfections to purify their Essence, erode mental blocks to

meditation, or wipe clean physical flaws that have plagued them since birth. Yet one soul's impurity is another's prize. Nepenthesil's waters may wash away the material yearnings of a pious Immaculate or clean the compassion from a merchant-prince's greed — both are imperfections to the demon's palate.

The Scrolls of Re-Auld warn against dwelling too long in Nepenthesil's heart-lightening waters, for a soul polished of impurities is a smooth, colorless pearl. Unwary bathers find there is always another layer of flaws to scrub away, helpfully spotted by encouraging servants with ivory scrapers, until nothing is left at all. In time, another anonymous attendant rises from the waters, ready to welcome new guests.

Impure and Simple

For the purposes of Nepenthesil's Charms, an impurity is any trait or effect that's deleterious, harmful, or conflicts with one of a character's Intimacy of greater or equal intensity. If a Solar has a Major Tie of hatred for the Realm, his Minor Tie of trust in a specific Dynast would be an impurity, as would his old Scarlet Legion tattoos.

Impurities can be Defining, Major, or Minor. A Defining impurity might be a Defining Intimacy or a 5-dot mutation, while a Minor impurity might be a Minor Intimacy or cosmetic blemish. If a character has no impurities, the definition broadens to traits which *might* become deleterious or conflict with a more intense Intimacy, and so on.

It may not always be clear whether something counts as an impurity, or if a character has any impurities at all. If it's not obvious, the Storyteller should err on the side of not slowing down play.

Essence: 6; Willpower: 9; Join Battle: 8 dice

Health Levels: -0×6/-1×5/-2×4/-4×3/Incap.

Primary Actions: Diagnosis, Social Influence, Malfean Gossip, Read Intentions

Secondary Actions: Brewing Tea, Command Attendants, Medicine, Resist Poison/Disease, Stealth

Appearance 5, Resolve 5, Guile 5

Combat

Evasion: 4; Parry: 2

Intimacies

Defining Tie: Pribosyl (Pious Deference)

Defining Principle: Impurities are the cause of all suffering.

Defining Principle: Impurities are the source of all sustenance.

Major Tie: Bathhouse guests (Self-satisfied Devotion)

Major Tie: Attendants (Pride in Service)

Major Principle: Discretion is a noble necessity.

Minor Tie: Sesselja (Disgust)

Merits

Incarnate Architecture Nepenthesil's true form is its bathhouse-body, but it's only capable of taking actions through its chief attendant-form, except as noted in its Charms. If the chief attendant is slain, Nepenthesil can't take any such actions for a week, after which one of its other attendants takes on the chief roll. Slaying the chief attendant with magic like Ghost-Eating Technique destroys Nepenthesil's bathhouse-body as well, though this isn't permanent. Destroying the demon permanently requires the complete destruction of the bathhouse — a challenge on par with destroying a manse — and the use of Ghost-Eating Technique.

Myriad Masked Attendants: Nepenthesil's lesser attendants use the traits of First Circle Courtiers (p. XX). They have the same Primary and Secondary Actions as Nepenthesil, but can't use Charms. Their numbers are typically equivalent to a Size 2 battle group with perfect morale, but they're weak combatants with poor Drill and no Might. The attendants (including the chief attendant) can't travel further than long range from the bathhouse.

Sin-Eater Balneotherapy: Nepenthesil doubles 8s on rolls to diagnose characters bathing within them. If a character who bathes within Nepenthesil for at least fifteen minutes, they roll to treat any poison or disease he suffers with double 8s. They don't need their chief attendant to take these actions. Bathing for longer periods can remove other impurities, though the Storyteller chooses which impurity is affected. This is an extended action with an interval of one hour, difficulty 1, and a goal number of $([\text{bather's Resolve} + \text{Impurity}] \times 2)$. It begins with a pool of one die, increasing by one after each interval, maximum ten. Once the goal number is reached, the impurity is lowered by one step. A character can make a difficulty 3 (Perception + [Awareness or Integrity]) roll to realize this is occurring before being affected.

Swirling Steam Grace: Nepenthesil and its lesser attendants ignore sensory penalties from steam or mist, as well as penalties for being submerged in liquid.

Offensive Charms

Cobra Lily Coil (5m; Simple; Instant; Uniform; Essence 3): Nepenthesil conjures a lashing tendril of dew to make an unarmed **withering** or **decisive** attack against an enemy within short range of its chief attendant or any of its baths. If it deals damage, their target is pushed or pulled one range band in any direction. If he falls into a bath because of this, he loses three Initiative. This Charm can be used without their chief attendant.

Sin-Scouring Diligence (5m; Supplemental; Instant; Decisive-only; Essence 3): Nepenthesil beads with viscous dewdrops of ravenous microdemons. They're treated as a poison that's inflicted by dealing **decisive** damage, with Damage 1i/round, Duration 12 rounds, and a -1 penalty. The Damage and penalty increase by 1 if the target has a Major impurity, or 2 for a Defining impurity. A poisoned character can reflexively strengthen an Intimacy that's opposed to his impurities to reduce the poison's duration by a number of rounds equal to the strengthened Intimacy's new intensity, maximum once per round. Nepenthesil can also use this Charm reflexively to poison an enemy who's been knocked into a bath with Cobra Lily Coil. They can enhance attacks using Cobra Lily Coil without their chief attendant.

Perfected Petiole Assemblage (10m/5m per Size, 1wp; Simple; One scene; Perilous; Essence 6): Nepenthesil distributes power and agency to its lesser attendant-forms. They form into a battle group, gaining an additional dot of Size, average Drill, and Might 1. They add two dice on all actions and gain +4 Damage on **withering** attacks, along with +1 Defense and +4 soak. Once per scene.

Social Charms

Damned Spot Sibilance (3m, 1wp; Simple; Instant; Eclipse; Essence 4): Nepenthesil doubles 8s on a bargain or persuade roll to convince someone to remove or abandon an impurity or bathe within her. Success also instills an Intimacy representing self-loathing or similar negative feelings about that impurity. If a character chooses not to resist this influence, both he and Nepenthesil gain one Willpower, maximum once per day.

Exquisite Pitcher Delicacy (4m; Supplemental; Instant; Essence 3): When Nepenthesil makes an influence roll that leverages an impure Intimacy, that Intimacy penalizes the target's Resolve when calculating the bonus dice added by

their Appearance. They don't need the chief attendant to do so against characters bathing within them, who can't consciously register Nepenthesil's influence as anything but soothing patter unless they succeed on a read intentions roll against them.

Filth-Scenting Insight (5m; Simple; Instant; Eclipse; Essence 2): Nepenthesil rolls read intentions with two automatic successes against all characters within the bathhouse to identify each character's most significant impurity. They can do so without their chief attendant. The chief-attendant can use this outside the bathhouse, but only against a single character. The same is true when this is used as an Eclipse Charm.

Shimmering Sauna Shroud (10m, 1wp; Simple; One scene; Eclipse; Essence 4): Nepenthesil makes an inspire roll to sooth those within the bathhouse as sweet-scented mist throughout it. The mist inflicts a -2 vision-based penalty on actions with a target beyond close range. Inspired characters can't perceive Nepenthesil or their attendants as threats, and 1s and 2s subtract successes on their rolls against the demon's Guile. If the roll beats the Resolve of all characters, their chief attendant and other attendants may reflexively roll to enter concealment. They can use this Charm without their chief attendant. The chief attendant can use it outside the bathhouse, creating a mist out to medium range. The same is true when this is used as an Eclipse Charm.

Subacic, The Dread Embrace

Messenger Soul of Haltuch, the Joiner of Spaces

In the inaccessible and horrible depths where Malfeas's layers touch, life and matter are extinguished by the convergence of absolute forces. Subacic dwells in that collapsing unspace, sliding through the mingled ruins of demonic lives and the dreams of vanished stretches of hell-city. There, it encounters fiendish memories and demons too mangled to even die, stripping away their forms and absorbing their residue into itself.

Descended from Isidoros through Haltuch, Joiner of Spaces, Subacic's nature would tear it apart if it ever stood in its oversoul's direct presence, and so it squirms through the innards of Malfeas's forgotten and ruined layers, a black film sampling strange miseries locked in the tormented depths. When it flows into open space in Malfeas or materializes in Creation, motes of darkness congeal with dust and detritus, slowly forming a disjointed, geometric figure that constantly warps and twitches as it moves, its silhouette frothing with the novel experience of moving through air and three-dimensional space.

Shaped by the primal force of Isidoros's presence and reshaped by the immortal hammer of Malfeas's collapsing layers, Subacic reflects its own distortions outward. Lesser creatures and inanimate matter risk being warped beyond recognition if they pass too close or catch its direct attention, while mortals swiftly fall prey to mutation. Subacic treats such creatures with kindness uncommon to Hell, mercifully

subsuming them into its substance if they become too changed to live. Sorcerers find it both a willing assassin and useful tool in changing others into malformed things that seek unity with their demonic assailant.

Essence: 6; **Willpower:** 7; **Join Battle:** 7 dice (Humanoid form)/ 10 dice (amorphous form)

Personal: 110

Health Levels: -0x5/-1x5/-2x5/-4x5/Incap.

Actions:

Primary Actions: Beckon Others Toward It, Flow Through Tight Spaces (Amorphous Form only), Stealth (Amorphous Form only)

Secondary Actions: Read Intentions, Recall Stolen Memories, Senses

Combat

Attack (Shifting Limb): 12 dice (Damage 10B/2)

Attack (Grapple): 10 dice (10 dice to control)

Combat Movement: 8 dice (12 dice in amorphous form)

Evasion: 3 (7 in amorphous form); **Parry:** 5 (0 in amorphous form)

Soak/Hardness: 11/5 (Humanoid Form); 5/0 amorphous form

Intimacies

Defining Tie: Isidoros (Longing)

Defining Principle: I cannot return to my origin.

Major Tie: Creatures It's Mutated (Love)

Major Principle: All should accept my gift

Major Principle: Change is never-ending

Minor Tie: Those Who Resist Its Changes (Annoyance)

Minor Principle: I should break things that do not change

Escort

In Creation, Subacic is often accompanied by battle groups of animals or mortals mutated by its presence. Their traits can vary widely based on the mutated

creatures' nature, but they always have Might 1 and rarely exceed Size 2 or have greater than poor Drill.

Merits

Creature of Infinite Pressures: Subacic's traits represent its three-dimensional geometric form, except where noted. It may reflexively spend five motes on its turn to switch between this shape and its amorphous form. In amorphous form, Subacic exists as a thin film which cannot exert meaningful force on inanimate physical objects with mundane actions, but can still use (and attack with) its Charms and Merits. **Decisive** attacks against it halve their total damage, rounded down, unless they're based on cold or liquid, and it's immune to damage from attacks that aren't enhanced by magic unless they benefit from an appropriate stunt.

Locus of Distortion: Subacic exerts an environmental Shaping effect that extends out to medium range. Mortals and mundane animals treat a minute of exposure as equivalent to a month spent in the Wyld's middlemarches (p. XX), as do supernatural beings who consent to this. For the rest of the scene, they must succeed on a reflexive (Wits + Integrity) roll to willingly move away from it. Unattended mundane objects and unimportant scenery are distorted and drawn toward Subacic: a wall buckles, calving off layers like onion skins; a sword drips metallic rivulets that flow towards Subacic.

Tender Mercies of the Embraced: Characters altered by Subacic's Locus of Distortion or other Shaping effects gain a Minor Tie of love or obsession towards it.

Offensive Charms

Form-Warping Touch (6m; Supplemental; Instant; Shaping (Body), Stackable): Subacic twists a character's body with a touch, requiring a difficulty 4 gambit. Success reshapes the victim's flesh to inflict a -3 penalty on an appropriate category of physical actions: e.g., turning a character's legs into fractal strands of flesh would penalize movement actions. If a character already has a Minor Tie imposed by Tender Mercies of the Embraced, a successful gambit also raises it to Major. Outside of combat, this can only be used on willing or helpless characters.

Spreading Reclamation (7m, 1wp, Simple, Indefinite, Shaping, Stackable): All

characters within medium range of Subacic must make a difficulty 5 (Stamina + [Integrity or Resistance]) roll or be transformed as per Form-Warping Touch. Each victim's penalty starts at -1, but increases by one at the end of each of their turns if they're still within medium range, maximum -3. Supernatural beings recover from this at the end of the scene.

Miscellaneous Charms

Subsume the Ruined Shape (5m, Simple, Essence 3): Subacic may absorb a willing or incapacitated creature altered by its Shaping effects. The creature perishes and Subacic heals (his Essence, maximum 3) levels of non-aggravated damage. It can draw on the memories of subsumed beings to introduce facts with its Recall Stolen Memories pool.

Materialize (65m, 1wp; Simple; Instant): Subacic congeals from motes of darkness, dust, and detritus into its humanoid form.

Understanding of Alteration (3m, Simple; Essence 3): Subacic touches a character altered by its Shaping effects and learns all negative Intimacies that he possesses. It can also touch a transformed object to gain a one-sentence description of its history and nature.

Zsofika, the Kite Flute

Messenger Soul of Jacint, the Prince Upon the Tower

Among all of Hell's Citizens there is no greater huntress than Zsofika, and within Malfeas she is content to be no more than this: a roving disaster. Ebon-skinned and red of hair, with great soft eyes and four-jointed fingers, the Kite Flute endlessly travels the city. The walls and streets of Malfeas sing in her honor, aberrant weather follows her, and she leaves in her track empty omens that hold no meaning. She hunts, forever, one demon after the other, never knowing their name. Perhaps there is peace in this.

When summoned to Creation, Zsofika begins a complex dance, during which she chooses one living being as her prey. Wise sorcerers have selected a name ahead of time, and Zsofika is all too happy to take it as her quarry; but if they have not, Zsofika chooses, and she cannot be kept from this hunt. Zsofika hunts her prey unerringly, and always moves faster than they do. Standard-bearers appear in her wake, humans without mind or soul beating drums and holding aloft the kite flutes that play her music. Storms gather overhead, and the Things That Dwell In Corners slither out of the shadows to witness. Champions in the past have believed they could stand their ground and prevail over Zsofika's speed with strength; they were deceived, for she is as inevitable as she is swift.

Sorcerers almost exclusively call upon the Kite Flute to slay a target, but learned scholars know that in Creation, and only there, her omens bear meaning; for this reason she is known as a seer. Only in Creation does Zsofika ever know the taste of things beyond the hunt. It is on these occasions that she has sired children with mortals and spirits, spawning many lineages of demons, of which the *angyalkae* and *teodozjia* are only two. She produces these creatures through mortal or spirit surrogates, whom she offers

favors in exchange for this service. Wise surrogates may profit much from the endeavor, though the surrogacy is not without danger.

Zsofika uses the traits of a Second Circle demon (p. XX). She has the following unique traits:

Willpower: 9; Join Battle: 12

Health Levels: -0x5/-1x6/-2x6/-4x6/Incap.

Primary Actions: Dancing, Feats of Strength (may attempt Strength 5 feats); Senses, Tracking

Secondary Actions: Read Intentions, Threaten, Resist Poison/Illness

Combat

Attack (Argent Hunting Swords): 14 dice (19L/3)

Attack (Unarmed): 14 dice (Damage 14B/2)

Attack (Grapple): 10 dice (10 dice to control)

Combat Movement: 14 dice

Evasion: 6; Parry: 7

Soak/Hardness: 12/5

Intimacies

Defining Principle: I exist to hunt, kill, and devour my prey.

Defining Principle: There are things in the world greater and more terrible than you.

Major Principle: I create new children to leave a permanent mark upon the world.

Major Principle: Storms are my home.

Major Principle: The politics of Hell do not interest me.

Major Tie: Jacint (Rebellious Fondness)

Minor Principle: Music brings me peace.

Minor Tie: Her progeny (Affection)

Minor Tie: Her worshippers (Bemused Interest)

Escort

Zsofika manifests in Creation accompanied by her mindless, soulless standard

bearers. They grow from a handful to a cohort of thousands as her hunt progresses. They're trivial characters who take no action save to play drums and kite flutes.

Merits

Cult 4: Diabolist cults to Zsofika are widespread throughout the South and East of Creation, carrying her promise that even the mighty may be brought low. Additionally, she is revered in many places as a goddess of the hunt or the inevitability of death; some cults of the latter conflate her with Saturn.

Inevitable Huntress: When Zsofika enters Creation, she intuitively becomes aware of every sentient being within ten miles, learning their name, a one-sentence summary of their status and occupation, and their location. She selects one as her quarry, gaining a Defining Tie of "I must hunt them" towards her quarry. If a sorcerer who has bound her gives her a target, she chooses that one. Zsofika will listen to no other orders until she has slain her quarry, treating them as unacceptable influence.

Offensive Charms

Dragon Fan Dance: (10m, 3i; Simple; Decisive-only; Instant; Essence 6): Great fans open and darkness coils serpent-like around Zsofika; she rises into the air, then falls down in a terrifying cross-cut. She makes a **decisive** attack against an enemy within medium range, moving into close range, and double 9s on the damage roll. If it hits, she reflexively makes a special threaten roll against her targeting, adding automatic successes equal to her attack roll. On a success, the target is paralyzed by fear. He cannot attack Zsofika or take a movement action on his next turn, and suffers a -3 penalty to disengage and withdraw rolls for the rest of the scene.

Final Hallali Execution (10m, 2i, 1wp; Supplemental; Dual; Instant; Essence 6): To stand one's ground against doom is foolishness. Zsofika adds her attack roll extra successes as dice of **decisive** damage, or doubles a **withering** attack roll's extra successes. If the target is her quarry or any enemy who hasn't attempted to move away from her in the past three rounds, she doubles 9s on the damage roll. She doubles 8s if both are true.

The Speed of Death (8m; Supplemental; Uniform; Instant; Essence 6): Zsofika rerolls all dice that roll failures on an attack roll against her quarry or a character

towards whom she's moved at least one range band this round.

Defensive Charms

The Inexorable (10m, 3i; Reflexive; Decisive-only, Perilous; Instant; Essence 5): Zsofika can use this Charm after the damage roll of a **decisive** attack to halve its total damage, rounded down. She reduces her wound penalty by one until she suffers **decisive** damage again.

Steel-Defying Alacrity (5m [+5m, 1wp]; Reflexive; Instant; Essence 4): 1s and 2s on an attack roll against Zsofika subtract successes. Once per scene, she can pay a five-mote, one-Willpower surcharge to also force the opponent to reroll all non-1s and 2s, not counting any successes that are rerolled.

Mobility Charms

Peerless Huntress Pursuit (8m; Supplemental; Instant; Essence 5): Zsofika automatically succeed on a rush action. In a test of speed, if she would lose a roll, she ties instead. If relevant, treat Zsofika's speed as one mile per hour faster than her quarry.

Step of the Wind (5m, 1wp; Reflexive; Instant; Essence 5): Zsofika can use this Charm on her turn to move one range band in any direction without using her movement action. Once per round.

Social Charms

Music of the End (7m; Reflexive; Instant; Essence 3): Zsofika's drums and kite flutes play a song of supernatural terror. She can use this Charm on her turn to make a special threaten roll as a Primary Action against all characters within medium range, waiving penalties for multiple targets. Affected characters must move away from Zsofika as quickly as possible on their next turn. The Willpower cost to resist is increased by one if the character wishes to move towards Zsofika on the same turn.

Miscellaneous Charms

Eye of the Storm (7m; Simple; Eclipse; One day; Essence 3): While in Creation, Zsofika turns the weather out to medium range to storm, with winds severe enough to inflict a -3 penalty on almost all physical rolls and -1 Defense. The storm expands over time, but doesn't inflict penalties beyond medium range. This

storm leaves omens that can be interpreted with a difficulty 3 (Intelligence + Occult) roll, or a Primary Action roll for Zsofika. Success reveals a useful piece of information about the soothsayer or a character of their choice, usually related to violence, weather, natural disasters, or people who are seeking to either find or escape them.

Foremost Huntress Instinct (10m; Supplemental; Instant; Essence 4): Zsofika doubles 7s on a tracking roll and can contest magic such as Traceless Passage (**Exalted**, p. 412). Against her quarry, success immediately reveals his location, and she remains continuously aware of it until she reaches him.

First Circle Demons

These templates are starting points for First Circle demons, divided into three extremely broad categories: combatants, courtiers, and esoterics. Rather than including a list of actions with individual dice pools, it presents three dice pools — Primary for the spirit's strengths, Secondary for its lesser talents, and Desperate for anything else. Individual demons can vary wildly from the general template or their specific kindred — they may have higher Essence, additional or modified Charms, unique actions for their dice pools, mutations, and personal Intimacies.

Common Ties for First Circle demons describe their relationship to their progenitor, kindred, neighbors, and enemies. Common Principles reflect their demonic urges, their social status, and their place in Hell.

Combatant Template

Essence: 2; **Willpower:** 5; **Join Battle:** 6 dice

Personal: 70

Health Levels: -0/-1x3/-2x3/-4/Incap.

Primary Actions: 9 dice

Secondary Actions: 6 dice

Desperate Actions: 3 dice

Appearance 3, Resolve 3, Guile 2

Combat

Attack (Unarmed): 9 dice (Damage 12B)

Attack (Grapple): 8 dice (8 dice to control)

Combat Movement: 7 dice

Evasion: 3; **Parry:** 4

Soak/Hardness: 7/0

Offensive Charms

Principle of Motion (10m, 1wp; Reflexive; Instant; Essence 2): The demon can flurry actions on its turn without any penalties and can flurry two of the same action.

Miscellaneous Charms

Materialize (35m, 1wp; Simple; Instant): The demon assembles a physical body.

Hurry Home (10m, 1wp; Simple; Instant): The demon vanishes on its next turn, drawn instantly to the summoner's side. First Circles cannot use this Charm while unbound.

Measure the Wind (5m; Simple; Instant): The demon can intuit the nature of any creature who commits some specific act, has a specific interaction with her, or satisfies some other condition that fits the demon's nature — e.g., a creature whose blood she's tasted.

Wicked Combatant Excellence (2m+; Reflexive; Instant): The demon may add up to (Essence) dice to a Primary roll or (Essence – 2) dice to a Secondary roll for two motes per die. She may increase his Defense by up to (Essence/2, rounded down), paying four motes per point.

Courtier Template

Essence: 2; **Willpower:** 5; **Join Battle:** 4 dice

Personal: 70

Health Levels: –0/–1x2/–2x4/–4/Incap.

Primary Actions: 9 dice

Secondary Actions: 6 dice

Desperate Actions: 3 dice

Appearance 4, Resolve 3, Guile 4

Combat

Attack (Unarmed): 7 dice (Damage 8B)

Attack (Grapple): 5 dice (4 dice to control)

Combat Movement: 5 dice

Evasion: 3; **Parry:** 2

Soak/Hardness: 5/0

Miscellaneous Charms

Materialize (35m, 1wp; Simple; Instant): The demon assembles a physical body.

Hurry Home (10m, 1wp; Simple; Instant): The demon vanishes on its next turn, drawn instantly to the summoner's side. First Circles cannot use this Charm while unbound.

Measure the Wind (5m; Simple; Instant): The demon can intuit the nature of any creature who commits some specific act, has a specific interaction with her, or satisfies some other condition that fits the demon's nature — e.g., those with whom she's made a deal.

Wicked Courtier Excellence (2m+; Reflexive; Instant): The demon may add up to (Essence) dice to an influence or read intentions roll that aligns with their nature and temperament or (Essence – 2) to any Primary or Secondary roll, paying two motes per die. Courtiers may also increase their Guile or Resolve by up to (Essence/2, rounded down), paying four motes per point.

Esoteric Template

Demons defy easy classification, and millennia of study by countless Exalted prodigies have resulted in hundreds of competing taxonomies. Many systems throw up their hands at precise classification, lumping together disparate kindreds as “esoterics.” Most esoterics are famed for some strange, specific talent, often spawned by their progenitors for a particular purpose.

Essence: 2; **Willpower:** 5; **Join Battle:** 4 dice

Personal: 70

Health Levels: –0/–1x2/–2x2/–4/Incap.

Primary Actions: 9 dice

Secondary Actions: 5 dice

Desperate Actions: 3 dice

Appearance 3, Resolve 3, Guile 2

Combat

Attack (Unarmed): 7 dice (Damage 8B)

Attack (Grapple): 4 dice (4 dice to control)

Combat Movement: 4 dice

Evasion: 2; **Parry:** 2

Soak/Hardness: 4/0

Miscellaneous Charms

Materialize (35m, 1wp; Simple; Instant; Essence 1): The demon assembles a physical body.

Hurry Home (10m, 1wp; Simple; Instant; Essence 1): The demon vanishes on its next turn, drawn instantly to the summoner's side. First Circles cannot use this Charm while unbound.

Measure the Wind (5m; Simple; Instant; Essence 1): The demon can intuit the nature of any creature who commits some specific act, has a specific interaction with her, or satisfies some other condition that fits the demon's nature — e.g., those who the demon has performed a significant service for.

Wicked Esoteric Excellence (2m+ [+1wp]; Reflexive; Instant; Essence 1): The demon may add up to (Essence) dice to a Primary roll or (Essence –2) dice to a Secondary roll for two motes per die. On Primary rolls, it may pay a one-Willpower surcharge to double 9s. This never applies to attack rolls.

Aalu, the Cannibal Bureaucrats

Many-eyed yet totally blind, the aalu resemble locusts the size of a human child, but with the stalking, predatory limbs of an arachnid. They navigate the world through scent, sound, and touch, using their unerringly keen senses to keep peerless records in codices, scrolls, and memos of their own silk. Working in hives amongst hellish palaces, they consume written works in order to wholly absorb their meaning, moving through official acts and gossip alike. An aalu hard at work, or simply looking for something to read, will chew through paper, papyrus, or vellum as easily as their native silk, and when pressed by duty or the demands of a summoner, will ingest clay tablets, lead seals, and even stranger stationary in order to fulfill their work.

While aalu write and consume all manner of texts, it is the funerary poems they compose and share after the death of one of their fellows that move them the most. Celebrating the life and death of their kin, they weave complex and heady poems that drive other aalu into an ecstatic frenzy upon consumption, a universal terminal rite that ends in the devouring of the departed and orgiastic celebrations that often give rise to the next generation of aalu.

Summoners in need of able bureaucrats find few hellish retainers as well suited as the aalu, as do those

who need the contents of ancient libraries or mysterious codexes deciphered and summarized quickly. Aalu use the Esoteric template with the following changes and additions.

Primary Actions: Bureaucracy, Eating, Gossip

Secondary Actions: Linguistics, Lore, Movement

Merits

Beyond Sight: No matter the task, aalu only suffer a one-die penalty from blindness as long as their other senses are intact.

Hungry for Knowledge: Aalu can eat any text to absorb its knowledge as if they'd carefully read it. Durable materials, like clay tablets or engraved metal, may take as long as an hour to eat, while even sturdier materials (such as a stone wall covered in an epic poem) may take up to a day. Unless the materials are particularly toxic, this has no ill effects on the aalu. This is limited to texts written on mundane materials, much to their dismay.

Social Charms

Silken Words (5m; Simple; Instant, Essence 2): The aalu can recreate a work they've consumed previously in just a few seconds. They can compose functional or practical documents relating to bureaucracies or organizations at the same pace. Each use lets them create only a few pages, requiring multiple uses for lengthy works. They can also produce original creative works, treatises on magical or esoteric knowledge, and documents that require significant illustration (such as cartography or blueprints), but this takes minutes rather than seconds.

Miscellaneous Charms

Materialize (35m, 1wp; Simple; Instant; Essence 1): The aalu assembles a silken cocoon in the physical world, which it then eats its way out of.

Measure the Wind (5m; Simple; Instant; Essence 1): The aalu can intuit the nature of any creature who has signed their name on a document the aalu has eaten.

Gilmyne, the Dancers at the Saigoth Gate

Beauteous beings of silver flame, the gilmyne descend as fulgent pillars whose dances scour and scorch their surroundings. So graceful and perfect are their movements, however, that most never know their true form. A Western pirate gazing into their gleaming motion sees a dancer from their island home; a Northern shaman glimpses the well-formed body of her tribal kin; a patrician of the Blessed Isle the

familiar features of a fellow Wan.

But deception is not the gilmyne's purpose; they care only for dance. Every step, every swaying motion of their life's flame dedicates itself to their secret knowledge: that at the most extreme reaches of the universe, so far West that Creation is but a memory and Malfeas a distant star, where even Cecelyne cannot reach an errant demon, there stand the Saigoth Gates. Beyond their starmetal frame is the end of both existence and the possibility of existence, and anything or anyone that passes beyond simply ceases to be. This secret knowledge defines the gilmyne, and so they dance to celebrate it, in thousands of dances that serve only to express the glory and joy of their knowledge, both secret steps known only to their number and others known in different forms across Malfeas and even Creation. And past those dances, they possess two that hold power over the living and the dead alike, but for the gilmyne, that is secondary to the honor that their dances bring to the celebration of the Saigoth Gates.

The rare sage in Creation, Yu-Shan, or Malfeas who knows the secret of the gilmyne also knows that the story of the Saigoth Gates is almost certainly untrue.

Gilmyne use the Courtier template with the following changes and additions.

Primary Actions: Dancing, Grace, Movement

Secondary Actions: Philosophy, Stealth, Visual Art

Appearance 5, Resolve 3, Guile 4

Combat

Attack (Burning Touch): 8 dice (Damage 8L)

Combat Movement: 9 dice

Evasion: 4; **Parry:** 2

Soak/Hardness: 4/0

Intimacies:

Defining Principle: The Saigoth Gate exists in the utmost west at the end of everything, and it is the end of everything that passes through it.

Defining Principle: I must dance.

Merits

Dancers of the Saigoth Gate: The gilmyne treat any attempts to weaken or change the Defining Principles listed above as unacceptable influence.

Impossibly Perfect Flame: It requires a difficulty 5 (Perception + [Awareness or Integrity]) roll to see and understand the true form of the gilmyne.

Social Charms

Building Disquiet (5m, 1wp; Simple; One scene): Living characters who can see the gilmyne treat Minor Intimacies based on fear or despair as Major.

Dance of Endings (8m, 1wp; Simple; Instant; Eclipse, Psyche): The gilmyne makes a Dancing Roll to instill a tie of fear or despair. Against living characters, this influence also inflicts a –2 Defense penalty for the rest of the scene. The undead Against undead targets, it inflicts a –2 Resolve penalty against the gilmyne's rolls to instill a positive Intimacy or persuade rolls that leverage such Intimacies.

Dance of Existence (5m; Supplemental; Instant): The gilmyne adds two automatic successes on a roll to instill positive Intimacies or inspire positive emotions for living characters. It can also add them on instill rolls to weaken the Intimacies of undead targets.

Infectious Exuberance (8m, Supplemental, Instant): The gilmyne adds two dice on a persuade roll using dance. If it leverages a positive Intimacy, the target must spend an additional Willpower to resist it. Undead characters must always pay the additional Willpower.

Luminata, the Deer That Hunt Men

The woods of Creation know that the glorious white deer that the hunters pursue is an alien intruder, but they cannot or will not warn the fools who pursue it. What seems to be a rare white hart just out of the hunter's range is in truth his predator, a mass of pallid tendrils and bloody appetite. A luminata loves nothing so much as the hunt, luring the foolish off well-worn paths and onto dangerous terrain, misleading and distracting them with false cries, running them to the point of exhaustion and only then revealing itself in its twisting, hungry reality. Such deaths are quick, but this is of little comfort to these hunters.

The oldest woods provide those the luminata hunts some protection against it. Oak, rowan, and ash wood burn it far worse than flame, and weapons carved from those ancient trees are fine tools for slaying such demons.

In Malfeas, the luminata must make do with the paltry prey of their fellow demons, who lack the frailty and fear of mortal quarry. Some serve as trackers, harriers, or calvary in the armies of their progenitor, Octavian, though with little enthusiasm. Those who tire of such hunts search the layers of Malfeas for the cracks through which they might escape to hunt the forests of Creation yet again. Summoners who call them up for such service find their appetites predicable, if nothing else.

Luminata use the Combatant template with the following changes and additions.

Primary Actions: Movement, Stealth, Tracking

Secondary Actions: Conceal Tracks, Deception, Navigation, Senses

Appearance 3, Resolve 3, Guile 4

Combat

Attack (Tentacle): 9 dice (8L damage)

Attack (Grapple): 9 dice (9 dice to control)

Combat Movement: 9 dice

Evasion: 3; **Parry:** 3

Soak/Hardness: 8/0

Merits

Fleeting Quarry Mirage: Luminata add three dice on Conceal Tracks, Deception, and Stealth rolls in forests and similar environments.

Hatred of the Wood: Weapons carved out of oak, rowan, or ash deal aggravated damage to luminata. The demons halve their base soak against such weapons.

Hunter of Hunters: A character who fails a roll to track a luminata, follow it while traveling overland, or otherwise hunt or pursue it suffers a –1 penalty on other such rolls and –1 Defense against its attacks. This penalty stacks up to a maximum of –3. The penalty lasts until the character breaks off pursuit for at least an hour.

Offensive Charms

Beguiling Prey Writhing (5m, 1wp; Simple; Indefinite): The luminata makes a Deception roll against a character suffering penalties from Hunter of Hunters. Their penalty increases by –2, as does the maximum penalty, and it applies on attacks against the luminata. Once per session unless reset by feasting on the entrails of a hunter.

Man-Eater Frenzy (4m; Supplemental; Instant): The luminata adds +3 to the raw damage of a **withering** attack. It also adds any penalty its target suffers from Hunter of Hunters to its raw damage. **Decisive** attacks add damage dice equal to half the target's penalty from Hunter of Hunters, rounded down.

Uncanny Stalking Tendrils (5m; Supplemental; Instant; Uniform): The luminata doubles any Defense penalties its target suffers against an attack, to a maximum of –3 additional penalty. If this attack misses, it inflicts an additional –1 onslaught penalty.

Marottes, the Hopping Puppeteers

Though rarely at rest, a quiescent marotte is a deceptive thing. It seems like a wretched tangle of black hair no larger than a fist, dripping with a phlegm-like substance. When it wakes, its fibers whip about and unspool into a writhing mass of legs. These dozens of slime-soaked wires spring against the ground with no sensible timing or coordination, giving the demon the unsettling gait it is named for. The central knot, now the size of a coin, towers over a hundred feet above the ground, its many hair-limbs thrashing and grasping all around it.

Hopping puppeteers are creatures of singular and ceaseless purpose. They seek only to build, spending their time creating structures and changing landscapes according to their incomprehensible aesthetics. They pay no regard to what they source their materials from, frequently demolishing existing buildings in the process — and so they are usually seen with planks, stones, and more held in their legs as they seek the proper site to use them. Sometimes, they are seen with infants or young children in their grasp, seeming to perceive some worthy purpose for them. Unfortunately, puppeteers have no natural concept of caring for living things, usually leading to tragedy.

A marotte accomplishes both construction and demolition with incredible speed, tearing down walls and building bridges without slowing its motion. Each limb works independently, but with baffling coordination. Marottes will push aside or even attack those who attempt to interfere with their work, but they look ever-forward, paying no attention to their previous works. A hopping puppeteer sent in the direction of its old designs will remodel them as thoroughly as anything else.

The thick, bitter ichor that sticks to a marotte is an obscure but dangerously addictive narcotic. Those addicted to it compulsively seek out greater quantities, often requiring unsavory dealings with sorcerers or infernalist cults. Those able to sustain an addiction rapidly develop a tolerance, until they must eventually attempt to acquire and a quiescent puppeteer and consume it whole.

Marottes use the Esoteric template with the following changes

Essence: 3

Personal: 80

Primary Actions: Architecture and Landscaping, Feats of Strength (may attempt Strength 5 feats)

Secondary Actions: Resist Poison/Disease, Senses

Appearance: 1

Attack (Grapple): 8 dice (11 dice to control)

Intimacies

Defining Principle: I will build my designs across the land

Major Principle: Whatever slows my work deserves to be destroyed

Minor Tie: Children (Alien Fascination)

Merits

Hell-Raising Architecture: The puppeteer halves the time needed to complete basic and major Craft projects involving architecture and landscaping. On superior projects, each marotte that labors under the supervising character reduces the time needed by ten days, minimum one month.

Narcotic Mucus: Those who consume a hopping puppeteer's mucus must make a difficulty 3 (Stamina + [Integrity or Resistance]) mucus or become addicted to it (**Exalted**, p. 167).

Miscellaneous Charms

Every Step at Once (5m; Simple; Instant; Essence 1): The puppeteer adds two success on a Craft rolls involving architecture and landscaping and can complete basic projects in seconds. For major projects, the silver point cost to retry a failed roll is halved.

Many Limbs, Light Work (4m; Supplemental; Instant; Essence 2): The puppeteer adds an automatic success on a feat of strength, or two successes when disassembling objects to use as materials. It can reach out to medium range with the feat and doesn't suffer flurry penalties.

Sesseljae, the Stomach Bottle Bugs

A sesselja is a fist-sized chitinous creature with 10 spindly legs, all powerfully arched like a grasshopper's. Though it can hop or skitter with ease, it is happiest moving through flesh, which it swims through like water. Its travel may show as ripples, or even a wayward leg that slips outside the skin of the creature it rides, but can hardly be felt by its host.

Sesseljae hunger for all that is tainted and corrupted, spending their days in joyous pursuit of the abundant festering things of Hell. They consume with an unending appetite, making them scourges of liquor halls and drug dens. They plead and carol outside such establishments, sneaking in during the smallest lapse in security to clean out the shelves. Pure substances, such as salt, silver, and genuine tears, repulse them, providing the best security against the organ-riding demons. Sesseljae won't hesitate to devour toxins capable of harming them, and entire swarms of them can be found lying dead around the Demon City's most perilous blights. Hungry demons tempted by these piles of meat tempt hungry demons often die of the same toxins as the sesseljae they devour, birthing new stomach bottle bugs in their poisoned death throes.

Sesseljae find that surgery and internal medicine make for merry pastimes, stridulating and twirling about as they knit bones and nibble at tumors. Stronger demons and sorcerers often order the fragile sesseljae to ride along inside their flesh, earning them the name stomach bottle bugs. That their master cannot become intoxicated due to their rider is usually a small price to pay for swift recovery from all but the most incredible of wounds and poisons.

Sesseljae use the Esoteric template with the following changes

Essence: 3

Personal: 80

Primary Actions: Medicine

Secondary Actions: Senses, Singing, Resist Poison/Disease

Intimacies

Defining Principle: I hunger endlessly for impure substances.

Major Principle: I enjoy restoring the structure of living flesh.

Merits

Impure Diet: The sesselja adds two automatic successes on rolls to resist poisons and diseases. It treats pure substances like salt as an ingested poison with damage 3L/hour, duration 5 hours, and a -2 penalty.

Flesh-Swimming: The sesselja can pass through flesh without obstruction. Unwilling hosts can only be entered if they're grappled by the demon or otherwise helpless. While inside a creature, it can speak to its host without being heard by others, observe the outside world unseen, and freely manipulate internal tissue and foreign objects, but can't take other actions (including grapple actions). Its precision is finer than the greatest surgical tools, preventing any accidental harm. Noticing its presence requires a difficulty 3 (Perception + [Awareness or Medicine]) roll. It can be attacked, but counts as benefitting from a defend other action by its host, divides any damage it suffers evenly between itself and its host, rounded up. It can exit its host with a reflexive move action, and an unwilling host can expel it as a miscellaneous action, unless he's still grappled by it or helpless. Either way, it can inflict one level of lethal damage on the way out.

Tiny Creature: The sesselja adds +2 Evasion against any attack made by a larger foe. Larger characters subtract two successes from any Awareness-based roll made to notice it.

Miscellaneous Charms

Internal Chirurgery Dance (1m, 1wp; Simple; Instant; Essence 2): While inside a creature, the sesselja staunches any bleeding and converts a single level of lethal damage to bashing. If it spends at least fifteen minutes tending to its host, it

makes a Medicine roll, converting an additional level of lethal damage to bashing for each success. If the target has no lethal damage remaining, each success heals a level of bashing damage instead. Once a character heals bashing damage that way, he can't do so again until he has a full night's rest.

Measure the Wind: The sesselja learns the nature of any creature whose flesh it enters.

Stomach Bug Imbibement (4m; Simple; Instant; Essence 2): While inside a creature, the sesselja devours impurities such as poison and disease, making a roll to treat the ailment instantly and adding three automatic successes. If it succeeds, it must roll against exposure to the same ailment.

Sistryg, the Thunderbolt Miseries

Pallid lightning washes color from the sky with the sistrygs' arrival, deafening thunder rolling away from smoldering craters. They sit at the ashen center, soft bodies snugly encompassed in carbonized cysts, and as long as there are ears to hear them, they speak. There is no creature so perfect, no object so flawless, no act so unimpeachable that the sistryg cannot criticize it. And indeed, there are few threats fearsome enough to check their incisive commentary. In Hell, the Unquestionable can command the sistrygs' silence for but a dozen breaths before their words spring forth irrepressibly, and whole lightning-deposited clutches of the demons have been smashed apart by erymanthoi rather than remain silent.

If left unharmed after their arrival, sistryg will often travel from their crystal cysts, tubular, filament and mucus-covered bodies oozing through cracks and crevices as they search out more creatures in need of self-knowledge. While they will risk destruction to speak their sharp truths, individual sistrygs aren't above leaving in a crackle of lightning after successfully delivering their lesson to a hostile audience.

In Creation, summoners sometimes employ the demons as bizarre weapons of distraction, oppression, or terror. The shock of their arrival makes a potent weapon, while the sistryg's vocalizations threaten morale, good order, and occasionally sanity. Summoners of greater resilience or ambition sometimes call sistrygs up to provide useful critique, or as obscure and abstract torments for imprisoned enemies.

Sistrygs use the Courtier template with the following changes and additions.

Primary Actions: Body Contortion, Criticism, Perceiving Flaws

Secondary Actions: Senses, Social Influence

Appearance 3, Resolve 4, Guile 4

Combat

Attack (Radula): 7 dice (Damage 8L)

Soak/Hardness: 3/0 (10/5 in cyst)

Intimacies

Defining Principle: All flaws must be made known.

Defining Principle: Better to die than be silent.

Major Tie: Those Unaware of Their Own Shortcomings (Sorrow)

Minor Tie: Tight Spaces (Fondness)

Minor Principle: Once the truth is spoken, it is no sin to leave.

Merits

Cyst-Dwelling Caviller: While within their crystal cyst, a sistryg has 10 soak and 5 Hardness. The cyst can be broken with a difficulty 7 feat of demolition that requires Strength 5+ feat. It can create a new shell after a scene spent exuding crystalline secretions or by using Thunderbolt Journey.

Mobility Charms

Thunderbolt Journey (15m, 1wp; Simple; Essence 2): The sistryg curls into a vicious, crackling orb, before it takes to the sky. Moments later it arrives at its destination with a horrid clap of unclean thunder. In combat, this can deposit the sistryg anywhere within long range. Outside of combat, it can travel up to a mile, but must spend several minutes building electrical charge before it leaps. Anything within close range of its point of impact suffers a one-time environmental hazard with difficulty 4, Damage 4L. Once per scene.

Social Charms

Foul Truth Invocation (5m; Supplemental; Instant; Eclipse): When instilling an Intimacy relating to a character's flaws or other criticism, the sistryg's social influence counts as being supported by a Minor Intimacy.

Miscellaneous Charms

Astringent Counsel (1m, 1wp; Reflexive; Instant): By revealing flaws in a character's plans, process, or self, a sistryg provides powerfully useful if painful advice. A character undertaking an extend action can reroll up to three dice that roll failures by accepting the sistryg's advice and forming a Minor Intimacy related to its critique, which he can't voluntarily erode for the rest of the story. This doesn't apply on extended actions for artifice or sorcerous workings. A character may benefit from this Charm only once per extended action.

Teodozjia, the Lions Sent Into the World

This is the scripture of the teodozjia:

People, and even the Exalted, die. Mountains crumble. Even worlds do not live forever. Knowing these things, and wishing to guide the mortals afflicted with their terrible condition, the Yozis had the teodozjia created to carry their message into the world.

The teodozjia transcend mortality. They have no existence independent from their scripture. They share one mind and one memory. If killed, they arise again from their mother Zsofika. If held captive for more than a year and a day, they dissipate into mist.

The Lions Sent Into the World know no death. They know no pain, for they have only one care: the scripture of the teodozjia. They know no sorrow, for this scripture never dies.

So must humans be: They must abandon their petty cares for mortal things and, thus, become immortal. They must forget the things of the world and the fire in their hearts and join the teodozjia in celebration of eternity.

Taking the form of powerful and serene lions carved of pure nephrite, the teodozjia are many bodies and one mind. Each teodozji is linked to all the others, sharing feelings, thoughts, and experiences. A single teodozji cannot hold all the knowledge at her disposal, only accessing those secrets that their kindred's inscrutable over-mind cares to pass down. Should anything manage to destroy her, every aspect of her being awaits in the thoughts of her brethren, waiting to fill a new form when Zsofika deigns to create it.

As expressions of great demonic power, the teodozjia stand opposed to all lesser faiths. Their footsteps crack the floors of temples and their breath melts idols. Even the air above them conspires into a dark cloud when they walk outside Hell, forbidding the sight of any celestial bodies. When given the choice, however, the teodozjia do not rely on their powerful strikes or antithetical aura to tear down religion, but patiently chip away at faith itself with subtle rhetoric honed over uncountable lifetimes. Even if compelled to silence, their patient eyes simply pass new lessons to all teodozjia. In the end, they know, all thinking beings will see the futility of faith and love.

Teodozjia use the Combatant template with the following changes

Essence: 3

Personal: 80

Primary Actions: Decry Faith, Proselytize the Yozis, Resist Poison/Disease

Secondary Actions: Feats of Strength (may attempt Strength 5 feats), Lore of Ten Thousand Lifetimes, Senses, Social Influence

Appearance 4, Guile 3, Resolve 5

Attack (Claws): 9 dice (Damage 10L)

Attack (Bite): 8 dice (Damage 12L)

Intimacies

Defining Principle: All faiths shall fall, and Heaven be torn asunder

Defining Principle: The Scripture of the Teodozjia

Major Tie: Priests (Violent Revulsion)

Merits

Anathematic Presence: Teodozjia can make feats of demolition against objects of religious significance with a gaze, rolling Decry Faith against an object within medium range and doubling 9s. Even without active effort, small and flimsy objects of significance within medium range wither, warp, crumble, and burn, while sturdier objects still suffer cosmetic tarnishing.

Group Mind: Anything the teodozji experiences can be recalled by any other teodozji, even if it dies. If it rolls at least 1 extra success on an introduce fact roll, it learns an additional piece of information from beyond its own lifetime. Other information may not require a roll, including knowledge of hidden places and esoteric secrets throughout human history and even beyond it.

Offensive Charms

Roaring Antithesis (8m; Simple; Instant; Dual, Eclipse; Essence 3): The teodozji trembles with black lightning, making a **withering** or **decisive** attack out to medium range with 9 dice and Damage 15L. This attack can be made up to medium range. If the attack roll beats its target's Resolve and deals any damage, it weakens one of the target's Principles by one step, prioritizing those related to religion or spirituality. (The teodozji need not be aware of the Intimacy). A character can pay one Willpower to resist, but doing so inflicts a -3 penalty on rolls supported by the targeted Intimacy for the rest of the scene. When used as an Eclipse Charm, the attack is rolled with (Charisma + [Performance or Presence]) and has the traits of a light Thrown weapon, using Charisma instead of Strength to calculate **withering** damage.

Measure the Wind: The teodozji reads anyone who expresses a thought about faith or religion.

Zdarti, the Folding Landscapes

Herds of zdarti meander across Malfeas' layers, following in the wake of the Yozis' calamitous movements and the Demon City's own fitful shifting. Their bodies are wafer-thin, hard-lined geometric shapes of thin metallic flesh that leave strange ruts in the ground as they pass. They feed not on flesh, but on crumbling, abandoned, or dilapidated buildings. When they reach a promising ruin or pile of debris, they unfold thin screens and frames of gleaming bronze and ruddy gold from their body. These membranes fold out and over the demolished structure until nothing is visible but these shimmering

metallic panels. Soon, what was once a demonic abode is replaced with a goldenrod hillock, gleaming in the green light of hell. Only close inspection reveals that its gentle slopes are made of thousands of folded and refolded layers, each counterfeit curve bristling with myriad edges. When the herd of zdarti moves on, nothing of the hillock or the structure it was built over remains. After digesting their location-meal, they will pose as bronze forests, flowing silver streams, or a dozen other metallic imitations of the eaten terrain.

Luckless creatures that sleep in a zdarti's path or trespass atop their mock landscapes may also become a meal. The demons act with surprising speed when given the opportunity, though they're wise enough to avoid napping citizens and dangerous First Circle demons. Sorcerers prize them for their hunger for structures and habitations. Clearing a ruined city or an undesirable block is as simple as releasing the demons at its outskirts, and few of Creation's people or creatures know what to make of the unfolding and refolding metallic brightnesses as they slowly devour a landscape. While they prefer to feed on ruins, determined summoners can direct them against natural features or fully functional structures. On rare occasion, some sorcerers also employ zdarti as very slow assassins.

Zdarti use the Esoteric template with the following changes and additions.

Health Levels: -0/-1x2/-2x4/-4x2/Incap.

Primary Actions: Moving Silently, Mimicking Inanimate Matter

Secondary Actions: Navigation, Tracking

Combat

Attack (Digestive Excretion): 4 dice (Damage 5L)

Attack (Grapple): 7 dice (7 dice to control)

Offensive Charms

Enveloping Digestion (5m; Supplemental; Instant; Uniform): When the zdarti uses its digestive excretion attack to savage a grappled enemy, it adds an automatic success on the damage roll and ignores points of soak or Hardness equal to its rounds of grapple control.

Miscellaneous Charms

Landscape Consumption (10m; Simple; Indefinite): The zdarti engulfs a building or other structure beneath layers of metallic membrane. This is treated as a feat of demolition to destroy that structure that's rolled as a Primary Action, adding three automatic successes. The zdarti counts as having Strength 7 for the feat.. Success effectively destroys the structure, encasing it for later digestion. The amount of time the feat takes depends on the structure's size: at least fifteen minutes for small structures like a hut, up to three hours for larger structures, like a modest home or teahouse. Sizeable structures, like a mansion, require multiple

uses of this Charm to engulf fully. This Charm's cost remains committed until the engulfment is completed or abandoned.