# 公爵と乞食



# LUNARS

## FANGS AT THE GATE



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The smell of roasting rabbit made Sazay's chops water. She'd caught two earlier while Tegama started the fire, and now she lay curled up as a fennec, the tip of her tail touching the tip of her nose, eking as much warmth out of the flames as she could. Sazay had teased Tegama about cooking meat they could perfectly well eat raw, ribbed him about clinging to his aristocratic ways, but she'd only half-meant it. Now, she had to admit, the hot meat would be welcome in this dreadful cold.

"Perhaps if you were a different *kind* of fox," Tegama suggested as she edged closer to the fire, careful not to get singed. He was from the Scavenger Lands, cooler than the Southern climes Sazay called home, but still warmer than this frigid corner of the North. He'd wrapped his lean form in a fine wool coat; Sazay had teased him about that, too. "Fennecs live in the desert, don't they? Up here they're all tail and thick fur. And much smaller ears."

"Ah, but these ears will tell us if we're being pursued," she said, flicking one to emphasize her point. Sazay sat up and stretched, letting her human form come slowly; she hated losing the warmth her fur had soaked in. "Since you wouldn't let us stop to fight those Dragon-Blooded bastards."

"Our shahan-yas would never forgive us if the Wyld Hunt killed us before we found the fledgling. Or worse, led them to her door." Tegama passed her a rabbit before thoughtfully stripping a chunk off his own, hissing at the hot grease.

"Pish. I've seen you fight. Two of them would be dead before they saw you draw. Then you'd realize I'd already killed the other three. Think of the tale: 'While searching for a new Lunar, Sazay Shadow-Dancer and Azu Tegama Asarkon defeated five Dragons, simply to pass the time.'" She tore into the rabbit like it was one of the Dragons' throats, and Tegama laughed. They both knew she was boasting; such a battle wouldn't be so easily won.

"Perhaps we'll see them again, and you can try. But reaching Tula…"

Sazay nodded. "I know. It's more important than tweaking the Realm's nose." Spirits and spies had brought the name of the new Lunar in the North to their shahan-yas' ears. In turn, those esteemed elders had entrusted Sazay and Tegama with seeking her out and recruiting her to the Silver Pact.

"She'll need training, and protection when the Wyld Hunt *does* take notice." Tegama was no fool. The Realm would notice soon enough. Its resources might've been spread thin these last few years, but thin wasn't nonexistent. If the order didn't come from the Blessed Isle, a bored Dynast stationed in some backwater satrapy might get it in her head to seek glory and call a Hunt. Or the ones Sazay and Tegama had slunk around a day's journey south might get wind of the new Lunar in Kulinth and investigate.

*I hope they do.* But not until Tula was ready. "Do you think we can convince her to join?"

Tegama's smile was cold as the Northern night around them. "If we can, the three of us will do more than tweak their noses. We'll cut out their hearts."

•••••

"Tula," Sazay repeated, though it was unlikely this Realm soldier had ever bothered to learn the bandit woman's name. *He'll learn it now, and fear it for the rest of his life.* Which wouldn't be long. She wasn't so foolish as to leave him alive, wouldn't let him run back to Kulinth with Tula's name on his lips.

Capturing him had been easy, and Tegama had left Sazay to her questioning. They were well outside the city, but her Full Moon companion refused to risk a surprise patrol ruining their mission so close to its end. Over the last few hours, her captive had proven knowledgeable about bandit activity near Kulinth, enough to fill in what information they needed to find Luna's new Chosen.

Still, she wasn't done. Sazay stepped closer, looming over the soldier as her skin rippled and shifted. Her bulk filled the makeshift shelter, her shoulders touching the walls and her head brushing the ceiling as her war-form took shape. Sharp teeth filled her mouth, and Sazay leaned in, snapping at the air inches from her prisoner's face. *"Tula,"* she growled. "Say it."

"Tula! Tula! Please, I'll—"

Whatever promises he made, Sazay paid them no heed. Soon enough he'd be too dead to keep them.

•••••

Snow crunched beneath their feet as Tegama and Sazay trudged through the forest. They were a half-day's walk outside of Kulinth, nearing the abandoned barn where the soldier said a bandit gang used to hide.

On their way through the city, Tegama had noted the garrison soldiers wore heavy, fur-lined cloaks and boots, plenty of protection against the cold. The peasants' attire was far less opulent, which he'd expected, but was patched and threadbare to a degree he hadn't. Once, such details wouldn't even have registered with him. But that was a lifetime ago, when he thought his royal birth meant people ought to respect him, not that he should strive to earn the respect his position conferred. He'd learned better since then, and now recognized the gaunt looks that said people were going hungry, the darting glances and scurrying pace that meant they were afraid of the very soldiers meant to protect them. No wonder they turned to banditry.

Now and then a dove called out in the branches above them, though Tegama had yet to spot it. His attention had been focused on the ground for the last mile or so; he was sure they were being followed. Had the Wyld Hunt found them after all? He'd seen no signs of any Dragon-Blooded in the area aside from the garrison commander — would she have sent troops after her missing soldier? Sazay hadn't left evidence of her interrogation, but that didn't rule out a search.

The attack came from above, heralded by the flutter of wings. Tegama had time to look up and register the woman barreling down at him, her emerald wings shifting into outstretched arms, a war cry echoing through the trees. Tegama's daiklave flowed into his hand as she struck, and they tumbled away into the snow. He regained his feet quickly, and she followed. He turned aside thrust after thrust of her spear.

"Where's the rest of your Hunt?" she screamed. "They said you'd come after me sooner or later. Where are the others?" Her fury grew with each step of her advance, as did Tegama's understanding: *She thinks* we're *the Wyld Hunt.*

He turned aside another blow. What she lacked in skill, she made up for with passion. "Stop! We're not here to fight you."

Snarls rent the air off to Tegama's left, belying his claim. Where he'd last seen Sazay in human form, two gray wolves now circled one another warily. Blood spotted the snow and stained the larger wolf's teeth.

"Look." Tegama pointed behind his opponent, at the smaller wolf — Sazay — and her wounded shoulder, at the swirl of moonsilver in her fur. "We're like you. Like both of you."

The woman paused and glanced back at the wolves. Sazay had heard Tegama's plea. She stopped circling and sat on her haunches. She wasn't the type to expose her belly or her throat, not so quickly, but the other wolf seemed to accept the truce.

The other Lunar shifted into an androgynous hybrid form, a chambered shell growing from their back, its lacquered surface a swirl of deep yellow and white. They hunkered within and watched as Sazay shifted too, human once more.

Tegama sheathed his daiklave slowly, so Tula couldn't mistake his movement for a renewed attack. "Let's start again. You must be Tula. I'm Tegama Asarkon." He left off the honorific "Azu"; they were all equals here.

Tula glanced toward the nautilus Lunar, but they only shrugged. "How do you know my name?"

"My companion Sazay and I heard rumors and followed them here. A farmer forced to banditry by the satrap's ever-increasing taxes. A strange incident when the soldiers came for the lot—" Here, Tula ducked her head, and Tegama continued softly, "Luna chose you, and we came to help."

"She has help. Found me herself." The nautilus Lunar peered between Tegama and Sazay.

Sazay looked about ready for another shot at them, despite her bleeding shoulder; the sharp-toothed smile she flashed held a challenge in it. But the nautilus Lunar merely rolled their eyes, and Sazay dropped the threat. It gave Tegama a measure of comfort — Sazay simply wanted the chance to best a worthy competitor, not eliminate an enemy.

But Tula couldn't know the nuance of Sazay's many smiles. She stepped between them and said, "This is my... *friend,* Silent Pearl." She seemed to be testing out the word, watching the others' reactions to it. For their part, Silent Pearl only nodded. Sazay grunted.

Tegama startled. "Silent Pearl? But...they've been gone for centuries."

"Not gone. Sleeping." They regarded Tegama curiously. "You know my name?"

"I know stories." The Lunar who'd tattooed Tegama had told tales of others while she worked: Ma-Ha-Suchi and Lilith, Sha'a Oka and Vanamithri Mirror-Soul. And of Silent Pearl, herbalist and healer and witch of the marshes, whose last tale was spun before the Shogunate fell.

"I found them," said Tula. "In a ruin a few days east of here. I needed...I didn't know what. Something to help my people. A weapon, maybe."

"And here I am!" Silent Pearl seemed quite pleased with themself. This time, when they looked at Sazay, they received a genuine smile. "I thought more would have changed, but it appears the usurpers have only changed some names. We have a satrap to drive out."

"Then in that," said Sazay, "we might find common cause."

•••••

Tula added another pinch of salt to the stew. It'd been a while since she'd fed a group, and she'd missed it. Meals with Silent Pearl were pleasant enough, if a little perfunctory; the older Lunar sometimes still seemed to be shaking off their long torpor, or maybe they'd simply never been much for light conversation. Watching how easily Sazay and Tegama bantered and bickered warmed Tula's heart in a way she hadn't realized she'd needed. Her gang used to do this, plotting out their next strike while she cooked, clamoring to be the one who got to taste the sample spoons she offered during the process. Sazay came sniffing around the most often, though she didn't offer any opinions other than "S'good."

Earlier, the four had joined a flock of snow buntings and flown over the city so the newcomers could view it from above. Now, Silent Pearl had drawn a rough map of Kulinth in the dirt. They marked out where the barracks were, the storehouses, the building where the tax collectors stored their records. Tula peered over their shoulder, making adjustments and pointing out vulnerable spots and escape routes for refugees. Much as she wanted the satrap and the Realm's forces gone, she wanted there to be a city left for her people to return to.

Tegama impressed Tula with his insights. He'd helped overthrow a tyrant in his time, and knew what they should expect, yet he deferred to Silent Pearl's wisdom. Sazay asked about the power structure, who hated whom, what rivalries she could exploit. Silent Pearl grinned from within their nautilus shell and mentioned going to talk to an old, old friend.

"And you, Tula," they asked, as she passed around bowls of steaming stew and a hunk of crusty bread, "what will you do?"

She thought of the people who'd sheltered her, after the night the garrison came for her and her gang. The farmers who starved themselves to pay the Realm's hefty taxes, the people who worked the land and fished the rivers, and kept so little of their harvests... the very people who'd provided her the ingredients in the stew they were all scarfing down, who risked the satrap's wrath by leaving bundles of food at her door.

*They ought to be part of this, too.*

"I'm going to spark a rebellion."



# Introduction

*"Become a great cat tonight, and run beside me, hunt with me. I can lead you to prey you never dreamed of. There is so much we can share. You have felt how it is to change, you know the truth of it, you have tasted the power, the freedom, seen the lights from a beast's eyes, smelled fresh blood, gloried in a kill."*

— George R.R. Martin, "In the Lost Lands"

Chosen by Luna, the many-faced goddess of the moon, the Lunar Exalted are legendary shapeshifters and terrifying monster-heroes, untamed and unbroken by the ten thousand foes who've sought to end them. Their souls burn with unbridled rage, driving their vendetta against ancient enemies.

The first Lunars were raised up in dim prehistory to hunt the enemies of the gods alongside the other Exalted. Their victory birthed an age of wonders, wherein the Lunars wedded themselves to the majestic Solar Exalted and together scribed a thousand legends across Creation — slaying monsters, charting wilderness, raising cities, fighting terrible wars long since forgotten.

When the Dragon-Blooded rose up in the First Age's twilight to slay the Solar princes, the Lunars were driven out to the world's edges, hunted in a centuries-long pogrom. Faced with legions of elemental hero-saints and a conspiracy of destiny-weaving puppet masters seeking their extinction, the Lunars roared defiance. Under the Silver Pact's banner, they've warred for over a millennium, first against the Dragon-Blooded Shogunate and then against its successor, the world-spanning Scarlet Realm.

But the world has changed. The Scarlet Empress has vanished, and the Realm's Great Houses withdraw their legions to the Blessed Isle to prepare for war. Their Wyld Hunts — underfunded and overwhelmed by the Solars' return — are in disarray. It's been centuries since such an opportunity has arisen. Has the time come to strike a killing blow against the Realm?

## This Book at a Glance

**Chapter One: The Lunar Exalted** introduces Luna's Chosen, their history, how they experience Exaltation and Essence fever, and their relations with Luna.

**Chapter Two: The Silver Pact** discusses the Lunar mutual-aid organization that prosecutes their vendetta against the Realm, including several noteworthy figures.

**Chapter Three: Lunar Dominions** depicts societies shaped by the Silver Pact.

**Chapter Four: Character Creation** provides rules for creating Lunar player characters.

**Chapter Five: Traits** includes new Merits and other mechanics relevant to Lunar characters.

**Chapter Six: Charms** presents the Lunars' unique supernatural powers.

**Chapter Seven: Martial Arts and Sorcery** offers new Martial Arts styles, sorcerous initiations, and spells.

**Chapter Eight: Wrought from Moonsilver** presents new artifacts and Evocations.

**Chapter Nine: Heroes and Monsters** provides Quick Character write-ups for noteworthy Lunars and a wide range of animals.

## Lexicon

**adherent:** A student or political backer of a *shahan-ya*.

**Bronze Faction, the:** The group of Sidereal Exalted, agents of Heaven and weavers of destiny, who masterminded the *Usurpation* and have orchestrated the *Wyld Hunt* ever since, making them sworn enemies of the *Silver Pact*.



**dominion, Lunar:** A society ruled or manipulated by a *Lunar*, usually as a weapon in the *Silver Pact*'s war against the *Realm*.

**Luna:** The shapeshifting Incarna whose blessing empowers the *Lunar Exalted*.

**Lunar Exalted:** Shapeshifting Exalted empowered by the Incarna *Luna*.

**moonsilver tattoos:** Magical tattoos that *Lunars* use to choose their Castes and protect against unwanted magical transformation. Offered to Casteless *Lunars* by the *Silver Pact*.

**Realm, the:** Creation's most powerful empire and a successor-state to the *Shogunate*. The most prominent modern-day foe of the *Silver Pact*.

**Sacred Hunt, the:** The ritual hunt by which a *Lunar* claims a human or animal's shape.

**shahan-ya:** A mentor or political leader in the *Silver Pact*.

**Shogunate, the:** A vast Dragon-Blooded empire that arose after the *Usurpation*, which led the first *Wyld Hunts*. A former enemy of the *Silver Pact*, now defunct.

**Silver Pact, the:** The Creation-spanning mutual-aid society to which most *Lunars* belong. Makes endless war against the *Realm* and its *Bronze Faction* supporters.

**Solar Bond:** An instinctive, soul-deep connection most *Lunar Exalted* have with a single Solar, Abyssal, or Infernal, passed down across millennia of past lives.

**spirit shape:** A *Lunar*'s innate animal shape, as natural to her as her original human form.

**Tell, the:** A distinctive feature that a *Lunar* possesses in every shape, by which percipient observers might recognize her.

**Usurpation, the:** The overthrow of the Solar Exalted by the Dragon-Blooded and their *Bronze Faction* allies, which ended the First Age and ushered in the *Shogunate*.

**Wyld Hunt:** A group of Dragon-Blooded banded together to hunt down and murder a *Lunar* or someone else they've deemed Anathema.

## Suggested Resources

### Classics

***The Epic of Gilgamesh*:** The wild, untamed Enkidu is an excellent example of a Full Moon, and his rivalry and later camaraderie with the god-king Gilgamesh exemplifies the Solar Bond.

***Journey to the West*, by Wu Cheng'en:** The monkey-turned-shapeshifting-trickster-god Sun Wukong boasts countless supernatural powers that inspired Lunar Charms, and his heaven-shaking mischief in this classic novel's early chapters offers prime inspiration for Lunar tricksters.

***The Poetic Edda*:** Odin walking the world in disguise is a major inspiration for Lunar shapeshifting, and his pursuit of mystical knowledge of runes and *seiðr* makes good inspiration for Lunar witches. Meanwhile, the ur-trickster and master shapeshifter Loki gets into and out of truly epic amounts of trouble, providing inspiration for Changing Moon tricksters.

***Táin Bó Cúailnge*:** The warrior-hero Cú Chulainn's terrifying battle rage, the *ríastrad*, is an inspiration for the Lunars' rage.

### Fiction

**The *Animorphs* series, by K.A. Applegate:** This 90s YA series may seem childish and a bit cheesy, but the Animorphs dealt with some heavy topics over their 64-book run, not the least of which was their existence as secret guerilla agents rebelling against a shadowy alien invasion. The main characters could also acquire and transform into an array of animal forms, which makes this series worth revisiting for a **Lunars** story.

***The Sugar House: The Adventures of Sasha Witchblood*, by Rose Bailey:** While Sasha isn't a shapeshifter, she's a heroine living on the fringes of society, and she is by turns ferocious and compassionate. Sasha walks through a world that blends history and folklore seamlessly — the sort of world a Lunar traverses daily.

***The Tiger's Daughter*, by K. Arsenault Rivera:** Two girls from very different cultures find themselves inextricably linked as lovers and warriors. Shefali exemplifies Lunars — hunter, hero, survivor, monster — and her relationship with O-Shizuka is a near-perfect demonstration of the Solar Bond, as the two work to both defy and reshape the world they inhabit.

***The White Rose*, by Glen Cook:** The rebel protagonists of this third volume of the *Black Company* series struggle against the massed might of the world-spanning sorcerous empire that they once championed, aided by weird supernatural allies and forgotten occult secrets from a former age. The Plain of Fear can serve as inspiration for especially strange Lunar dominions.

***Wild Seed*, by Octavia Butler:** The book follows a shapeshifting woman's encounter with the slave trade and an immortal body thief. It has themes of identity and also of reveling in the power of animal forms. The relationship between Anyanwu and Doro can provide inspiration for Lunar ties across centuries.

***The Wolf in the Whale*, by Jordanna Max Brodsky:** This mythology-rich book follows the characters of Omat and Brandr, each struggling with identity in their own way. Omat is an Inuit shaman born in a time of tragedy while Brandr is a Viking warrior exploring new horizons. This novel is excellent inspiration for Lunars who venture far from what some would consider "civilization," and includes possibilities for what could happen when two disparate cultures meet, each bringing their own baggage.

### Nonfiction

***The Black Jacobins: Toussaint L'Ouverture and the San Domingo Revolution*, by C. L. R. James:** This 1938 book, by a Trinidadian historian, records the Haitian Revolution — the only truly successful slave revolt in world history, as it led to the abolishment of slavery and Haiti's rule by PoC and former captives. Lunar players and STs seeking to model a leader who galvanized populations and defeated an empire could do worse than looking to Toussaint L'Ouverture.

***Blood Moon: An American Epic of War and Splendor in the Cherokee Nation*, by John Sedgwick:** Depicting the progress, schisms, and ultimate destruction of the Cherokee Nation in the face of early United States aggression, this book offers inspiration for internal politics within Lunar dominions confronted by the Realm.

***Custer Died for Your Sins: An Indian Manifesto* by Vine Deloria, Jr.:** This collection of essays, which range in tone from humorous to sobering, is an excellent look at Native culture from a Native activist. Over the course of the book's 11 essays, Deloria demonstrates how indigenous peoples can retain their sense of self, morals, and culture in a modern, rapidly changing world. It's a great introduction to the breadth of issues modern indigeneity faces.

***Insurgents, Raiders, and Bandits: How Masters of Irregular Warfare Have Shaped Our World*, by John Arquilla:** This book contextualizes the development of irregular warfare through the lens of various individual guerilla leaders and military officers, each of them excellent inspiration for aspiring Lunar warlords and revolutionaries.

### Movies

***Black Panther*, directed by Ryan Coogler:** Wakanda's fusion of super science and traditional African cultures is amazing inspiration for a Lunar dominion. T'challa, Killmonger, and Nakia's differing views of how Wakanda should deal with the outside world and the legacy of racism and colonialism mirror the Silver Pact's internal politics.

***Conan the Barbarian*, directed by John Milius:** Though this might seem a bit of a backward recommendation, what with our rejection of the term "barbarian" in this edition, the way Thulsa Doom is portrayed is the kind of story the *enemies* of Lunars might tell about them. Though there are numerous issues with the film and its source material, viewers might find something rewarding in reading against the grain. Looking at the depictions of enemies and cultures across the Conan oeuvre — and asking why and how those cultures are being marginalized, dehumanized, and alienated — is an interesting exercise for anyone planning to run in or play in a **Lunars** game.

***Moana*, directed by Ron Clements and John Musker:** In *Moana*, the character Maui is both an immortal demigod and a human hero with strong ties to culture. His story, seen through Moana's eyes, is a good demonstration from the mortal perspective of what Lunars are like when people actually meet them versus how they are depicted in heroic — or horrifying — tales and stories.

***Princess Mononoke*, directed by Hayao Miyazaki:** San, the deadly warrior raised by wolves, is a great example of a Full Moon.

### Television

***Revolutionary Girl Utena*, directed by Kuniko Ikuhara:** Utena and Anthy's relationship provides an example of the Solar Bond at its most tragic and triumphant. The anime's later arcs delve into material that touches on Lunar witchcraft and relationships that span reincarnations.

***Wolf's Rain*, directed by Tensai Okamura:** Set in a post-apocalyptic world, the story follows a pack of wolves who see each other as human, while the outside world sees them for the animal they are. This gives excellent inspiration for how Circlemates might interact with one another and also how outsiders could see them.

### Manga

***Sailor Moon*, by Naoko Takeuchi:** Usagi and Mamoru's reincarnation-spanning romance in this classic manga (and its two anime adaptations) is a wonderful example of the Solar Bond.

### Podcasts

***Revolutions* by Mike Duncan:** Each season of *Revolutions* covers a different revolutionary movement in world history. This can be inspiration for Lunars seeking to effect societal change; Duncan is especially good at describing the various points in history where things could have gone in a drastically altered direction from the history we know.

Vanamaithri Mirror-Soul walked through blinding snow without shielding their eyes, allowing the swirling crystals to form shapes both strange and familiar. Around Vanamaithri, translucent pears dangled from moonlit, frost-rimed branches.

The winter-bloom grove was an old, magical place on Skandhar-Bhal's edge, left untamed by decree of the valley's gods. Vanamaithri had been there only once, when they'd come to Skandhar-Bhal centuries ago. They'd been half-starved and weary from many miles' travel. The grove granted visions of distant friends and enemies, offering words of wisdom, insight, and peace.

Now, after seven days' fast, Vanamaithri returned to face what they'd ignored for many years. With each step, they moved further from the physical world, and into visions of higher truth.

In the branches' shuddering reach, Vanamaithri saw victims of war, arms outstretched, begging for aid. Momentary gaps in the snow became shades of friends long dead who followed Vanamaithri, desperate to be named and remembered. And when Vanamaithri heard the wind's howl grow loud and long, they knew the monster they sought was near. Steeling their heart, they pressed forward to the beast's lair.

Here in the winter-bloom grove, the mountain runoff flowed and froze in sheets and spikes along the mountainside. As Vanamaithri approached the frozen waterfall, they found the mirror-place, and saw themself, not as they were now, but as they had been: the towering tortoise war-form, the warrior eager for bloodshed, the beast that birthed the Mirror-Soul.

The sight horrified Vanamaithri — and thrilled them.

"So, you return?" demanded the beast, with the wind's cruel voice. "Did you not promise to leave me here, to suffer and rage while a kinder soul took my place?"

"I never wished to return," said the Mirror-Soul. "I'd hoped you might die, here in the cold."

"But you didn't expect it." The beast reached out, pressed armor-rending claws against the reflective ice. "Your rage is part of you. You embraced it, once, and it will live in you until you die. Perhaps even beyond that."

Vanamaithri found they'd reached out to place their right hand, forever missing two fingers, against the sheet of ice. Its chill surface was as unforgiving as the reflected claw. "I fear I may need you. Skandhar-Bhal is safe, but for how long? Creation trembles at the Lawgivers' steps, and the Dragons grow desperate."

"You cannot lie to me, Mirror-Soul. You know Creation needs me, and you fear that you want me."

"No."

"You ache, every night, to hunt and strike in countless forms, to feel the heat of blood on your face."

"No."

"Creation's unrest is merely an excuse! The world has suffered all this time, and even now you could stay safe in your valley. It's no new injustice that calls you, but the merest chance to crush the empire you never stopped hating."

Vanamaithri was silent. Ice had crept over their hand, freezing it in place.

"Let me free," said the beast, "as you've always known you must. You've played at being a monk, but that time is done. Be the beast you could never kill."

Vanamaithri clenched their fist, and the ice around it shattered. As the reflection cracked, they roared, loud enough to overwhelm the wind and echo through the valley.

Slowly, Vanamaithri wrapped their other hand, with its five fingers, around their shaking fist. "I am Vanamaithri Mirror-Soul," they said, teeth clenched. "And I can be both."



*Chapter One*

# The Lunar Exalted

The Lunars are Creation's divine apex predators, monster-heroes chosen by Luna to prey upon the enemies of the gods in the Divine Revolution. Like their divine patron, the Lunars are puissant shapeshifters, devouring the forms of human and animal prey and making them part of their nature. They're creatures of transgression and boundaries — between hero and monster, devil and saint, civilization and wilderness, mortal and divine. They stand on whichever side they please, crossing with unmatched ease. A Lunar who embraces untamed monstrosity's power and freedom needn't sacrifice her humanity; a Lunar who devotes herself to protecting the mortals she lives among needn't abandon the freedom of running wild and untamed.

In the Divine Revolution, the Lunars were monsters that even the most nightmarish enemies of the gods learned to fear. They waged war in the shapes of snakes as long as rivers, all-devouring swarms bearing devil-slaying plagues, beast-mothers with tusks like daiklaives and stampedes of murderous children, and countless other wild horrors. Fighting alongside the other Exalted, they toppled the makers of the universe and stained their fangs red with slain divinities' blood.

As the First Age's glories arose from the Exalted's triumph, the Lunars enjoyed the fruit of the paradise they'd helped win, remaking themselves for an Age of Dreams. Though never forsaking the divine monstrosity at their Essence's heart, they became guardians, guides, world-walkers, judges, and mystics.

The most profound change was the Solar Bond. Near the First Age's dawn, an Exalted coalition led by several Lunar princes challenged the supremacy of a Solar monarch who claimed authority over Creation as chief surviving general of the Divine Revolution. The war drew in more Lunars and Solars as years went by, eventually embroiling much of the Exalted host. In the end, the two sides made peace through a series of sacred and political marriages, forging ties between the Lunars and Solars that would persist even beyond death.

Not all Lunars took Solar mates, but even those who didn't couldn't avoid the political and cultural changes wrought by the union of sun and moon. Thus, for much of the First Age, Lunars and Solars were inextricably intertwined, twin aspects of the Old Realm's glories.

The Usurpation brought an end to the First Age and a new transformation for the Lunar Exalted. The mass death of the Solars, and the foul murder of Lunars who fought beside Solar mates or were deemed too dangerous to the usurpers' plans to let live, awoke a keening fury in Luna's Chosen, a rage unseen since they first hunted the enemies of the gods. The early Wyld Hunts perpetrated by the nascent Dragon-Blooded Shogunate and its Sidereal benefactors solidified the Lunars' vendetta, ensuring the usurpers would never know peace while one Lunar yet drew breath.

As the First Age's wonders unwound and crumbled into ash, the Lunars remade themselves to survive and thrive in the Age of Sorrows. Over many years, they performed an unparalleled mystical endeavor, dissolving the five castes that dwelt in their Essence and creating new castes. Henceforth, they'd be ferocious warriors slaying the usurpers' legions, wicked tricksters plunging societies into chaos, and wise-eyed witches beckoning night's mysteries.

In this time the Silver Pact was born. Though the Lunars had many different visions of how best to wreak vengeance and make a new place for themselves in the world — and in a few cases, had longstanding grudges against one another — the cruel reality of the Wyld Hunts made internecine strife a luxury they couldn't afford. They came together in a loose-knit organization built on mutual aid and a shared vendetta against the usurpers, without any single leader or formal authority.

The Silver Pact has become the single greatest force arrayed against the Dragon-Blooded and the Sidereals. The Realm's borders fall where they do because the

Silver Pact has denied them the lands beyond. The Bronze Faction's Sidereals desperately coordinate Wyld Hunts because they know they cannot maintain the status quo for which they sacrificed so much if the Lunars go unchecked.

## Lunar Exaltation

Luna chooses their Exalted from heroes and those who could be heroes — those capable of great deeds, though not always good ones. Luna doesn't seek self-proclaimed righteousness like the Unconquered Sun does, but neither do they shun it, choosing both virtuous paragons and heartless sinners. Outcasts, dissidents, and iconoclasts hold an especial place in Luna's heart, as do those who've suffered great hardships and survived unbroken, though this isn't absolute — Luna doesn't pass over worthy heroes simply because they're beloved by their people, or have yet to face profound suffering.

Luna attends to each Chosen's Exaltation personally. The aspect in which Luna appears and the nature of their greeting differs for each Lunar, according to who they are and what they need. A friendless orphan might be embraced by a divine mother who whispers the reason he was chosen into his ear. An arrogant hunter who's never known a rival might be attacked and overpowered by Luna as a great beast or humbled by Luna in a boyish trickster-aspect. A mercenary who's lost his purpose for fighting might encounter Luna as a wizened crone at a crossroads, speaking a cryptic prophecy of what he must do or laying a geas upon him. A pious Immaculate monk might be confronted by Luna as a silver-eyed savant who debates fine points of theology long into the night. The meeting rarely lasts long, but it has a profound impact; almost all Lunars carry a personal or spiritual connection with their patron throughout their lives.

*I stole from my father. Little things at first: coins, jewels, trinkets, just to prove I could. Then a signet ring, a royal message, a map of his entrenched defenses. Luna saw me with a bag full of treasures and a heart full of revolution, lying through my teeth to a guardswoman. He came to me as an invisible shadow and gave me a kiss, turning me into a creature of glittering scales and sharp teeth, the better to rip out the guard's throat before she could speak a word.*

*My brothers called me a liar when I told them how I slew a great beast or wooed a beautiful goddess. I knew my story was more important than the truth. While I laid fake footprints in the mud, Luna watched from the woods, clawed and hungry like the monsters from my tall tales. The monster-goddess lunged, chasing me for miles until she finally pinned me to the ground, and I saw myself reflected in her silver eyes.*

*I was born with a notched lip and weak eyes. My family gave me to the woman in the woods, who taught me many secrets. Luna found me doubled over in pain, bruised and beaten by two boys from the village. Luna was a village boy, too; he laughed at me as if it were a game. Then he asked, "So, what are you going to do when you stand up?" And suddenly, I knew.*

The moment of a Lunar's Exaltation is euphoric and transformative, a rush of divine power and protean

### CIVILIZATION AND BARBARISM

You won't find the word "barbarian" used to describe any of the cultures in this book. Societies in Creation, as in the real world, pass judgment on others by naming them barbaric, savage, primitive, or uncivilized, refusing to recognize their civilizations as civilizations. The Realm, Creation's predominant empire, has unparalleled power to enforce and propagate these judgments throughout its territory. Those who don't organize their societies in a fashion the Realm recognizes, match its technological sophistication, or follow the Immaculate Philosophy's divine truth — these people the Realm names barbarians. It justifies conquest and exploitation as a righteous cause, bringing civilization to those seen as lacking it. The massive tributes extracted from Realm satrapies are a generous price to pay in exchange for its largesse.

The truth is that that the differences between these cultures and those like the Realm is a matter of history, geography, and politics, not barbarism. A lack of cities doesn't make a society primitive; nomadic peoples are better suited to thrive in regions where conditions are ill-suited to large-scale agriculture, and they're less susceptible to disease and malnutrition than city dwellers. A people without access to iron or bronze won't develop metallurgical technology as sophisticated as the Realm's — its innovations and ingenuity will make use of what resources it does have. A society on the Wyld's edge abides by seemingly arbitrary taboos that that protect its members from exposure to the Wyld and fae depredations. That the Realm doesn't recognize these cultures' sophistication doesn't mean they lack it.

Essence suffusing body, mind, and soul. Her Caste Mark shines upon her brow, her anima banner roars to full iconic splendor, and her truest self is embodied in her spirit shape. For many, Exaltation comes at a time of great peril, turmoil, or stress, empowering them to overcome whatever trials they face.

*I was thrust into the Wyld by my children. Stars and birds foretold my journey, a sacrifice to the Fair Folk who'd protect my family in exchange, granting them the security my brittle old bones could not. Luna saw me in the bordermarches, tired and hungry from three days and three nights fleeing the devils at my heels. She whispered a secret in my ear, a magic spell that opened my eyes to the strength my old bones still held.*

*I lived like a dog. They told me I deserved no better, that I was born under the wrong stars to be human. They made me fight the other dogs, and I was very good at it. Luna found me in the arena, wishing the blood on my hands belonged to my captors instead. He put his hands on mine, a gentle father, and gave me strength enough to match the rage howling in my heart.*

*I traded my womanhood for the ocean. It was a good trade: something I hated for something I'd always yearned for, something I was good at. Luna watched me diving for pearls, angering the shark-goddess Siakal by trespassing in her domain. My god gave me my own shark body and told me to fight with all my might if I ever wished to see the sky again.*

## The Spirit Shape

A Lunar's spirit shape emerges as she Exalts, an animal form that's as much her true self as her human form. A Lunar doesn't choose what animal her spirit shape is, but it's always one that holds deep personal or cultural meaning for her, an avatar and embodiment of all she is.

A wandering sellsword who trusts no one to fight at her side discovers the tiger as her spirit shape, seeing herself embodied in the solitary hunter's power and ferocity. A shaman takes on the skin of a raiton, an animal revered by his clan as a messenger from the spirit world. A struggling merchant finds himself reflected in the scorpion, small enough to be underestimated, yet deadly.

The Lunar may not understand why her spirit shape is what it is at first. But as she learns more of herself, her understanding of the reason for her spirit shape grows.

### THE MOON-TOUCHED

Lunars' children often inherit some of their parents' protean Essence and monstrous power. For most, these gifts are subtle: mutations reflecting their parent's spirit shape, prodigious strength, the power to speak with animals, etc. A rare few inherit greater power: the ability to transform into a single animal; talent as a spirit medium and shaman; a shadow with a mind of its own. Though never as powerful as the Exalted, Moon-Touched have considerable advantages over mortals. Those who don't hold positions of honor in their parents' dominions often rise to prominence in other societies.

## Essence Fever

Like all Exalted, Lunars' Essence fever urges them to action, to use their newfound power to change the world. For Lunars, this impetus is focused on their rage, pushing them to act on their anger. Some were driven by rage even before Exaltation, and scarcely notice Essence fever's impact. Others act on long-held passions they've never expressed: A peasant who's always resented her Dynastic masters mounts a campaign of sabotage and subterfuge against them; a savant who abhors slavery descends on a Guild caravan in her war-form and shatters the slaves' manacles with her bare hands; a prince's bastard moves to depose her hated half-sibling and take the throne.

Essence fever doesn't create rage where none existed before — it only drives the Lunar to let the anger already in her heart move her to action. Some strike against personal enemies, societal ills, or ideological opponents. A few, touched by memories of past incarnations, channel their rage into ancient vendettas. Many such Lunars seek revenge for the still-bleeding wound of the Usurpation, though some pursue personal affairs — whether a slight inflicted on a long-ago incarnation by an immortal god, or a longstanding rivalry with another reincarnated Exalt.

The Silver Pact trains young Lunars to master their Essence fever. It's not something to be feared or rejected — rage is a powerful weapon, if turned to the right ends. Instead, new Lunars learn to bend Essence fever to their will, drawing motivation from it when it's useful, and silencing its urgings otherwise.

# Luna of Many Faces

Luna is a goddess of many aspects, but in all their forms, certain truths hold fast. Change is their nature, and adaptation their breath. They're fierce but kind, and relentless when protecting those they care for. They're mercurial but wise, each whisper and movement bespeaking hundreds of secrets. They may wear the shape of man, woman, neither, or both — no mask of flesh can truly embody their nature. They cannot be confined, pinned down, or quantified, for freedom is their most primal Essence.

Though no two Lunars encounter Luna the same way, many find it a deeply spiritual experience that marks them forevermore. They express their reverence for Luna in many ways, though meditative shapechanging and tests of endurance are common rites. Some Lunars raise cults to Luna, acting as an intermediary between mortals and the divine. The Beryl Grove clan pays homage to a silver raiton-goddess, She-Who-Remakes, erecting tall scaffolds hung with glittering swords and armor (and the corpses of warriors who wielded them). The Kajal fishfolk reavers of Mela's Fangs call upon the Lord of Reflections, circling their victims' ships five times — once for each of his five faces.

Mortals who live outside or between social and physical categories worship Luna under manifold names throughout the Threshold. In Whitewall, adherents of the Son-And-Daughter, a twin god-goddess forever standing back to back, reveal their true selves only under moonlight. In Marukan, the Sisterhood of the Night Ride imbibes tea brewed from bitter roots and pregnant mares' sweat, emulating the Swiftest Rider, a mortal-turned-moon-goddess who rides through the sky so that her birth name — better suited to a son than a daughter — will never catch her. Where the Immaculate Order holds sway, Daana'd fills a similar role, and is sometimes syncretized with Luna, despite monks' efforts to enforce orthodoxy.

### Blessed Transformation

A Lunar who experienced gender dysphoria or similar discomfort with her assigned birth gender finds her true form in the pure self-understanding of Exaltation. Her body aligns with her innermost nature, taking on a form within which she can truly be at home. This is her true human shape, and it comes with an unmatched joy and affirmation.

Some Lunars are neither wholly male nor female. They may shift fluidly between genders, express qualities of multiple sexes or perfect androgyny, or eschew gender altogether. The Silver Pact has no prejudices against this — after a century or two of being able to casually assume any shape, some Lunars consider gender inessential, while those who find great significance in their own gender identity nonetheless won't gainsay a fellow Lunar.

Certain Threshold cultures consider transgression of gendered roles or norms a mark of divinity. Lunars — especially those hailing from such cultures — often adopt transgressive traits to display their status as Chosen.

Weyna lay face down on the cold stone altar, her hybrid form's ruddy skin turned upward to the forest canopy and the dozens of curious faces assembled in the Queen of Fangs' court. Through the haze of her anxiety, she felt their stares on her exposed body and turned her focus instead on the approaching shaman, another Lunar in the shape of a handsome older man with silvered hair and creases around his sparkling eyes. He wore ceremonial jewelry draped along the pristine lines of his collarbones and pectorals and clinging to the angles of his hips, his own set of marvelous tattoos, and little else. In his right hand he held a long, slender wand of bamboo tipped with moonsilver; with the other, he placed a small pot of shimmering ink on the altar. He smiled, though it didn't calm her nerves.

On all sides, the chatter of apefolk courtiers ceased and a reverent hush swept across the open amphitheater as their goddess strode out of the shadows to stand before the altar. Her presence alone made the spacious amphitheater feel small and mundane by comparison. Raksi wore the shape of a woman too pale to be native to this part of the East, with black hair and eyes the color of tempered steel. Weyna's heart leaped into her throat at the sight of her, and for a moment she knew in her heart this woman was transcendent, numinous, divine.

Raksi settled an unforgiving gaze on the shaman. "Begin when you're ready, Names-the-Wind."

He placed a warm, dry hand on the small of Weyna's back. "Shall we?"

She nodded, and put on what she hoped was a calm, brave face.

Raksi trailed a finger along the contours of Weyna's spine. Weyna shivered. "Here, here, and here."

Names-the-Wind dipped the end of the bamboo stick into the pot and pressed the needle into Weyna's skin where Raksi had indicated. At its bite, Weyna drew a breath in through her teeth in surprise. He chuckled.

"Everyone jumps at first. Take deep breaths. It hurts less if you don't resist." He began to move the needle, tapping it over and over until glowing punctures merged into swirling lines. "Let your mind be free. Think of Luna, and how you wish to serve them."

She inhaled and contemplated everything that had led to this moment: the chaotic night of her Exaltation, soldiers encircling her family with a wall of spears; the words of power she'd read long ago on the stele amid the ruins, flowing unbidden from her mouth; the moon's dark face watching her triumph. Tears prickled at the corners of her eyes, but she sniffed them away before anyone noticed. *Yes,* she decided with a slow exhalation, there was nothing she could be but a witch.

Raski's voice filled the crowded amphitheater and shook her from her reverie, "We've heard you have a deep love for learning. Is that so, Weyna?"

She lifted her head to answer, now aware of every stinging tap of the wand, "Yes! Everyone I've spoken with says your archives are unparalleled."

"What else do they say about me?" A sardonic smile quirked the edges of Raksi's mouth. The shaman let out a dry chuckle, and she shot a glare in his direction. "Less pressure, Names-the-Wind. Let the moonsilver do the work for you."

Weyna swallowed hard. "Surely the Queen of Fangs is aware of her reputation."

"Pick your favorite. Both of you."

"I've heard you lead the Thousand Fangs Army to assault any kingdom grown too powerful, and that your followers devour the survivors afterwards." Weyna offered.

"I'm fond of the wife-stealing story," Names-the-Wind said.

Raski made a disapproving noise. "Keep the needle parallel to the meridians, or the process won't take."

Names-the-Wind said nothing, but Weyna heard his jewelry rattle with his abashed body language. Raksi continued, "Well, darling, what do you think of tearing apart upstart kingdoms, and of cannibalism?"

"I liked living in peace. I love philosophy and books, but I can't stand to see petty tyrants oppress the weak." Weyna said as she chewed the corner of her mouth. "As for the rest...I can't say I've ever done anything like that."

Raksi smiled, pointed fangs clipping over her bottom lip. "A first time for everything."



*Chapter Two*

# The Silver Pact

Wreathed in silver fire, three reaver-heroes direct their pirate galleys against a Realm fleet bearing ill-gotten tribute. Seated atop a many-tiered pyramid, a wolf-headed prince and his osprey-eyed guest gaze out over a parade ground where beastfolk champions train in bow and spear. In a shattered First Age ruin where vines crawl across imperishable bas-reliefs depicting a forgotten culture, silver-browed students learn occult secrets at a witch-monster's feet.

The Scarlet Dynasty and the Sidereal Exalted center on complex, demanding hierarchies, while outcaste Dragon-Blooded and Solars walk alone. The Lunars follow a middle path, coming together in a shared society scattered to the world's corners.

Theirs is a communal purpose. While each Lunar works in her own way, pursuing her own aims, they collectively direct their strength and brilliance against the monolithic Realm, a silver tide threatening to collapse the Dynasty's corrupt, oppressive foundations and drown it in its own blood.

## FOUNDERS, LEADERS, AND PARAGONS

Over the millennia, dozens of Lunars have stood out as luminaries in the Silver Pact, from its founders to later generals, champions, philosophers, demagogues, and mystics. Here are just a handful of noteworthy figures.

**Radhika Stormswift** numbered among the First Age's mightiest and canniest warriors. The strongest proponent of total war against the Dragon-Blooded Shogunate within the nascent Pact, she led dozens of lightning raids, her forces slaying numerous Dragon-Blooded and demolishing such irreplaceable First Age infrastructure as Meru's Gates of Auspicious Passage, the Southwestern Inland Sea Bridge, and the Dehe-leshen Shipyard-Basilica. Only Bronze Faction intervention stopped Radhika's rampage, accepting significant casualties to slay her and her chief disciples. This encouraged the Pact's shift toward its current focus on asymmetric warfare, and dashed any glimmer of hope for negotiation between the Lunar and Sidereal hosts.

**Thousand-Swords Oravan**, who'd ruled shining Dakina-Serilan for millennia, was the first to break from the newborn Pact, rejecting its communal principles to crown himself sovereign prince of the Lunar host. Many Lunars flocked to his banner, establishing a network of militant kingdoms in the far Southwest. But his forces suffered brutal reverses against the gathered might of the new Shogunate, and other would-be Lunar lords broke from his ranks. Oravan's Silver Principiate lasted only decades. Proud to the end, he refused membership in either the Pact or the ranks of breakaway Lunar princes, and perished alone at the Wyld Hunt's hands.

The philosophers and lovers **Marquin Vol** and **Horizon Shrike** were among the early Silver Pact's most influential voices, debating how it should operate and structure itself. Vol espoused long war waged over centuries, while Horizon Shrike argued that vengeance was meaningless unless enacted against those actually guilty, pushing for immediate and final action against the Shogunate, no matter the risks. When Shrike launched an ill-fated offensive against the Blind Daimyo and her Azure Mountain Hearth, Vol died saving his beloved — his final, and most effective argument. Horizon Shrike would go on to embrace Vol's philosophy, helping cement the Pact's long-term focus.

# History of the Silver Pact

The Silver Pact traces back to early First Age strife, a history that each surviving First Age Lunar recounts with slight variations born of fading memory and personal bias.

The First Age war that led to the Solar Bond's birth also brought many Lunars from across the Old Realm together as allies, comrades, friends, and lovers, laying the groundwork for a unified Lunar host. Centuries later, when a cabal of anarchist Exalted began quietly undermining a ruling Deliberative whose authority they deemed illegitimate, Lunars among their number drew upon those longstanding relationships to extend their network. Though this so-called "Shadow Deliberative" dissolved itself after the ruling Deliberative's fall, the covert infrastructure of intrigue and subterfuge it developed was kept alive by Lunars, passed down from mentor to student.

Together, the Lunars fought in the bloody Sunstrife Wars, led the Old Realm's armies in the undersea theater of the Niobraran War, joined the ill-considered campaign against the Dragon Kings, and probed the Underworld's seas for secrets better left forgotten. By the late First Age, Luna's Chosen gathered in regular conclaves to educate young Lunars, worship Luna, and serve as a counterbalance to the Second Deliberative to prevent it from amassing too much centralized authority.

After the Usurpation — wherein many Lunars perished, some dying to defend Solars, others directly targeted by the usurpers, and a few fighting against the Solars — the Lunar host's upper echelons were divided. They splintered over divergent ideologies and personal animosities, leaving them vulnerable to the Wyld Hunt.

Eventually, leading Lunars came to an understanding: The Lunar host would collaborate against the Shogunate and its Sidereal patrons, but as an alliance of many coteries rather than under a single, unified hierarchy. This alliance became known as the Silver Pact and evolved into the form it takes today.

# Pact Organization

The Silver Pact has no official government. In principle, it's entirely egalitarian, without formal hierarchy or positions of authority. But even the Pact knows politics. Collective action requires direction, guidance, and leadership. Pact members align themselves along multiple social and political axes, including their approach to the Realm, their chronological peer group, and their association with the Pact's shahan-yas.

### PACT TIES

The Silver Pact is thinly spread across Creation's vastness. Most members have little contact beyond a handful of immediate neighbors. Even the most politically active members generally confine their efforts to their own Direction. Many Lunars set aside a few weeks or months each year to travel afar to visit friends, participate in distant councils, and perform favors for political fellow travelers, using shapeshifting, artifacts, or sorcery to cross hundreds of miles per day. Conversations with distant peers are also carried out through sorcery, spirit couriers, and fellow Pact members in their travels. Some Lunars, like the self-appointed emissary Swift Wayward Whisper (p. XX), dedicate themselves to binding the Pact's far-flung membership together.

## Shahan-ya: Elders and Mentors

Silver Pact leaders are called "shahan-ya" — Old Realm for "guide" or "teacher" — and oversee schools of adherents, disciples, and supporters. Any member of the Pact who's accepted as a leader or mentor by a school may take on the mantle of shahan-ya.

Adherents often live apart from their shahan-ya, visiting intermittently to study, discuss strategy and politics, accept new tasks and responsibilities, or socialize. Shahan-yas occasionally gather their adherents en masse to discuss matters of mutual import.

Other adherents reside with their shahan-ya. This is especially common for newly Exalted Lunars, still coming to grips with their powers and mastering their Essence fever. More experienced disciples remain close to study finer points of specific fields — such as sorcery or asymmetric warfare — under the shahan-ya's tutelage, or to collaborate in a dominion's administration or a joint project. Some relationships grow personal, the adherent becoming a lover, surrogate child, or intimate friend. Even rarer cases exist: a shahan-ya with but a single adherent, or two shahan-yas living and teaching together.

It's not uncommon for one shahan-ya to be another shahan-ya's adherent. Old ties often remain intact as

a student grows beyond her master's shadow, while a lesser luminary can throw her political weight behind a more prestigious ally. And even masters of a skill can turn to an adept peer for training; there's always more to learn.

Most schools are small. Often, a shahan-ya has only a handful of political backers, and few train more than one or two students at a time. Pact members need not adhere to a single shahan-ya. Many throw their support behind multiple elders, depending on circumstances, and may have many teachers over their lifetime.

Adherents typically stand by their shahan-ya's decisions on Pact policies, forming social and political blocs. This makes consensus easier, as once the shahan-yas reach agreement on an issue, their adherents usually fall into line. Each school varies in this regard: some establish a clear consensus, others publicly submit to the shahan-ya's will while maintaining their own opinions, and still others are hotbeds of vociferous disagreement.

An adherent may sever her relationship to a shahan-ya at any time without fanfare, and vice versa. Prestigious shahan-yas can leverage the value of their patronage to demand adherents toe the line, but even so, most accept varying degrees of dissent lest they drive adherents away.

### When Silver Cracks

Shahan-yas aren't formal authorities, and so one shahan-ya's refusal to recognize another's status matters little to the Pact as a whole. But on rare occasions, a shahan-ya's extreme views or actions may cause her peers to reject her authority en masse. The Pact's laissez-faire approach to politics makes it vulnerable to such breakdowns. To combat this, the shahan-yas aggressively police schisms once they form. When a shahan-ya's behavior threatens Pact stability, her peers address this as a grievance in council (p. XX).

When the Pact fails to alleviate tensions, consequences range from schools isolating themselves from broader Pact culture to outright schism. Early examples include Radhika Stormswift's offensive against the Shogunate and Thousand-Swords Oravan breaking away to form his own Silver Principiate. More recently, Raksi and Ma-Ha-Suchi went to war over the Pact's future; Northern Pact members feuded with the necromancer Smiling Rat over his strategy of opening shadowlands en masse among the Realm's satrapies; and Klesamra Lotus-Seed polarized her Southern peers by courting aid from the Fair Folk.

### HEROES OF THE SECOND AGE

In the days after the Silver Pact's founding, numerous Lunar heroes forged their legends against the Shogunate and its Sidereal backers.

**Dances-Between-Raindrops** was a master of impersonation who sipped the heart's blood of daimyos, generals, ministers, and abbots. Wearing their faces, he sparked rivalries, blood feuds, and civil wars across the Shogunate. Eventually, he overreached by stealing the shogun's face, reigning only nine days before the Sidereal elder Seven Doves uncovered his ruse. The two slew one another in a battle that demolished half the shogun's palace and left the government in disarray.

An advocate of maintaining and repairing the First Age's miraculous infrastructure, the artificer **Gadhaj Winter-Wheel** argued against destroying the Shogunate's powerful artifacts and manses. Instead, they led covert missions to the Blessed Isle, tampering with these wonders and installing mystical backdoors that could subvert them. However, Gadhaj's agenda never gained prominence, and many compromised wonders were unwittingly destroyed by other Pact members' offensives. Embittered, Gadhaj left the Pact — but in their last days, they once again joined forces with old friends against the Fair Folk invasion, hijacking a long-dormant Thousand-Forged Dragon to fight off the faerie onslaught.

**Raksi** and **Ma-Ha-Suchi** rose to prominence during the Shogunate, drawing adherents with their deeds and charisma as the ranks of older First Age Lunar leadership dwindled. For a time they stood united against the eastern Dragon-Blooded daimyos, ferocious in their loyalty to one another and their dedication to bleeding the usurpers dry. But they turned upon one another after the Contagion, disagreeing on their plans for the future after the Realm's destruction. Disgusted at their feud, many younger Lunars divorced themselves from their elders' politics, some rising to become new leaders in a revitalized Silver Pact.

Part of the purpose of ongoing communication and socialization within the Pact is to gain a sense of one's neighbors' inclinations and persuade them to one's own points of view. A handful of Lunars, such as Swift Wayward Whisper (p. XX), dedicate sizable amounts of time and effort to such interaction, both on their own behalf and to forestall future rifts.

### PACT ARGOT

Largely derived from Old Realm, these terms are used mainly by a handful of elder Lunars, their adherents, and affiliated spirits. Younger Lunars rarely have cause to know or employ such argot, except in dealing with old-fashioned elders.

**Agaru:** "Usurper." A Dragon-Blood associated with the Realm, Lookshy, or another Shogunate successor state, or a Sidereal associated with the Bronze Faction. Occasionally applied to other Dragon-Blooded or Sidereals. (Plural: agaru.)

**Firaken:** "Little cousin." Beastfolk descended from, or in service to, a Lunar. (Plural: firakeen.)

**Jagalen:** "God-servant." A spirit in service to a Lunar or the Pact. (Plural: jagaleen.)

**Malajan:** "Malefic spirit." Can refer to any malicious or feral spirit, such as wood spiders and hungry ghosts, or more broadly to all undead, demons, and fae. (Plural: malajeen.)

**Nahal:** "Sibling." A Circlemate, or a fellow adherent to the same shahan-ya. (Plural: nahal.)

**Nain-ya:** "Child." A Lunar who hasn't joined the Pact, including the newly Exalted and those who've turned down membership (though using it for the latter is a deliberate insult). (Plural: nain-ya.)

**Uf-ya:** "Student." A shahan-ya's adherent. (Plural: uf-ya.)

**Urrach-ya:** "Lost." A Lunar banished from the Pact. (Plural: urrach-ya.)

## Lunar Generations

Elder Lunars are, in their own way, expatriates. They're people out of time, from societies long since lost. Of all the Exalted, only they and the Sidereals remain from ancient times. But where Sidereals' early and lifelong immersion in Yu-Shan's society provides a unified culture, Lunars wander a changing world, seeing all things they once knew pass away. Much of what keeps the Pact together is that, in a certain sense, all they have is each other.

But not all Lunars are equally alienated from the present. If the past is another country, then its many eras comprise different regions. The Pact falls into four broad age cohorts, members of which share many commonalities.

These age cohorts are stereotypes, generalities, and abstractions. Drawn from dozens of cultures across any number of centuries, they're composed of individuals with their own idiosyncrasies. Some stand apart from their peers or are closer in attitude and ideals to older or younger Lunars. But these cohorts nonetheless form subcultures, shaping their constituents in various ways, both as individuals and as members of a clique. By and large, each generation's membership shares a distinct worldview — and a different set of motivations for opposing the Realm, beyond the threat of the Wyld Hunt.

### Fourth Generation: Children of Sorrows

The majority of living Lunars were born after the Realm's rise — most of them within the past century, a consequence of the vendetta's mortality rate. No other generation is as active in the world, nor as diverse. Though stemming from many cultures, all were born into a world beneath the Scarlet Empress' heel. As such, their strongest commonality is opposition to the Realm's imperialistic colonialism.

Modern Lunars are often the closest to mortals. Many still have a birth culture to which they can return — indeed, the youngest retain relationships with mortals they knew before Exaltation — offering connections more deep-rooted and visceral than those provided by conquering or creating societies. Their involvement in the war against the Realm is very personal, as they're acting not just to protect themselves or their territory, but their blood kin.

### Third Generation: Survivors of the Contagion

Even the Lunars couldn't escape the Great Contagion unscathed. Of those who survived, many perished driving back the Fair Folk invasion that followed. These twin scourges decimated the Pact; they also Exalted a new generation of Lunars who lived through them. Today, these form a notable cohort among the Pact.

These survivors all share the trauma of watching the world die around them. Some embrace fatalism or nihilism, seeing Creation as capricious and perilous even for the Exalted. Others are free spirits, ecstatics, or mystics, eschewing grand plans in favor of living in the moment. All dwell in the shadow of what apocalypses may come.

Unlike other generations, the Contagion era spanned but a fraction of a mortal lifetime, giving its members

## SURVIVORS AND CHAMPIONS

In the wake of the Great Contagion and the Fair Folk invasion, Silver Pact heroes have led the fight against the Realm and helped Creation rebuild despite their relative youth.

**Aldis Nerin**, a Sijanese funerist, Exalted during the Great Contagion. Undiscovered by the Wyld Hunt, she retained her name and shape, traveling far and wide as a hero-exorcist. This served her well when the Realm invaded the Scavenger Lands, letting her act openly as a high-ranking member of the Morticians' Order. Nerin's influence undermined the unwelcome Realm garrison in Sijan, and her necromancy helped turn the tide of the Siege of Nexus. Subtle to the end, she feigned a long mortal life and left behind a false corpse that remains interred in Sijan's catacombs.

Mourning a family lost to the Fair Folk invasion, **Bhagaval Iron-Hand** spent decades infiltrating and dismantling faerie courts whose power remained intact after the Scarlet Empress deployed the Sword of Creation. This gave mortal societies near bordermarches the chance to rebuild and recover. Her knowledge of the raksha served her well in later forays against the Realm, exacerbating patches of Wyld taint bordering satrapial infrastructure and baiting hungry fae to the doors of powerful Dynasts. The Wyld Hunt that finally slew her never returned from the fae-haunted marsh in which it cornered her.

Exalting after years of slave labor in a Scavenger Lands silver mine, **Sigh-of-Dreams** watched the Guild's rise to power intently, learning all he could of its methods of operation. Though the Guild's decentralized structure prevented significant infiltration or subversion, the knowledge he gleaned was invaluable. With it, he drew in several factors to support the Guild-backed Nine Duchies Rebellion against the Realm, blocked the Devil Money Seafaring Company from expanding its sea routes to reach the Caul, and turned Guild factor Khaj Borun into the Pact's unwitting spy in Nexus. Most crucially, he circulated his knowledge throughout the Silver Pact, arming his compatriots with the information needed to contend with the Guild.

more in common than any other generation. Though originating from many cultures, all lived as mortals through the same era and endured the same trials — often side by side with one another. While these survivors are largely independent in disposition and difficult to motivate, successfully soliciting the aid of one can bring many of her peers to the cause.

### Second Generation: Warriors against the Shogunate

Many Lunars died in the Usurpation. Even more fell to the first Wyld Hunts. These reincarnated as the vanguard of the Pact's second generation, born during the tumultuous centuries of the Shogunate.

Shogunate-era Lunars grew up in the shadow of Dragon-Blooded daimyos and their incessant internecine strife. Children of war and realpolitik, survivors of shikari armies equipped with First Age weaponry, they're largely cynical and suspicious, and vastly skilled in wilderness survival and battlefield tactics.

Despite the knowledge and puissance of the Pact's First Age elders, it's largely the more dynamic Shogunate-era Lunars who direct its strategies today. Their vision is more unified, their experience more apt to the modern era, and their passions less muted by the passing of millennia.

### First Generation: Elders of the First Age

Only a handful of First Age Lunars survive. To younger Pact members, they're legendary figures, heroes of astonishing prowess and unfathomable desires. But, by and large, they don't rule the Pact. Having attained divine might ere the Usurpation and outlived the Shogunate, First Age Lunars are accustomed to taking the long view. Most focus on their long-term agendas and plans rather than the Pact's politics, content to let the Shogunate's children lead.

These ancients are the least cohesive generation. Their origins are widely scattered in space and time, often by millennia, and most derive from long-extinct cultures. They've had far longer than their juniors to grow distant from Creation, and have long since mastered their tempestuous Essence fever. They focus on long-lasting institutions and elders — the Bronze Faction, the Shogunate's legacy, and other First Age survivors — above individual Dragon-Blooded or young would-be rivals within the Pact.



Many First Age Lunars are unstuck from history's passage, some having hibernated through centuries, others sequestered in isolated dominions or hidey-holes. Most are intellectually aware of current events but have little investment in them; a few know little and care less. Often, they cling to archaic or downright ancient mannerisms and styles. But they also serve as repositories of lost techniques and forgotten wisdom.

Though these elders have withdrawn from leadership roles, most remain approachable for mentoring or favors. But acquiring their aid may be difficult, as they've grown set in their ways and dislike distraction from their private projects. Actually convincing, say, Ül the Burning Eye to join in your war — as opposed to the wars of the last hundred young Lunars who asked over the centuries — is a significant feat.

### GENERATION ZERO

Of those Lunars who fought in the Divine Revolution, none are known to survive. Today's elders recall how the few who weathered the Usurpation perished in the Pact's early days. Only stories of their prowess remain.

## Aims of the Pact

The Silver Pact serves many goals. Its members secure the safety of young Lunars — rescuing them from Wyld Hunts, providing moonsilver tattoos to define their Castes, and training them. It also serves as a mutual aid network and a venue for social interaction. And like any other organization, it offers a vehicle for ambitious Exalted to seek leverage over their fellows.

But first and foremost, it's a weapon against Dragon-Blooded hegemony and the Sidereals who uphold it. The Wyld Hunt seeks to slay every Lunar before they can gain the strength and power base to resist. In retaliation, the Pact marshals its forces to grind down the Realm, bleeding away its strength in a thousand little wars — a strategy that's proven effective over the centuries.

Realm caravans traversing the Black Shale Road through the North fall to lightning raids launched by the dread Spider King. In the Hundred Kingdoms, Blackpetal Mothwing uses the mercenary Company of the Green Rose to sabotage Lookshy's diplomatic efforts and trade negotiations in an outcaste's guise. Amatha Kinslayer haunts the Realm's Southern

satrapies, assassinating Dragon-Blooded and fomenting rebellion. In the West, the Black Lion leads beastfolk armies in open war against the Realm.

## A Den for Cubs

The Lunars, for all their might, are beset by enemies seeking to destroy them at their most vulnerable. It's in the Pact's interest to protect potential new members. It employs many means to locate newly fledged Lunars, ranging from professional spies, paid informants, and traveling merchants and troubadours to bargains with spirit informants, sorcerous scrying, and shamanic vision-questing.

Personally tracking down young Lunars is a lengthy and occasionally dangerous endeavor, but one that's valued and prestigious. The tracker must set aside other business to travel to the new Lunar's location, approach him, and recruit him to the Pact. Often, she must protect him from the Wyld Hunt or other dangers, though for many, this risk is outweighed by the chance to earn the young Lunar's goodwill.

Recruiting new Lunars to the Pact requires finesse and subtlety, not coercion. Lunars compelled into membership have little loyalty and may nurse grudges, while those who join freely lend their full strength to the cause.

Young Lunars typically need little encouragement to join the Pact. The Wyld Hunt offers a firsthand demonstration of the Realm's violence, while the Pact's mighty heroes are awe-inspiring to see in action. Pact emissaries explain why the Realm hunts down the Lunars, and offer membership while asking little in return, emphasizing the Realm's greed and cruelty, the Pact's power, and its elders' wisdom. Manipulating or coercing young Lunars is rare and disfavored, and those few who're zealously headstrong enough to do so draw the ire of more level-headed shahan-yas.

While some young Lunars are too distrustful, stubborn, reckless, or caught up in pressing crises to listen, most will at least entertain a Pact emissary's overture, and many will accompany their patron (or, in many cases, rescuer) to meet with a shahan-ya. And indeed, the Pact has much to offer. Young Lunars are offered moonsilver tattoos to fix their Caste, as well as the opportunity to study under a shahan-ya and attend the Pact's councils.

It's not uncommon for young Lunars to reject Pact membership, either when first approached or after being tattooed. Pact emissaries and shahan-yas alike accept this with equanimity. Most believe that a few years or decades alone will show any Lunar the Pact's value, and that when she joins, she'll bring useful knowledge and experience acquired while operating on her own. They make it clear that the young Lunar's welcome to reconsider at any time and inform her of other Lunars to whom she can reach out if she changes her mind, along with helpful advice on surviving on her own.

### MOON AND STARS

The Wyld Hunt employs extensive intelligence networks and Sidereal guidance in locating new Exalted. While the Pact's methods lack the precision of Sidereal divinations, shapeshifting gives them the advantage when it comes to covering ground. It's not uncommon for a Wyld Hunt in pursuit of a new Lunar to find she's already been discovered by experienced, dangerous Pact Lunars.

## Trading Favors

Ultimately, the Pact's functions express its fundamental purpose as a Lunar mutual-aid society. Even the vendetta against the Realm protects the Lunar host from the Wyld Hunt. But more broadly, the Pact provides a venue for Lunars to petition one another for assistance in times of need.

There are no overarching formalities to petitioning fellow Pact members for aid. There's no central arbiter of such exchanges, nor a formalized ranking of any given favor's worth, but those who perform many favors or especially perilous ones earn great prestige within the Pact.

Favors may be given freely or exchanged for appropriate recompense. Compensation comes in many forms: offering support in council, gathering moonsilver ore, lending artifacts, retrieving majestic beasts to be hunted, assassinating particularly hated Dragon-Blooded, or an outstanding favor to be called in later. In the case of significant debts, the debtor may perform several smaller tasks as compensation rather than repaying the debt all in one go. If debtor and benefactor can't agree on when the debt's been repaid, either may bring the matter before a shahan-ya council for arbitration.

A debtor isn't obliged to obey her benefactor, nor even to show politeness, though some debts can be repaid with long-term respect or short-term submission. The Pact's traditions don't condemn ungrateful debtors,

though individual members may view such behavior with a jaundiced eye.

Some Lunars, especially shahan-yas, require compensation before even considering a favor, either as a show of status or because they prefer not to be disturbed from their personal agendas. It's common for a shahan-ya's adherents to owe her many favors in exchange for training, artifacts, and the like. Most shahan-yas strive to avoid becoming significantly indebted to one of their adherents, lest it color how others view them, and will go out of their way to repay the debt immediately.

Foolish or unreasonable requests can be treated as insults and rejected out of hand. However, there can be social consequences for failing to meet one's obligations to support fellow Lunars. Those who reject reasonable requests outright, force others to jump through demeaning hoops, or demand preposterous recompense may be shunned by their peers. They'll face difficulties petitioning for aid in the future and lose support for their agendas in council. Likewise, while Pact members aren't obliged to perform favors, a Lunar who stubbornly refuses to do simple favors may find that her prestige suffers and will doubtless encounter difficulty in obtaining favors from her peers.

A few Pact members shrug off these consequences. Some are too proud or isolationist to care about their peers' disdain. Others, particularly First Age elders, are simply too important to shun.

## Shahan-ya Councils

When the Pact needs to make decisions, whether in a specific region or (rarely) as a whole, groups of shahan-yas gather in council to discuss the matter or send trusted adherents as proxies.

Circumstances determine how often councils are held. In crises, councils may serve as standing bodies for the duration. At other times, shahan-yas may call councils of their neighbors to deal with specific issues. Groups of shahan-yas may arrange regular gatherings — whether once a year or once a century — to discuss matters of local interest, or simply to socialize, gossip, and debate.

Typically, one shahan-ya serves as host, offering her dominion's hospitality to her peers and their adherents. This may include elaborate banquets, vast quantities of intoxicants, savage beasts to hunt, willing bed partners, sophisticated conversation, music, storytelling, or elaborate gifts. Failing to supply adequate



### STORYTELLING COUNCILS

Player characters are most likely to attend councils as proxies for their shahan-ya or part of their shahan-ya's retinue, meaning they'll likely have a political or social goal to achieve. Recreation and entertainment are more than just luxurious indulgences; they're an opportunity to meet other guests and get a sense of their agendas and politics with read intentions and profile character actions.

When it comes to convincing a council to take action, it's typically easier to use bargain actions rather than persuade actions — the council will likely have a wide range of Intimacies, but the Pact's currency of favors holds broad appeal. Even if player characters won't have an opportunity to address the council, they can still use social influence to advance their shahan-ya's agenda (or their own personal goals) beforehand, interacting one-on-one with attendees whose voices will carry weight with the council.

hospitality may incur disdain, and perhaps snubs in future councils, though guests making unreasonable demands may experience the same consequences. The greater one's prestige, the more leeway one has in such matters.

The specifics vary by shahan-ya and the circumstances of the council. Leviathan offers luxurious accommodations within Sunken Luthe, their air supply magically replenished and purified. Sinuous eelfolk dancers and virtuoso octopusfolk percussionists offer entertainment, and Leviathan himself occasionally leads guests to hunt siaka, giant squid, or other sea beasts in kelp jungles and abyssal crevasses. Meanwhile, Amatha Kinslayer hosts each gathering in the palace or manor of a different Threshold grandee whose face she's stolen. The council coincides with a luxurious banquet and gala attended by local aristocrats, musicians, and entertainers, all of them ignorant of the many Anathema in their midst.

While some Lunars prefer attending councils alone, others bring retinues — counselors, attendants, gift-laden porters, guards, and the like. The host may admit non-Lunars into the council proper, whether as advisors or foreign allies — such as a mortal prince, noteworthy regional deity, or wandering Exigent sage.

#### Civilities of the Pact

For all that the Pact aims to bring Lunars together, it's a large, diverse group of monster-heroes with their own desires and ambitions. Some internal strife is inevitable. As such, the Pact holds to some basic ground rules.

Hospitality is highly encouraged. It's considered polite to visit a Lunar while passing through her territory, providing an opportunity for both parties to share knowledge of current events while strengthening the Pact's social bonds. Refusing offers of hospitality is considered disrespectful.

Violence between Lunars is heavily censured. Killing one's fellows only harms the Pact, as do grudges that distract members from the war against the Realm. As such, the Pact discourages both the killing of other Lunars and violence and espionage directed against their guests, kinfolk, dominions, and the like — even those outside the Pact, who may yet join or wage their own wars against the Realm. Grievances should be brought before the Pact's elders; resolving such disputes is a major function of shahan-ya councils.

The specifics of such resolution are up to the shahan-yas present. If one Lunar's obviously in the wrong, she'll be asked to make redress. If it's unclear who's in the right, the shahan-yas will encourage resolution by competition — duels of shapeshifting prowess, recitations of lore, sparring bouts, and the like — with the loser making amends.

Should a Lunar reject the shahan-yas' will, her prestige suffers greatly. Fellow Pact members may shun her; those who don't may themselves suffer in their peers' eyes.

In particularly egregious cases — such as repeated violence against Pact members or attempts to subvert the Pact itself — a Lunar may be banished from the Pact. A banished Lunar is an outlaw, no longer protected by the Pact's prohibition against harming fellow Lunars or their interests. This can be the prelude to execution, where an exceptionally malicious wrongdoer is declared outlaw before being hunted down and killed.

Most shahan-yas take pains to instruct students in the Pact's civilities and shared culture, through both lessons and firsthand experience in Pact councils and joint operations against the Realm. As such, most Pact members understand its workings and mores, although some individuals or groups may reject components of Pact culture. Only fringe elements who either have no shahan-ya or follow a radically iconoclastic elder are entirely ignorant of such matters.

## War Against the Realm

The Silver Pact opposes the Realm for many reasons: as the successor state to the usurping Shogunate, for its subjugation of the Threshold, and for its prosecution of the Wyld Hunt. Other Dragon-Blooded societies suffer the Pact's wrath to the extent that they share in the Shogunate's legacy and agenda; this includes Lookshy, Prasad, and powerful cadet houses.

It's easy for Lunars to find support against Realm aggression. For centuries, satrapies have labored under Imperial yoke. Farmers and merchants alike tighten their belts to pay their share of satrapial taxes, and face starvation or bankruptcy in bad years. Garrisons quarter soldiers in local homes. Threshold aristocrats begrudge their subservience and loss of income. Even the gods fume against Immaculate strictures.

The Realm's power harms even those beyond its borders. Satrapies raid neighbors to help pay tribute, while Dynastic adventurers organize military expeditions to line their own pockets. Realm fiscal policies interfere with trade between satrapies and foreign lands. Immaculate missionaries destabilize societies with their unfamiliar faith. And when the Realm finally conquers a neighbor, the aftereffects of war can be prolonged and devastating.

## Blood Moon Rising: Lunar Victories

The Silver Pact doesn't speak in terms of victory in the field. It's no rival empire to seize and hold territory from the Realm. Rather, the Pact is a predator running down its prey, bleeding it from a thousand cuts until it falls.

Across the Threshold, Lunars strike at Realm interests not to kill, but to wound. Piracy, raiding, rebellion, and civil war turn satrapies from obsequious sources of wealth to thorns in the Realm's side. Sabotage, theft, and assassination strip away precious assets and undermine satrapial governance. Harassment exhausts Imperial garrisons and auxiliaries, leaving them all the more vulnerable. Withdrawal from ruined borderlands and dominions forces the Realm to choose between squandering treasure to expand into worthless land or suffering endless brigandage at the border. Only at critical junctures wherein the Realm is overextended does the Pact strike with overwhelming force.

Where the Realm once spread roads and bridges throughout its satrapies to move troops and gather tribute, now it struggles to maintain existing infrastructure. Warstriders, ancient manses, and other irreplaceable relics have been sabotaged or destroyed outright, leaving only a small fraction of their previous number in Dynastic and Lookshyan hands.

These strategies also exploited the Empress' conservatism and obsession with perpetuating her rule. Knowing that overreach would play into Lunar hands, she slowed the Realm's expansion to a crawl, tolerated greater independence in troublesome satrapies, and grew more reluctant to embark upon grand endeavors — subjugating the Scavenger Lands, reclaiming Prasad, expanding Westward.

### ASSASSINATION

Experienced Lunars have many advantages when infiltrating Dynastic compounds to assassinate generals, ministers, and matriarchs, while even young Lunars are more than a match for inexperienced Dragon-Blooded. Nonetheless, assassination remains uncommon.

Shapeshifting and other deceptive magic, though effective, offer no guarantee against being overmatched — where's there's one Dragon-Blood, there's likely more. Prominent Dragon-Blooded employ well-trained guard animals, complex passwords, protective artifacts, sorcerous wards, and other defenses against shapeshifting infiltrators.

Even if a Lunar assassin succeeds, such flagrant action risks inciting a Wyld Hunt. Specific targets may be worth these risks, but many Lunars who've repeatedly dared the odds have paid the ultimate price. And while Dynasts are raised to be willing to die for the Realm, most Lunars very much plan to live to see the Pact's victory.

Moreover, in recent decades, the Realm's Dragon-Blooded have generally paid little heed to Lunars in the Threshold, focusing instead on politics and hedonistic pursuits. Blatant strikes at their kin and properties can change this, inciting Wyld Hunts against Lunars uninvolved with the original act. Thus, many shahan-yas discourage targeting unimportant Dynasts, advising students to make such attacks count.

### WORSE THAN LEGIONS

While the Imperial legions are somewhat disciplined in dealings with civilians, auxiliaries are prone to abuse. Many are casually violent and rapacious toward even their own people, let alone foreigners. Likewise, while legion officers take their share of plunder, Dynastic and patrician riches mean that few feel the need to denude the countryside of its paltry wealth entirely. But leaders of auxiliary troops often see lining their pockets as both a prerogative of rank and a necessity to pay their own taxes toward their homeland's tribute obligations. This is the Realm's responsibility at one remove, of which Lunars are well aware.

Centuries of Pact efforts diminished the Realm from unchallengeable hyperpower to "merely" Creation's sole superpower. This was only the beginning. Running the Realm to ground might take centuries more and require enormous, persistent effort, but the shahan-yas felt confident that their strategy was the best path to victory.

Now, with the Empress gone and the Solars returned, everything is in flux. Many shahan-yas favor adhering to a winning stratagem. Others pursue immediate action, seeing an opportunity to finally go for the throat. Either way, destroying the Realm remains the Pact's objective.

## Three Approaches to the Realm

Pact members pursue different strategies against the Realm, falling into three general approaches — attrition, fortification, and open war. The first of these, focusing on irregular forces and guerilla engagements, is the Pact's dominant approach.

### The First Approach: Attrition

To control the Threshold, the Realm relies heavily upon infrastructure and logistics — a reliance the Silver Pact largely doesn't share. Imperial armies travel along paved roads, feed themselves via elaborate supply chains, and pay their troops from a treasury fueled by satrapial tribute and a complex commercial ecosystem. And, of course, the Dynasty's strength is rooted in the personal might of the Dragon-Blooded, who don't reincarnate as Lunars do.

The Pact's attritive strategy relies primarily upon irregular warfare. Lunar forces include scattered detachments of regular troops, swift raiding parties, rural partisans, urban insurrectionists, and all manner of spies, saboteurs, and assassins. Speed and stealth let these warriors attack vulnerable points without directly engaging Realm soldiers, forcing their enemies to scatter troops thinly to ward off their depredations.

Attacking the pillars that prop up the legions undermines the Realm's power. Lunar forces intercept supply trains, demolish aqueducts and bridges, flood mines, burn granaries and harbors, poison wells, raze farmland, destroy tax records, assassinate Realm loyalists in the satrapies, and so forth. All the while, they harry Imperial troops, sapping their resolve and winnowing their numbers. Losing infrastructure deals a crippling blow to the Realm but has little impact on the Pact's ability to operate, shifting the regional balance in its favor.

Terrain, climate, and other circumstances that ill-serve foreign militaries are all leveraged to guerillas' advantage. Mountains are difficult and time-consuming to cross and lacking in forage, especially in bad weather or winter, and even small forces or fortifications suffice to hold passes or mount ambushes. Forests are slow and difficult to navigate, often contain dangerous animals, and are well-suited for ambush. Deserts and tundra offer major barriers to supply lines, and their extreme temperatures can prove deadly to unprepared forces. Floods, droughts, and scorched-earth tactics aggravate such difficulties.

These strategies favor marginal victories over decisive ones. Given the Realm's personnel reserves, tending to wounded soldiers demands more resources than recruiting new ones. Completely cutting off troop transport, resupply, and commerce through a particular pass might compel the Realm to clear the area with legions or shift all travel to a longer but safer route, while smaller victories let Lunar-backed raids continue bleeding the Realm indefinitely. The Pact seeks not to beat the Realm outright, but to make its activities more expensive to pursue. The greater the cost of imperialism, the more the Realm must squeeze its satrapies, and the more resentment and rebellion builds.

The Realm understands the mechanics of guerilla warfare, but no amount of preparation can truly prepare soldiers for its realities. Even the best-trained legionnaires, upon being attacked by partisans and resistance forces, start seeing enemies among even the most mild-mannered civilians.

## MANY-HEADED BEASTS

Irregular warfare is a decentralized endeavor. Even where insurgencies have central commands, their cells, splinters, and imitators largely act independently.

While individual Lunars are largely dedicated to the Pact's overarching cause, interpretations of that cause differ. Moreover, personality conflicts and ideological disagreements can drive wedges between participants in any given front against the Realm. This doesn't paralyze the Pact as a whole but can disrupt specific theaters of operations.

Likewise, Lunars directing local insurgencies lack hierarchical control over mortal partisans within their spheres of influence. These scattered forces may prove unruly, acting independently or at cross-purposes. Still, skilled commanders know how best to utilize decentralization's advantages while minimizing its weaknesses.

## OCCULT WARFARE

While real-world strategy and tactics provide an invaluable guide to warfare at the gaming table, the supernatural must also be taken into account. The Exalted aren't the only actors on Creation's stage. Mortal sorcerers, thaumaturgists, and God-Blooded may lack the Chosen's might, but can still prove powerful allies or significant complications.

Though not omnipresent, spirits are sufficiently prevalent to impact conflicts that draw them in. Even minor gods possess a few supernatural powers, including the ability to spy while immaterial. Ghosts are typically less puissant, but more knowledgeable about mortal ways — especially those of their own cultures.

Artifacts, manses, and hearthstones can be invaluable infrastructure, whether increasing the land's fertility, speeding travel, ameliorating disease, or the like. They're tempting targets for Lunars to steal or sabotage and require satrapies to dedicate resources to their defense.

Creation is also home to unpredictable, poorly understood forces: ancient sorcerous workings, wandering behemoths, First Age ruins, strange beings from beyond the world, and more, any of which can be potent enough to give the Exalted pause. The Pact boasts an edge over the Realm in uncovering and learning about these, giving them the opportunity to employ them for their own advantage or let the Realm stumble unwittingly into such perils.

In wartime — especially with Lunar-backed forces sabotaging their logistics — legions and auxiliaries alike must supplement their supply trains by foraging. In civilized areas, this takes the form of pillage, denuding cities and villages alike of food — and any portable wealth accompanying it. Alongside other abuses and atrocities, Realm military forces earn the locals' antipathy. Lunars have no better recruiting tool.

Morale and public opinion bend to Lunar successes as well as Realm cruelty. When Pact-backed insurgencies see ongoing progress and intermittent success, this inspires dissent, emboldens revolutionaries, and gives zeal to guerillas throughout the Threshold, even those without Lunar ties. And there are many passions to leverage — whether it's vendetta, religious devotion, national pride, or a leader's cult of personality.

Lunars take especial advantage of social fault lines, heightening cultural and class tensions. Spreading heterodox cults among immigrants turns Immaculates against foreigners. Making cruel, unfair demands while wearing a tax assessor's face spurs a peasant revolt. Gruesomely murdering patricians but leaving local Dynasts unscathed inspires resentment among the patriciate.

### In the Field

Beyond planning strategy or training soldiers, partisans, and agents, Lunars personally engage in both regular and irregular warfare, with dramatic results. With their particular talents, they excel in guerilla actions, and it's not uncommon for a shahan-ya to undertake such actions herself — or petition Circles of younger Lunars to participate on her behalf. A warlord may lead her forces hundreds of miles through enemy territory to attack vulnerable targets, miraculously evading opposition or tearing through it with bow and sword. An insurrectionist might infiltrate a satrapy, rousing it to riot and rebellion. A witch can divine princes' and generals' secrets, exploiting this knowledge to undermine their efforts.

Shapeshifting is the Lunars' most distinctive tool. One might become a tyrant lizard to butcher enemy battalions, sink triremes as a kraken or great whale, infiltrate strategy sessions as a mouse, poison a prince's meal

in her own chef's guise, or steal a guardsman's face to open a city gate to Lunar forces. Even the Dragon-Blooded aren't entirely safe in their palatial estates, nor the Sidereals in Heaven. Shapeshifting has power beyond its immediate effects. When every animal, every person, might be a disguised Lunar, who can you trust? Faced with such uncertainty, morale dwindles, fleeing citizens become refugees, and merchants withdraw wealth and investments to safer lands.

Mysticism and sorcery are also powerful weapons. Spirits are influenced or conjured for espionage or direct intervention; sorcery scries on or curses enemies, conveys warbands, ruins crops, sinks fleets, and more; stranger wonders still might be beckoned from the Wyld or other realms.

Still, the Lunars aren't unopposed. The Dragon-Blooded, though weaker, are nonetheless puissant heroes whose might, cunning, and skill cannot be disregarded. The Sidereals, though occupied with other concerns and wary of their own safety, can see through many Lunar tricks and perform their own.

Even mortals safeguard against the threat of Lunar infiltration. Princes and Guild factors with specific cause to fear Lunars house their guards communally, surround themselves with pets trained to hunt vermin, or hire sorcerers, outcastes, Exigents, and thaumaturgists to ward off witchcraft or direct assault. Likewise, signs of potential Lunar activity — such as someone acting uncharacteristically and then disappearing without a trace — rings alarm bells among those with reason to be wary of Lunar presence.

## The Second Approach: Fortification

Some Lunars focus on strengthening and protecting dominions, rather than throwing their people at the Realm to grind it down. Many do this for personal reasons, such as protecting their kinfolk or safeguarding their birth culture's inheritors. But this approach also serves a strategic purpose. A well-fortified dominion forms a stumbling block for the Realm's expansion.

While such defenses may be purely nonmilitary — inaccessible isolation, extreme mobility, sorcerous safeguards — this approach typically incorporates force of arms. A dominion focused on defense may maintain regular military forces — armies, fortifications, and the like — to repel Realm legions. The cost of maintaining a professional standing military is often secured through a Lunar protector's knowledge, leadership, and magic.

Such dominions also benefit from the mechanisms of irregular warfare. Scouts and raiders spot invading forces long before they reach a dominion, harrying them en route to ensure they can't breach the borders at anything near full strength. Spies and saboteurs interfere with Realm agents and encampments in adjoining lands. Assassins cut down neighboring princes and merchants allied with Realm forces.

Fortification is often a temporary role. A Lunar may initially devote her efforts toward sheltering a dominion, not for its own sake, but to develop a strong military in relative safety. Once the dominion's martial potential matures, she can direct it into a more aggressive stance toward the Realm. With the Empress' disappearance, many such dominions — such as the Empire of the Bear (p. XX) — have set such offensives into motion.

## The Third Approach: Open War

For a handful of Lunars, a slow war of attrition isn't enough. They don't want to see the Realm metaphorically bled out over centuries. They want to see the Dragon-Blooded bleed *now*. Some are driven by anger and impatience; others are unwilling to let the Threshold's mortal population suffer here and now. With the Empress' disappearance, some ask whether the moment they've been planning for has come ahead of schedule, making open war today the logical continuation of irregular war yesterday.

Different approaches call for different tools, and open war demands a very different approach to the battlefield. Lunars pursuing this strategy must, like the Realm, assemble forces capable of large-scale military engagements. This includes large bodies of troops — professional soldiers, but also conscripts, militia, and feudal levies — as well as training and logistical support. Armies need steady supplies of food and soldiers' pay, not to mention clothing, weapons, ammunition, and other gear.

Not every Lunar dominion can assemble a force capable of matching satrapial garrisons and auxiliaries on the battlefield, let alone a Realm legion. Training large-scale

### SPEAR AND FANG

Regular and irregular warfare aren't conflicting strategies, but complementary ones. Even dominions focused on large-scale military actions deploy irregular forces, using them to disperse enemy armies so they can't bring their full strength to bear. Likewise, Lunars dedicated to attrition may deploy regular military forces to distract enemy armies from pursuing partisans and guerillas.



professional armies and sustaining them in the field requires enormous wealth. Few peoples can afford such costs without themselves pursuing imperial conquest.

Such armies must then approach conflicts as the Realm does: constructing fortresses; seizing cities, bridges, mountain passes, and other strategic locations; and claiming and holding territory. This has historically proven disadvantageous against the overwhelming power of Realm legions backed by dozens of Dragon-Blooded champions, except in isolated regions far beyond the Blessed Isle, like the Caul.

Now, in the Time of Tumult, the Empress no longer wields the legions as an invincible sword. That sword is broken, and each Great House grips a handful of shards. With the houses withdrawing troops from the Threshold, a dominion's armies can muster with little fear of retaliation from the Blessed Isle, and forge open alliances with neighboring peoples.

## The Pact's Endgame

Each individual shahan-ya and her school has their own vision of a future Creation without the Realm. Some dream of rebuilding the Old Realm's glories under a Lunar Deliberative; others desire a world free from empires and tyrannies. Many would see the Scarlet Empress' bloodline extirpated in vicious pogroms, yet some envision the Dragon-Blooded redeemed as divine soldiers of the Pact.

Thus far, the Silver Pact has largely focused on destroying the Realm, not what comes after. For most of its history, the Realm's downfall seemed distant enough that it seemed pointless to invite internal turmoil by squabbling over what to do after. But with the Time of Tumult accelerating the Pact's timetable, many Lunars believe their endgame must be determined now.

## Notable Shahan-yas

The shahan-yas are the Silver Pact's greatest leaders and luminaries. Each encircles herself with a constellation of adherents who look to her for guidance and tutelage, while supporting her voice in Pact councils. Whether old or young, gregarious or reclusive, each has earned the respect of the preponderance of her peers. Together, the shahan-yas speak for the Pact and guide its long war against the Realm.

The following isn't an exhaustive listing — dozens hold the title, and not all shahan-yas are recognized by the entire Pact. These examples offer inspiration for Storytellers using shahan-yas in their games, and potential mentors, allies, or enemies for player characters.

## Amatha Kinslayer

Born into decadence and intrigue as a daughter of Cynis, founder of one of the Realm's Great Houses, Amatha quickly learned survival amid the cutthroat Dynasty — and, having never taken the Second Breath, left it all behind once she came of age, married off to a son of House Peleps' matriarch in exchange for political concessions. Delighted at the rare chance to be the dominant partner in a Dynastic marriage, her husband sequestered her in his country estate, displaying her as a trophy at festivals and galas.

Fleeing this life of imprisonment, Amatha spent years evading her husband's agents in Southern satrapies. She was cornered amid Chiaroscuro's glass towers by the commander of the search (none other than her sister-in-law) when she Exalted. Amatha emerged from the tower wearing her sister-in-law's shape, announced that Amatha had escaped, and directed the search to continue.

Since then, Amatha's been a thorn in the Realm's side, infiltrating satrapies to sow chaos and darting back out to the desert to evade pursuit. She's fomented uprisings, sponsored coups, and encouraged ministerial incompetence to the point of systemic breakdown, laughing all the while. In time, she aims to bring the Realm's economy to ruin, see House Cynis toppled first and the rest of the Dynasty soon after, and lounge on the Scarlet Throne with a glass of wine and a wicked smile.

Amatha's husband perished over a century ago at her hand. But she bore him a daughter before she fled, upon whom she'd lavished far more affection than Dynastic society deemed responsible. She monitors the pursuits of that daughter — now an elder Dragon-Blood — and the ensuing grandchildren with deeply mixed passions.

### Pact Relations

A savvy politician from childhood, Amatha's leveraged her successes against the Realm to earn her peers' admiration but struggles under the shadow of her Dynastic birth. Few question her loyalty, but many in the Pact find it hard to overlook her blood ties to the hated usurpers. That she advocates against opportunistically slaying young Dragon-Blooded visiting the Threshold — knowing that such attacks would make the parents of higher-priority targets keep them close at hand on the Blessed Isle, and seeing opportunities for subverting youthful Dynasts against the Realm — plays into her opponents' hands.

A handful of younger Southern shahan-yas, such as Smiling Zamisha (p. XX) and Blood Nail, maintain good relations with Amatha, but many elder Lunars don't acknowledge her as a shahan-ya. Even those who do, such as Golden-Leaf Liseli, are rarely on good terms with her, even when they work with her. While it'd be more pragmatic to fall in line with her elders, Amatha's pride and resentment at her ill treatment manifest as all manner of cruelty and trickery in councils.

### Mentorship

Although Amatha lacks the broader experience and prestige enjoyed by elder shahan-yas, her intimate knowledge of the Realm draws adherents who wish to infiltrate the Dynasty. She fears she lacks the temperament to properly train fellow Lunars but masks these doubts behind jests and bravado.

Amatha's training is hands-on. She throws students into the deep end, bringing them into the heart of satrapial power on missions of infiltration, sabotage, and assassination. Subverting satrapies, intercepting tributes bound for the Blessed Isle, or sabotaging Realm legions provide opportunities for adherents to hone their skills in intrigue and espionage and test their knowledge of the Dynasty's workings. Her personal style is wild and reckless, and she encourages such attitudes among her students, taking a shine to those who share her audacity and caprice. Students with different inclinations still learn much from her — often more than from a scholarly shahan-ya — but it isn't a smooth experience.

### Adherents of Note

**Nida** is new to the Pact and to Exaltation, but her wits are razor-sharp, and she's eager to sow chaos through the satrapies. Born on the street scarcely 20 years ago, she lacks refinement or experience, but has talent, which goes far in Amatha's eyes. The two of them often set opposing trends against one another, watching from a safe distance as societies tear themselves to pieces. This tutelage has proven far more instructive for Nida than any formal lesson, and Amatha enjoys the playful rivalry with her adherent. She's willing, and perhaps eager, to let Nida oppose her in the Pact's politics, prioritizing the chance for her student to gain valuable expertise over her own political goals.

**Trasenji Yilean** was once a pandit, part of the Varangian caste of astrologers — but then, he played too heavy a hand in his horoscope-fixing and was banished. As an outcast, he built a criminal empire among fellow undesirables with such ambition that he won Luna's blessing. Amatha recruited him into the Pact, promising him that he could enjoy both the spoils of crime and the Realm's downfall. He looks on her with both jealousy and respect, indulging fantasies in which her tutelage lets him rise to overshadow her within the Pact as a new shahan-ya.

The former slave **Strength-of-Many** cares little for the Pact's vendetta, but shares a common cause with Amatha in repelling House Cynis' advances and slave-taking missions in the South. An experienced warrior who once trained under Blood Nail, more peer than student to Amatha, he's devoted to ending slavery across Creation, and frequently trades favors with members of her school for assistance in undermining the Guild and slaver kingdoms.

## Golden-Leaf Liseli

Born during the Shogunate, Liseli clawed their way out of poverty, becoming a wandering caravaner and eventually a merchant prince. All the while, they nursed their hatred for the Dragon-Blooded aristocracy whose interminable strife brought about famines and ruinous taxation that fell most harshly on the impoverished. After Exalting, they found ways to wield their mortal life's strengths — meticulous planning, relentless drive, financial acumen, and keen understanding of human nature — as weapons against the Dragon-Blooded. Today, Liseli stands high among the architects of the Silver Pact's vendetta, a master strategist advocating irregular warfare against the Realm's garrisons and legions.

Working with powerful Southern commercial interests as a silent partner, Liseli outbids Realm merchants for contracts, buys out supplies from under legion quartermasters' noses, and directs funds and goods to states under Realm tariffs or blockades. Steady bribes secure the loyalty of her spies among satraps' and garrison commanders' camps. Pirates, bandits, saboteurs, and assassins harass Realm interest in exchange for sizable bounties. And Liseli's war chest furnishes mercenaries, weapons, and supplies to rebels against Realm-backed regimes.

Much of Liseli's wealth comes from investments along the Diamond Road and in satrapies from Zephyr to An-Teng, which prosper thanks to the shahan-ya's economic expertise, spy-garnered secrets, and protection offered to caravans. But they profit more directly through raids on Realm interests. Their elite waspfolk warriors strike from above on moonless nights to plunder Realm merchants' caravans and loot Dynasts' villas from the Lap to Chalan and the Cynosure Coast.

For all their wealth, Liseli has no love of riches. Their fortune is a weapon of war against the Realm, no different than beastfolk armies or baleful sorceries. They might live in opulence and splendor, but only to maintain their various mercantile disguises — their true preference is for ascetic simplicity. They have no patience for Lunars who crave wealth purely for the sake of their own pleasure, and are mercilessly blunt in upbraiding them.

Every few decades, Liseli crashes a satrapy's or Realm-allied nation's economy through unimaginable largesse while in the shape of a traveling merchant prince or Southern potentate. With the Empress' disappearance, they hope to perform more dramatic feats to destabilize the Realm — monopolizing the South's mercenaries, cutting off or sabotaging supplies for the entire region's legions and the Imperial Navy's Fire Fleet, or buying out enough of the Lap's agricultural production to threaten the entire Southern Threshold.

Liseli is genderfluid, changing their body to best fit their current gender expression. While they can play the part of the cultured merchant prince or decadent noble with ease, their natural demanor speaks to a quiet curiosity and contemplative nature, reminiscent of a child studying beetles in the grass, and ever mindful of personal space.

### Pact Relations

While money is easy for Lunars to obtain, the sort of wealth that topples kingdoms can be harder to come by. Liseli happily offers sizable loans to Pact members in exchange for favors, like leaning on a Guild merchant or altering a Merchant Fleet officer's sealed orders. Those unable to repay find themselves roped into money-making ventures to repay the debt, perhaps looting a satrap's palace or protecting a caravan against desert elementals.

Liseli holds a prominent position in a broader political bloc with other shahan-yas dedicated to attritional warfare, including such notables as Aum-Ashatra, Leviathan, Raksi, and Sublime Danger. They stand opposed to Sha'a Oka, respecting his successes but feuding with those trying to emulate his example in the inner Threshold, such as Blood Nail's cavalry offensives against southern Prasad.

Liseli has an ambivalent, volatile relationship with Amatha Kinslayer. Liseli's hatred for the Dragon-Blooded prejudices them against Amatha, spurring them to contemplate countless schemes and stratagems she might execute on the Realm's behalf behind



feigned loyalty to the Pact. While they've worked together despite this, such collaborations only sour their relationship further. Liseli sees Amatha as unpredictable and unreliable for diverging from carefully arranged plans upon spotting new information or opportunities to spark political chaos; Amatha resents Liseli's insistence on planning every detail of their joint actions, seeing it as a sign of arrogance and distrust that sabotages their chances. Despite this, their targets' geographic proximity and their similar methods have forced them to collaborate again and again, lest they find their competing plans at cross-purposes.

### Mentorship

Liseli offers her students knowledge of commerce, finance, espionage, manipulation, and irregular warfare centered around reconnaissance and speed. They also possess a deep understanding of the Firepeaks and the surrounding regions, including geography, society and culture, and economics.

Liseli's as meticulous in their tutelage as they are in war, drawing up complex syllabuses for their students and detailed itineraries for briefing political adherents on the intricacies of their agenda. But they're also prone to introspective seclusion, spending days or even weeks at a time immersed in reading and writing, or wandering the Firepeaks in contemplation or meditation. At such times, they're difficult to get hold of, and grow ornery if disturbed.

### Adherents of Note

**Yena Bone-Breaker** (**Exalted**, p. 108) studied under Liseli a few decades ago, learning much about both raiding and the military applications of wealth, though she prefers to immediately distribute loot among local common folk to buy their loyalty, rather than saving it for other purposes. Yena backs Liseli politically in Pact councils, and the two sometimes coordinate caravan raids or collaborate to crush a garrison. But Yena doesn't consider herself beholden to Liseli, and Yena's daughters have little respect for the shahan-ya. This sometimes results in squabbles over who'll strike a caravan first and claim its treasures.

**Jiang the Broker** operates out of An-Teng's City of the Steel Lotus, offering loans and insurance to visiting Dynasts and their patrician cronies at rates that undercut House Ragara. Despite his generous terms, Jiang has an eye for picking clients who'll be unable to repay him, trapping his clientele in a grueling cycle of debt. To those wishing forgiveness for their debts, Fang lends a sympathetic ear and an offer to postpone or waive repayment if they can provide actionable

information on the plans or finances of the Great Houses or the Imperial Service.

Liseli has increasingly delegated the operation of their Tengese spy network to Jiang over the course of his career. Jiang's loyalty to his shahan-ya is fire-forged from fighting alongside Liseli in Threshold wars decades ago. But as his power and prestige have increased, so too have the efforts of others in the Pact to establish ties to him as an individual rather than Liseli's adherent; some seek him as a partner or ally, while others petition his tutelage as a shahan-ya. His personal agenda aligns with Liseli's, but his desire to protect his Dynastic clients as useful assets conflicts with Liseli's personal hatred for the usurpers.

Ancient and sinister, the First Age elder **Ka-Koshu** dwells deep in the Southern desert with his kinfolk, whose ancestors he freed from Shogunate bondage. A lorekeeper and master of nigh-forgotten sorcerous traditions, he's largely withdrawn from the war against the Realm to tend to his people and pursue his esoteric study of the desert elementals' traditions, histories, and occult secrets. But he supports Liseli politically, having tutored the younger shahan-ya in desert warfare a millennium ago, and trusts them to carry on his work as a shahan-ya. He's made it known that when he can't be bothered to stir from his desert lair, Liseli speaks for him in council.

## Leviathan

In the First Age, Leviathan was master of the seas and a hunter beyond compare. He rarely deigned to set foot on land, and when he did, his form was the purest expression of his masculine ideal, seven feet tall and rippling with muscle — a far cry from the shape to which he was born.

Leviathan's failure to save his Solar mate in the Usurpation dealt a shattering blow to his confidence. He fled from the world, donning his orca shape and making his home in the newly sunken ruins of Luthe. He turned inward, standing watch over the fallen city and any Lunar refugees seeking shelter there, but abstaining from the Pact's forays against the Shogunate. He told himself that his vigil over Luthe might erase the damning failure of his past, though perhaps he couldn't admit how much his once-great courage and pride had faltered. So it was through the Shogunate's fall and the Realm's rise.

Only when the Realm began sailing the West in earnest did Leviathan finally take notice. His will had been renewed over the centuries, and now the usurpers trespassed on his sacred dominion. A thousand years of rage and hate, held back only by the dam of melancholy, burst free. The Realm has lamented the beast Leviathan, terror of the West, ever since.

Luthe has shifted to a war footing, becoming an unassailable headquarters for the Silver Pact's Western operations. Leviathan, newly recognized as a shahan-ya, recruits adherents to his banner, speaking of grinding down the Realm until the Pact can invade the Blessed Isle and besiege the Imperial City. While some younger Pact members don't know what to make of him, his First Age peers largely welcome his return to the battlefield.

### Pact Relations

Leviathan has few political allies within the Pact for a shahan-ya of his age, and still labors at forging such connections. He's invited shahan-yas from the West and beyond to councils in Luthe, but struggles to cast off his laconic, inscrutable manner.

The most prominent shahan-ya to reject Leviathan's invitation is Sha'a Oka. While Leviathan respects what he's heard of the Black Lion, it isn't mutual — Sha'a Oka despises Leviathan for his centuries of inaction. Leviathan hasn't withdrawn the offer, but his wounded pride will complicate any future negotiations.

Leviathan's firmest ties are with those Lunars he knew in the First Age — Raksi, Ma-Ha-Suchi, Ül the Burning Eye, and a few others. But these ancients are spread thinly across Creation and more riven by disagreements than not, making the value of Leviathan's old friendships questionable. He knows it'd be most advantageous to align himself with a single elder shahan-ya's school but hesitates at the prospect of alienating the rest.

### Mentorship

In the last century, Leviathan has begun recruiting adherents from across Creation, strengthening the Pact's Western presence as a bulwark against Realm expansion. He welcomes veteran Lunars but lacks the inclination or aptitude for training inexperienced adherents. He'll share what he knows of warfare, the First Age, and the sea's depths if asked, but turns students over to his more senior adherents for training and leadership.

Luthe boasts many advantages beyond safety — armies of aquatic beastfolk, artifacts scavenged from the seafloor, and other resources. Leviathan shares these freely with any adherent willing to wield them against the Realm. He's unconcerned with the Silver Pact's political divisions, and cares little if his adherents pledge themselves to other shahan-yas in addition to him.

### Adherents of Note

**Swims-in-Shadows** — a shaman and storyteller of formidable experience — was among the first Lunars to rally to Leviathan, eager to support the storied First Age elder in blocking the Realm's Westward expansion. While he hasn't broken ties with his original shahan-ya, the proud sorcerer Aqadar, he makes frequent pilgrimages to Luthe to hear Leviathan's wisdom and carry out his will. Years of skillful service have won him a trusted position at Leviathan's right hand, though Aqadar now pressures him to exploit Leviathan's trust to turn the elder against Aqadar's political enemies.

**Kumo** of the Black Wave Reavers (**Exalted**, p. 107) is a political adherent of Leviathan's, having been rescued from imprisonment upon a Fair Folk–ridden island by a Circle of the shahan-ya's students. While Kumo hasn't traveled to Luthe himself or met Leviathan, he owes a debt of gratitude to the elder and shares his strategy of slowly bleeding the Realm's Western operations. However, Kumo's careful to avoid broaching political topics with his fellow Black Wave Reavers; Enemy Ghost is a student of Sha'a Oka, one of Leviathan's political opponents.

Hailing from a small enclave of walrusfolk northwest of the Blessed Isle, **Gjalla the Tusk** made considerable profits working with smugglers to evade the Realm's taxmen. The Changing Moon has no ideological opposition to the Realm, but working against it with Leviathan is far more profitable than her youthful escapades ever were, and Luthe is a sanctum beyond any she'd ever imagined. Now, she adorns herself in moonsilver finery, and her family dwells in the safety of Luthe's spires. She finds the shahan-ya an unapproachable bore, but has found many fast friends among his adherents and Luthe's beastfolk populace.

## Ma-Ha-Suchi

In the First Age, Ma-Ha-Suchi was an honored and respected champion of the Old Realm, beloved by Exalted god-kings and humble peasants alike. But the fallen age wrought by the Usurpation has no place for his notions of honor and respect, and Ma-Ha-Suchi has moved beyond his past.

With the Solars gone, Ma-Ha-Suchi saw the Lunars as the Old Realm's only legitimate inheritors, and zealously battled the Shogunate to reclaim its stolen throne. In his heyday, he led great beastfolk armies, seduced Dragon-Blooded generals, tore down ancient remnants of the First Age to deny them to the usurpers, forged alliances among mortal nations and Silver Pact elders, and sowed terror throughout his enemies' lands. Once the Shogunate lay in ashes, he hoped, the Pact could raise a new Lunar Realm spanning all Creation.

But the passage of centuries has left him jaded and weary. His powerlessness in the face of the Great Contagion and the invading Fair Folk dealt a massive blow to his self-confidence, making him question his zeal's worth for the first time. The Realm's rise from the ashes rubbed salt in the wound — after all the Pact had done, after twin dooms ravaged Creation, the usurpers still sat upon the world's throne. Despite this, Ma-Ha-Suchi still fought against the Realm, raising armies from the Scavenger Lands' devastated populace to throw against the Blessed Isle.

But after his closest friend Raksi and many mutual allies rejected his vision of a Lunar Realm, sparking a feud that nearly tore the Silver Pact apart, Ma-Ha-Suchi's despair finally bested him. He resigned himself to seclusion, withdrawing from widespread involvement in the Pact's affairs. He still opposes the Realm's expansion from his Nameless Lair, but he's no longer the fiery general of his youth.

With the Empress gone, the Realm in disarray, and the Solars impossibly returned, Ma-Ha-Suchi's long seclusion is coming to an end. He wonders what other impossible things the Time of Tumult might bring, and once again rallies great beastfolk hordes and reaches out to the Pact. He'll strike when the time is right, when the Realm's grip slackens. Even now, he calls upon his adherents to muster their forces, preparing to reclaim the East and pave the way for a new Lunar Realm's rise.

### Pact Relations

Ma-Ha-Suchi speaks little with other Pact members, preferring to send trusted adherents to fellow shahan-yas' councils rather than to appear himself. Only circumstances both critical and personal — opposing a large-scale Realm invasion into his sphere of influence, perhaps, or the death of a fellow First Age elder — might stir him to call a council in his own lair.

He and Raksi don't speak and haven't for some time. Once his closest friend and confidant, her rejection of his vision of a Lunar Realm and the Pact-wide conflict that ensued from their disagreement remains bloody raw between the two of them. Despite their proximity, Ma-Ha-Suchi avoids her as much as possible, even at major councils where both feel compelled to attend. This enmity extends to the Queen of Fangs' adherents, and those shahan-yas most closely aligned with her.

Despite his reclusiveness, Ma-Ha-Suchi remains cordial toward a handful of Lunars outside of his school. Former students who've moved on to other shahan-yas are always welcome — unless they've taken up with Raksi or her intimates. He also remains in contact with a few old friends and allies from before his withdrawal. These include the itinerant Full Moon general Eyes-Like-Knives, who visits the Nameless Lair every few years to reminisce under the guise of discussing Pact business, and Tanisa Ring-Eater, with whom Ma-Ha-Suchi maintains a lively correspondence laden with references to the works of late First Age poets from the Dreaming Sea.

Ma-Ha-Suchi also corresponds with the Shadow Fang Vanguard and has attended a handful of their councils over the centuries. While they don't share each other's agendas, Ma-Ha-Suchi's desire for a unified Lunar Realm aligns him more closely with the Vanguard's formalized power structure than most Pact members. They in turn are more open to his vision than many among the Pact, although the Vanguard's leader, Tayan Silver-Crowned, views Ma-Ha-Suchi as a potential challenge to her authority.

Lunar visitors to the Nameless Lair receive little attention from their host. Beastfolk lieutenants or a Lunar adherent will offer hospitality, relaying to Ma-Ha-Suchi any favors a visitor might wish from him. Should he feel gracious, those lieutenants fulfill such requests on their master's behalf; only rarely is his interest sufficiently piqued to attend a guest personally. Occasionally, dark moods or vacillation cause him to wait days or even weeks before responding. He's also snubbed visitors associated with Raksi or other disliked peers, leaving them to languish indefinitely.

### Mentorship

Upon entering seclusion, Ma-Ha-Suchi largely stopped seeking out adherents. He rarely accepted students, taking only those recommended by like-minded shahan-yas or former pupils, and made no effort to court political supporters. Only recently has this changed; with the Empress' disappearance, his agenda seems possible once more, but it'll require numerous adherents to execute.

Ma-Ha-Suchi has much to offer students. Some train in warfare, gaining firsthand experience leading beastfolk armies and raiding parties against Realm interests. Others learn the finer points of social engineering and intrigue. Ma-Ha-Suchi commands great personal magnetism, yet treats his students brusquely, if not poorly. He rarely shows emotion or forms personal connections, no matter what his students wish.

### THE SHADOW FANG VANGUARD

Not all Lunars accepted the nascent Silver Pact's loose, nonhierarchical nature. Some believed that war against the Shogunate required firm central authority; others sought strong leaders to serve; still others were driven by ambition and craved command over their fellow Lunars. Splitting from the Pact's mainline, they coalesced over centuries into the Shadow Fang Vanguard, a unified authoritarian enclave.

Today, the Vanguard numbers a score of Lunars, most dwelling in the deep Northeastern forests under the iron rule of the Vanguard's reigning autarch, the Shogunate-era warlord Tayan Silver-Crowned, who's advised by Feather Drenched in the Blood of the Fallen, a First Age elder. They anticipate new blood, believing the Vanguard's message will resonate all the more strongly amid the Time of Tumult.

Relations between the Vanguard and the Pact are complex and fraught. Both share the same overarching goals; indeed, many Pact members view the Vanguard as part of the Pact. More than a few Vanguard members attend Pact gatherings, where they find themselves welcome. Pact Lunars encounter a cooler reception among the Vanguard, but those in need are rarely turned away.

The major point of tension between the Pact and the Vanguard is recruiting new Lunars. Occasional skirmishes result when recruiters seeking the same young Lunar squabble or come to blows — though both groups severely censure anyone whose feuding escalates to vendetta or drives a young Lunar away from Pact and Vanguard alike.

Ma-Ha-Suchi's vision of a united Lunar Realm demands Lunars capable of collaborating within a hierarchy more structured than the Silver Pact's. He demands that his charges learn to cooperate under trying circumstances, assembling them into Circles and testing their teamwork by assigning them overlapping spheres of authority or rearranging leadership positions. He sees little need to explain himself, and his responses to both success and failure are unpredictable, varying with his mercurial moods.

Despite his reclusive and taciturn manner, Ma-Ha-Suchi has several political backers within the Pact who have no personal ties with him. His opinions remain

well-known even if he rarely speaks of them; Eastern Pact members who share his agenda largely back his voice in council, while more distant confederates advocate for his goals as far away as the Caul.

### Adherents of Note

Young **Kathaka** is passionate, driven, and a bully. She learned of Ma-Ha-Suchi through stories other Pact members recounted of his heroic past. Though she felt disappointment when she met him brooding in his Nameless Lair, she believes she can bring back the legend he used to be.

Tall and powerfully built, with fists that strike like a horse's hooves, Kathaka has pledged herself to Ma-Ha-Suchi and considers herself, if not his daughter, something close to it. She rarely lingers long in the Nameless Lair, devoting herself to fighting the Realm on countless fronts, but always marks her visits by recounting her triumphs to her shahan-ya, hoping to earn his praise.

For his part, Ma-Ha-Suchi feels mild affection for Kathaka but sees her as a child whose pursuit of his cause comes more from callow hero worship than conscious dedication to his ideology. The tasks he sets for her Circle challenge not just her skills, but her principles. Given the changing times, he worries that she'll prove unreliable precisely when he needs his adherents to strike against the Realm, but hopes she'll prove him wrong.

**Ranotis na-Raya** is a child of privilege, a Guild factor's son. Having Exalted fighting to free himself after a gang of bandits kidnapped him, he returned home bearing countless stolen faces, rapidly becoming his father's most valuable ally. He encountered Ma-Ha-Suchi a decade ago while seeking to establish a trade route, and became so enamored of the Nameless Lair's gloomy, taciturn master that he's all but abandoned commerce to seek his wisdom.

Ranotis constantly jests with his shahan-ya, though his efforts have earned but a handful of laughs over the years. He imagines a warm, sensitive soul beneath Ma-Ha-Suchi's aloof exterior, nurturing vain hopes of piercing his defenses and touching his heart.

Ma-Ha-Suchi sees the younger Changing Moon as a promising prospect; Kathaka's inverse, Ranotis shows little interest in Pact politics, but appears naturally inclined toward building a Lunar Realm. He instructs Ranotis in intrigue and subterfuge while trying to poison him against his father and the Guild, lest ties to his mortal life make him undependable.

**Anja Silverclaws** cares little for Ma-Ha-Suchi or his politics but willingly espouses his line in council to get what she wants. An expatriate from Thorns, she's dedicated herself to opposing the Mask of Winters and his proxy regime and views the shahan-ya as a potential asset. While she doubts Ma-Ha-Suchi would invade Thorns directly, she urges him to take such indirect actions as applying pressure to Thorns' regional trade partners through beastfolk raids and diplomatic threats. In exchange, she backs him in political matters, provides occasional training to his students, and reports to him everything she learns of Thorns and its dark master.

Ma-Ha-Suchi isn't entirely disinterested in Anja's reports, but the Mask of Winters takes lower priority for him than war against the Realm. He does consider her fixation with Thorns a distraction from the Pact's main aim; if not for her disinterest in cultivating personal ties with him and her knowing better than to ask him to solve her problems outright, he likely wouldn't assist her at all.

## Raksi

In Mahalanka, built around the ruins of the First Age libraries of Sperimin, a monster-goddess reigns. Erudite like few in this fallen age, she can be found researching the lost lore buried amid Sperimin's ruins or holding a decadent court before her Lunar adherents and apefolk champions, feasting on raw flesh and potent hallucinogens. This is Raksi, Queen of Fangs — genteel and violent, cultured and bestial, beautiful and terrible. How much of this is her true nature and how much an act is difficult to judge, an uncertainty that she wields as a weapon in Pact politics and her rare dealings with other Exalted.

With allies and adherents, Raksi is only somewhat more open. Only her closest confidants understand how much of her depraved self-indulgence and unflinching, nihilistic cruelty is just an act. Yet even her staunchest enemies within the Pact admit that most within her dominion prosper under her guidance and sorcerous blessings. She's worshiped as a goddess by the many nations and clans that make up the Thousand Fangs Army Total Control Zone, and rewards their devotion with wonders and miracles.

In the First Age, Raksi was a skillful but uncelebrated occultist and philosopher, contemplating the mysteries of Essence, the soul, and other rarefied concepts. The Usurpation created the Queen of Fangs, pushing Raksi to become the monster she is today. She won acclaim with the Silver Pact early in its existence for the crucial

part she played in reshaping the Lunar Castes and devising the moonsilver tattoos, together with other mystics, artificers, and sorcerers. She also won glory for the terrors she inflicted on the usurpers — creating sorcerous abominations, unearthing nightmares buried since history's dawn, and drawing forth countless curses from the Book of Three Circles, that vast repository of sorcerous lore. She doesn't regret what she's become, nor question what might have been had things happened otherwise. Raksi revels in being Raksi.

### Pact Relations

Despite her age and power, Raksi's influence within the Pact is limited. After her feud with Ma-Ha-Suchi, she largely withdrew from Pact politics and personal involvement in attacks on Realm territory to focus on ruling her dominion and furthering her arcane studies. In the long term, she aims to see the overthrown Realm replaced by countless Lunar dominions spread across Creation, each ruled by an independent Lunar autarch-prince beholden to none.

Despite her seclusion, she's known throughout the Pact as a terrifying monster-queen — one who fights for the Pact, but nonetheless unnerves even her Lunar comrades. This pleases her, for she believes that soft-hearted or idealistic Lunars must be made ready to confront the atrocities and collateral damage committed in the course of the Pact's vendetta against the Realm if they're to serve the cause. If she must be the one to deliver such harsh lessons, so be it.

Raksi expects any Pact member passing through her Total Control Zone to visit her court at Mahalanka, and greets them with decadent pleasures, sorcerous prodigies, and monstrous delights. She reserves the most gruesome displays for rival shahan-yas and their adherents: banquets of human flesh, vivisection of Dragon-Blooded prisoners of war, blood sport between apefolk champions and demon slaves. This isn't mere sadism on her part; unnerving or enraging her most formidable political opponents distracts them from their agendas and deprives them of calm and level-headed clarity, while soft-hearted petitioners must stomach their own willing participation in horror before she deems them worthy of support.

Raksi remains in close contact with a handful of allied shahan-yas and former students, for whom she dispenses with the monstrous theatrics. Her occasional visits to these allies — and her attendance upon Pact councils — are marked by flamboyant displays of sorcery: many-winged flying conveyances, legions of demon attendants, and splendid transient palaces called forth from the earth.

Her few political allies include Ül the Burning Eye and the sybarite Wings of Ivory, who share her desire for Lunar princes to hold absolute authority over their dominions. Other Eastern shahan-yas are mindful of her political power even if they disagree with her, treading carefully around her allies. She also corresponds with Rukhsara-Who-Remembers, who recalls occult secrets unknown even to Raksi, and Golden-Leaf Liseli, whose fiscal acumen provides useful ideas for managing Mahalanka's sprawling economy.

Though Ma-Ha-Suchi was once her closest friend, Raksi now loathes him and his allies. She considers his dreams of a Lunar Realm both foolish and contrary to her own autarchic ambitions, and remains bitter over his rejection of her ideology and their feud's consequences for the Pact. She amuses herself in councils by needling and provoking any of Ma-Ha-Suchi's adherents present — or the elder himself, on those rare occasions they're present at the same place.

### Mentorship

Raksi is deemed the Silver Pact's greatest sorcerer, a reputation that draws many students. At any given time, she has a small coterie of adherents studying under her, while dozens of Lunars across Creation claim her as their shahan-ya, maintaining contact with occasional visits or sorcerous correspondence. She offers tutelage in sorcery, artifice, spirit lore, and lost secrets of the First Age, though would-be students are often daunted by the monstrous reputation she so carefully cultivates.

Raksi enjoys living up to the rumors new adherents have heard of her but shows a different face to those whose intellect or dedication win her admiration, drawing back the exaggerated facade of monstrosity to let them see the Queen of Fangs' human side. Such adherents are her rare few friends, and she treasures these connections. She still provides unsurpassed tutelage to less-impressive students — leaving them ignorant does nothing to further her agenda or the Pact's — but plays the part of monster-goddess to motivate and test them.

### Adherents of Note

A lieutenant and enforcer of Raksi's, **Dark Eyes** acts as an envoy to the peoples of the Thousand Fangs Army Total Control Zone, conveying Raksi's will and encouraging promising warriors to undertake the sacred trials that transform them into apefolk. Dark Eyes has never impressed Raksi enough to stand among her favorites, but she appreciates his loyalty and martial prowess. Proud and ambitious, Dark Eyes values Raksi's approvals and encouragements, but he sees only her mask of monstrosity, fearing her as much as he respects her.

Three of the dominion's clans — the Red Scars, Get of the Tigress, and Devil Braids — have begun worshiping Dark Eyes as a living god, second only to Raksi, and he enforces his will among them alongside his shahan-yas'. By his decree, the practice of profiting from the sale of slaves is forbidden, and slave-merchants are to be killed on sight; the slave trade dishonorably debases slaves' value as rewards for victorious warriors and tribute owed to Raksi.

**Weyna Who-Sees-Much** wasn't prepared for Raksi's court. Young, brilliant, and curious, she sought out Raksi's patronage soon after Exalting. She found the shahan-ya's tutelage and Mahalanka's vast archives more than her heart could've desired, but scarcely had time for her studies as Raksi demanded she attend her court's debauches.

At one such banquet, Weyna won Raksi's respect by speaking out against her when the Queen of Fangs served a live child as an entrée to Ma-Ha-Suchi's emissary. Surprised and delighted, Raksi rewarded Weyna with guardianship of the child. Weyna has little time to attend to both a youth and her studies, but Raksi demands only the best for the girl she's deemed her goddaughter.

The raitonwoman **Tangaxoan**, once a priest of Ixcoatli's theomilitary (**Exalted**, p. 92), is a political devotee of Raksi. She's wholeheartedly embraced Raksi's autarchic agenda and is enamored of the shahan-ya's ruthlessness, cruelty, and drive. Driven by Essence fever, she feels compelled to share her birth caste's privileges with her homeland's oppressed lower castes. She and a coalition of fellow Ixcoatli rebels seek to drive the theomilitary out of conquered territories to establish a new Lunar dominion free of rigid hierarchies.

Once an esteemed senator of the Eastern satrapy Gulmohar, **Kerrich Storm-Favored** lost his wealth and prestige when the Realm dissolved the senate during a series of crackdowns following a mass insurrection. He barely survived his exile's first months, narrowly escaping bandits, wild animals, and starvation, but his travails hardened him into a cunning, cutthroat wanderer, willing to do whatever he must to survive.

After Luna blessed Kerrich and he joined the Silver Pact, it was the opulent splendor of Raksi's dominion that drew him to her. After long years of deprivation, he now revels in decadence far greater than any he ever knew in Gulmohar, a hedonist who pursues every pleasure Mahalanka offers even as he continues sharpening his wits and skills under Raksi's tutelage.

## Rukhsara-Who-Remembers

Mashaha-Who-Remembers was renowned as one of the Silver Pact's wisest lorekeepers, her diamond-firm memory stretching back millennia. But she'd always been jealous and suspicious; even on her deathbed, she refused to share her most precious lore. When she died, her immense knowledge was feared lost — until her Exaltation passed to a young Northern shaman, daughter of the dwindling Kathaashi clan.

Rukhsara wasn't the name she was given, but the name she chose when she endured the brutal Kathaashi rite of passage, an ordeal so harsh it won her Exaltation. She emerged with Luna's mark on her brow and a new body better suited to the truth of herself as a woman.

Yet she labored under the weight of memories that weren't hers. Rukhsara thought she was going mad until other Lunars found her and offered her fellowship. She now knows these memories belong to a past life and has devoted herself to disciplining her mind to recall Mashaha's millennia of memories without losing herself within them.

Since her Exaltation, Rukhsara has led the Kathaashi as their witch-queen. Generations of guidance and supernatural aid have raised them from a marginalized clan to a powerful fighting force, and they've reclaimed the comparatively verdant lowlands that were once theirs from neighboring satrapies. Rukhsara seeks to fortify her new dominion, protecting her clan against whatever forces the Realm might send to reconquer it. But other voices within her clan and school urge an aggressive posture, believing conquest the best path to advance Kathaashi fortunes and grind down the Realm.

### Pact Relations

Now approaching her 100th year, Rukhsara is a respected figure within the Pact. When she speaks, even much older Lunars remain silent until she's finished. But respect is neither trust nor love. Those who knew Mashaha and endured her rivalries, jealousies, and petty treacheries remain watchful lest Rukhsara retains those traits.

Of the many shahan-yas that seek out Rukhsara's wisdom, Raksi and Aqadar of Fajad stand preeminent. Each a master sorcerer, they correspond with her by arcane means, offering mystical instruction in exchange for occult secrets that Rukhsara alone knows. Raksi is shockingly respectful to the young shahan-ya, owing to a long-ago romance with Mashaha. Aqadar's manner is far colder; Rukhsara feels he sees her as little more than a walking grimoire.

Though they've never met in person, Rukhsara has much in common with Third Daughter of the Leaves, for both find themselves consumed by memories and passions from past incarnations. They've formed a close friendship, discussing other lives, occult lore, and Pact politics by Infallible Messenger. Third Daughter subtly encourages the younger shahan-ya to engage in open war against the Realm.

### Mentorship

Rukhsara has led the Kathaashi since her Exaltation, and now she leads young Lunars as a shahan-ya, providing guidance drawn from Mashaha's vast lifetime of experiences. In exchange, she asks that her adherents aid the Kathaashi, whether by leading them in raids, forging weapons for their armory, or blessing their lands with sorcery.

Though deeply knowledgeable in a thousand fields, Rukhsara recognizes that her wisdom and perspective are limited. She values debate with her adherents concerning how best to pursue their needs, her own, and the Pact's. She's particularly concerned with the Kathaashis' future. Can the clan best secure its safety by conquering settled peoples and ruling them — surrendering much of their culture — or by withdrawing from the Realm, surrendering their homeland?

### Students of Note

The warrior-poet **Tholamai**, as sagacious as he is ferocious, sought

out Rukhsara, drawn by stories of the young-and-ancient teacher full of wisdom and magic. Though she wasn't what he'd expected, still he remains — he not only values her knowledge and respects her inner struggle, but he's tied himself into her family, having found love with her grandson Urakur. For her part, Rukhsara's become greatly invested in Tholamai's life, prizing his skill as a warrior and strategist while also intervening in his domestic life.

**Echo-Prince Piyo** practically worships the ground Rukhsara walks on, despite feeling that life amid the Kathaashi doesn't suit her mentor's high station. Drawn to Rukhsara's profound wisdom and enticingly dangerous sorcerous puissance, Piyo believes the shahan-ya should live as a god amid spell-wrought towers and retinues of demon slaves. A smuggler-queen and criminal mastermind clad in macaw feathers, Piyo advocates for any plan that might promote Rukhsara's dominion or status, even to the Kathaashis' detriment. Rukhsara, for her part, cares little for Piyo's misplaced ambitions, but finds the master thief's skills valuable, and believes the Echo-Prince could be tempered into a useful ally with wisdom and experience.

The fearless explorer and shaman **No Trouble Zhang** cares little for Rukhsara's politics but supports her agenda in exchange for tutelage concerning the Wyld and the Fair Folk. The No Moon often roves the border-marches and beyond, searching for artifacts lost to the Wyld or fae monsters that might be bound into service against the Realm. While in Creation, he spends much of his time protecting mortal communities — and now the Kathaashi in particular — from the predation of the Winter Folk (**Exalted**, p. 113), that they might preserve their strength to resist the Realm.

## Sha'a Oka

Born into the Shogunate's many wars, His Divine Lunar Presence, the Black Lion Sha'a Oka is a paramount warlord, undisputed commander of the Silver Pact's battle efforts on the Caul. While his doctrine of open warfare runs counter to many fellow shahan-yas' methodologies, his indomitable charisma, legendary stature, and storied triumphs draw numerous young Lunars to his banner. He does little to disabuse new adherents of whatever larger-than-life beliefs they hold and offers anyone willing to fight against the Realm the opportunity to test their mettle.

The Black Lion is a deadly warrior — fighting with claws and fangs in his majestic war-form — and a brilliant general, leading the Caul's beastfolk clans into battle. But to many, Lunar and Dragon-Blooded alike, his most storied deeds are his many deaths. Mnemon Jazura smote him dead and burned his corpse, though it cost her an arm and her Hearth. He fell at the Battle for Pericanth Bridge, holding off amassed Imperial forces while his Lunar allies and lionfolk warriors retreated. The Sidereal assassin Noh the Beetle tore his soul from his body and cast it unto the wheel of reincarnation. Each time, his death was mourned by allies and celebrated by foes. Each time, he returned, revealing his seeming death as some ingenious deception. Some believe he's literally immortal. Sha'a Oka knows this isn't true, but doesn't discourage the rumor, which bolsters both his followers' morale and his prestige within the Pact.

Sha'a Oka was one of many on the Caul when it vanished after the Contagion, yet the only one who returned. He rarely speaks of this, and only to his most trusted adherents. They know he remembers every day of the Caul's centuries-long absence from Creation, that he experienced *something* in that time, but he seems to lack the words to describe it, save in cryptic and half-complete musings. He professes a profound spiritual affinity for the Caul, speaking of it like a beloved sibling or a Solar mate.

Whatever the Black Lion's experience with the Caul, it's left him estranged from the experiences of his peers and adherents. He has many allies and devoted followers, but precious few friends, confidants, or lovers. Much of his time is spent performing obscure rites and contemplating the Caul's mysteries in solitude.

### Pact Relations

The Caul's remoteness from the Blessed Isle lets Lunar warlords assemble their forces in close proximity to its Imperial garrisons, while its spiritual significance draws a disproportionate number of Lunars eager to free the land from the Dragon-Blooded. Sha'a Oka capitalized on this in his centuries-long campaign, building an unmatched reputation for militant aggression. Other shahan-yas who favor open war, like the berserker Blood Nail and the necromancer Seven Obsidian Leopard, align themselves with his banner in council. Some travel thousands of miles to meet with him, or to fight for a time in his crusade.

Mainline Pact advocates of attritional warfare may disagree with Sha'a Oka's agenda, but still value him for his role in bleeding the Realm of heroes, troops, and treasure. However, they're less pleased when his successes embolden other Lunars to wage open war outside the Caul. Aum-Ashatra, Golden-Leaf Liseli, and Raksi are particularly outspoken, excoriating him for weakening other fronts in the war against the Realm.

For his part, Sha'a Oka willingly plays politics to strengthen his hand, and maintains ties with more traditionalist shahan-yas throughout the South and West. When his adherents decide to move on, he encourages them to join other shahan-yas who've supported him in council, while discouraging them from associating with his more outspoken political opponents. Together with such allies, he intends to use a unified Caul as a staging ground for a direct, decisive assault on the Blessed Isle.

Though Leviathan — as a powerful and influential shahan-ya close by the Caul — would potentially be a strong ally, Sha'a Oka continues to snub the benthic elder. He resents the long years during which Leviathan refused to stir from Sunken Luthe and commit his strength to the cause, for which a century of renewed activity hasn't sufficed to atone.

### Mentorship

Sha'a Oka's charisma draws many adherents, especially young Lunars dissatisfied with the drawn-out strategy favored by most shahan-yas. He's glad to teach those who seek him out but expects adherents to devote themselves to driving the Realm from the Caul. He spends little time with his adherents — he has much to attend to across the Caul's vastness — instead preferring to train them by giving them positions of responsibility or leadership in his campaign. For many, this is an education in warfare, but it's not the only role he offers. Schemers and intriguers might be tasked with infiltrating Faxai to sabotage Realm forces or retrieve military intelligence, while mystics and shamans are sent to forge alliances with the Caul's spirits and fae.

In the scarce moments the Black Lion spends with his adherents, he rarely speaks beyond the barest expressions of approval, a stark difference from his fiery oratory when addressing his assembled armies. Drawing him into conversation requires persistence, and even then, Sha'a Oka rarely seems entirely present. Students seeking greater personal attention from their mentor might turn to one of the other Caul shahan-yas who serve the Black Lion.

### Adherents of Note

Sha'a Oka's most prominent adherents are the four Lunars he's entrusted with guarding the Caul's shrine cities, each a shahan-ya themselves. These are his most trusted generals and favored disciples.

Three centuries old, **Third Daughter of the Leaves** nonetheless burns with millennia of thwarted fury against the Dragon-Blooded, fueling the deadly witcheries she turns against the Realm's forces. She admires Sha'a Oka's undying commitment to tearing down the Realm and respects his wisdom and mystery. But her allegiance is to the cause, not the man. Should a more powerful warleader manifest, she would set him aside without a qualm.

The enigmatic **Skathra Venomchild** is only tenuously a member of the Silver Pact, but a close friend of Sha'a Oka's. Their affinity is born of shared strangeness — Skathra embraces ecstatic madness in reverence of Luna, leaving them perhaps the Lunar best suited to empathizing with the Black Lion's incomprehensible experiences during the Caul's disappearance. No other adherent sees such warmth or humor from Sha'a Oka, and no one else has shown greater kindness or understanding to the Venomchild. Skathra revels in all manner of violence and terror and gladly visits them upon the Realm to help their friend and shahan-ya.

**Sandswept Garda-Empress** leads the hawkfolk clans that guard the sacred city Sekima and harry the Realm's forces across the entire Caul. Driven by a personal vendetta against the Realm, she's Sha'a Oka's second-in-command and strong right hand. She has much less patience for inexperienced or naïve Lunars than the Black Lion and is quick to judge his adherents.

The scourge of the Imperial Navy, **Lintha Haquen Fia-Shaw Flowers Unbending in the Storm** is the Black Lion's envoy to a Caul-dwelling branch of the Lintha family. Her loyalty is unimpeachable, but she disagrees fiercely with Sha'a Oka on Leviathan, believing the benefits of an alliance with him far outweigh any concerns over Leviathan's past inaction. While she's loath to undermine her shahan-ya's authority, she's covertly participated in a handful of undersea ventures by Leviathan and his school far from the Caul's shores.

Sha'a Oka has many other students and political allies within the Pact. **Enemy Ghost** of the Black Wave Reavers (**Exalted**, p. 107) first studied warfare under him, and has pledged the Reavers' service to Sha'a Oka should he call on them. **Lukha Palash**, leader of the Bronze Tide (p. XX), espouses the Black Lion's ideology, despite having never met him.

## Other Notable Shahan-yas

**Aqadar**'s tower rises from the heart of the satrapy of Fajad (**The Realm**, p. 152). Self-centered and arrogant, his cold, calculating exterior masks the volcanic depths of his fury, born out of the Shogunate's massacre of his people and their totem god. He pays little heed to the Realm's agents just beyond his doorstep — the Fajadi aren't his people, and he cares little for their plight — though any Dragon-Blood

who crosses the threshold invites swift death, and any concerted effort at ousting him would see the behemoth Pyrevein freed from its imprisonment beneath his tower.

Aqadar believes in long, laborious preparation, contingencies within contingencies, and utterly overwhelming overkill. He researches ancient lore to destroy the Realm in one fell swoop, perhaps by growing an army of colossal soldier-monsters from Pyrevein, or by raining monoliths like the Needle onto Realm cities, each crawling with devil-stars. He has few adherents — both because of his ruthless single-mindedness and the peril of reaching his tower — and little concern for Pact politics, but will share the full breadth of his sorcerous knowledge with Lunars willing to contribute to his labors.

**Tayan Silver-Crowned**, warlord-prince and shahan-ya of the Shadow Fang Vanguard, began as a low-ranking Shogunate military officer. She made a name for herself using her knowledge of Shogunate strategies and tactics to blindside the Northern daimyos' armies. Today, she pursues the principles of irregular warfare as fiercely and brilliantly as any in the Silver Pact but believes firmly in clear chains of command and strict discipline. She only accepts students willing to offer perfect obedience, to whom she offers unparalleled training in military theory and several martial disciplines — and the opportunity to be part of a regimented fighting force of Lunars unlike any other in the modern age.

Tayan still listens closely to the advice of her own shahan-ya, the First Age elder **Feather Drenched in the Blood of the Fallen**. Having barely survived the deluge of sorcerous terrors that slew her Solar mate in the Usurpation, Feather has honed her hatred of the Sidereals to a razor edge, becoming one of Creation's foremost authorities on Sidereal abilities, methods, and vulnerabilities — knowledge valued by the Silver Pact as well as the Vanguard. She rarely takes students, accepting only those sufficiently talented and ruthless to further her vendetta. But many more support her voice when she deigns to appear in Pact councils outside of the Vanguard.

Once a thief, bandit, and mercenary in the First Age, **Sublime Danger** thrives on challenge. Haunting the Eastern wilderness with no fixed abode, she bedevils Lookshy and the Realm's Eastern satrapies not out of any investment in the Pact's agenda, but because she enjoys the challenge. A master of Thousand Blades style, an esoteric First Age martial art, she boasts wings made of daiklaves claimed from countless bested foes. She only accepts students that share her daredevil nature and enjoys watching them test their limits against the challenges she sets them. The return of the Solars is of particular interest to her; she intends to demonstrate her superiority in any field that her reincarnated mate might set himself to, establishing her dominance.

**Tanisa Ring-Eater** and **Seven Obsidian Leopard** hold their school upon death-ridden Mount Namas, north of the Dreaming Sea. The serene, calculating Tanisa is a master of intrigue, working within the Dreaming Sea's various powers to sabotage any diplomatic or mercantile overtures from the Realm, while the brooding Leopard is a puissant necromancer and a mystic well-versed in the Sea's mysteries. For centuries, the two were of one accord, but the emergence of Prasad (**The Realm**, p. 161) has created a schism between them and within their school. Leopard sees Prasad as merely an extension of the Realm's imperialist mission and believes it should be ground down by his armies of necromantic horrors, while Tanisa believes it could be guided into opposing the Realm and Lookshy, splintering the Dragon-Blooded host against itself further.

Once a fearsome champion of the Pact, the eerie First Age elder **Ül the Burning Eye** has withdrawn from active conflict with the Realm to focus on his long-term plans. He envisions a second Great Contagion, carefully engineered by sorcery and the aid of disease spirits to kill only Dragon-Blooded. He urges those students who seek out his Southwestern island citadel to embrace his stoic approach, speaking of the Realm as a diversion from the Pact's true aims.

## Allies and Enemies

The Silver Pact is well aware of the other Exalted and temporal powers of Creation. Its vendetta belongs to it alone, but it won't forsake willing allies — and it stays well informed of potential opposition. The Silver Pact's loose, decentralized nature means that these views are, at best, a broad consensus; individual Pact members have widely differing opinions.

### Independent Lunars

Lunars who've rejected offers to join the Pact are free to walk alone. Pact members are expected to refrain from harming independent Lunars or otherwise poisoning them against the Pact, and to welcome them into the fold should they change their mind. While independent Lunars may not enjoy the full benefits of Pact membership, their relations with Pact Lunars remain largely peaceful, consisting primarily of favors exchanged and occasional alliances of convenience.

When conflict does break out, it's usually over personal grievances or individual feuds. Competition over territory, resources, or artifacts can breed long-standing

grudges, as can conflicting agendas, inadvertent mistakes, or interpersonal friction. Without shahan-ya councils to intervene and resolve such grievances, these tensions flare more intensely in independents' dealings with Pact Lunars and with one another. When the independent Changing Moon merchant prince Hibiscus Cutter slew one of Yena's Daughters (**Exalted**, p. 108) to defend his caravan, Yena Bone-Breaker declared vendetta against him, killing every member of his trade company, and only spared his life in deference to the Pact's civilities.

Some independents are former Pact members who've cut ties. Doing so doesn't carry the same steep penalties as banishment from the Pact (p. XX), although such breaks rarely occur without some inciting feud or enmity that may continue to complicate relations between the newly independent Lunar and Pact members. Because of the Pact's loose nature, leaving it isn't a formal matter, and an independent's status may be viewed differently by various Pact members. Many regarded Ma-Ha-Suchi as having left the Pact when he went into seclusion, while others still viewed him as a shahan-ya. Lilith (p. XX) was a prominent member of the early Pact, and while she left both it and her human life, many still count the legendary martial artist among its ranks.

## Dragon-Blooded

While the Dragon-Blooded successors to the Shogunate are the Silver Pact's foremost enemies, only its most extremist members extend this to all the Terrestrial Exalted. Dragon-Blooded who don't claim descent from the hated Shogunate or engage in imperialist ventures are considered a different breed. They may not be fully trusted — especially by traditionalists, or Lunars from societies especially oppressed by Dragon-Blooded — but can be valuable allies to the Pact.

Individual Pact members have occasional dealings with groups like the Wanasaan and the Seven Storms Brotherhood, though these rarely beget long-term alliances. The Changing Moon Seven Devil Clever has hired the Grass Spiders (**Dragon-Blooded**, p. 126) to assassinate Lookshyan agents operating near Nexus, keeping her own hands clean, but her relationship with them is now threatened by another Lunar, Dagger Grin, who's antagonized the outcaste clan by passing off his murder of a Guild factor as their work. The shaman Kandrin God-Knower offers the hearts and artifacts of slain Dragon-Blooded to Vyasa of the Forest Witches to pay her tithe to the Sea of Mind in exchange for secrets dredged from its dream of reality.

Lone outcastes are also potential allies, valued equally for their supernatural puissance and their ability to infiltrate the Realm; some have even joined Lunar Circles or shahan-yas' schools. Gevan Batahul (p. XX) has worked for Leviathan as a political asset and spy in Luthe and surrounding undersea communities; Inescapable Yanga of the Caul's Dothu hyenafolk counts themself a student of Sandswept Garda-Empress, offering the shahan-ya invaluable insight into the customs and politics of disparate Caulborn clans.

### HISTORIES OF BETRAYAL

Shortly after the Usurpation, a handful of Lunar and Sidereal moderates met on the tomb-isle Lament, hoping to broker peace. The summit became a bloodbath when Radhika Stormswift and her Circle, unwilling to forgive the Five-Score Fellowship, swooped in and attacked. The Sidereals, believing the summit had been a trap all along, counterattacked indiscriminately as they fled, slaying the lead Lunar peacemaker, Onuava Doom-Eye.

When a trio of open-minded young Sidereals began discussing peace with Stone Drum Nkembe, their mentor Honeyed Indigo — anticipating betrayal from the shahan-ya — accompanied them to a diplomatic summit, professing feigned sympathy with their cause. His preemptive strike fatally wounded Nkembe; two of Indigo's juniors fell in line, though the last fled and ultimately resigned from the Bureau of Destiny. Nkembe's surviving adherents still seek vengeance against all involved.

Upon learning of Rukhsara-Who-Remembers' unlikely friendship with the raksha-hunter Key Spiral, Feather Drenched in the Blood of the Fallen saw an opportunity to thin the Sidereals' ranks. She borrowed Rukhsara's face, lured Key Spiral into her confidences, and killed him.

## Sidereals

Creation may not remember the Sidereals, but the Silver Pact has never forgotten the Usurpation's secret architects. Its vendetta is directed against the Bronze Faction, which masterminded the Usurpation and has coordinated the Wyld Hunt for centuries, as much as the Realm.

But not all Sidereals are complicit in this agenda; some even work actively against it. While not all Lunars are sufficiently familiar with heavenly politics to draw these distinctions, those who do — often First Age elders — occasionally find

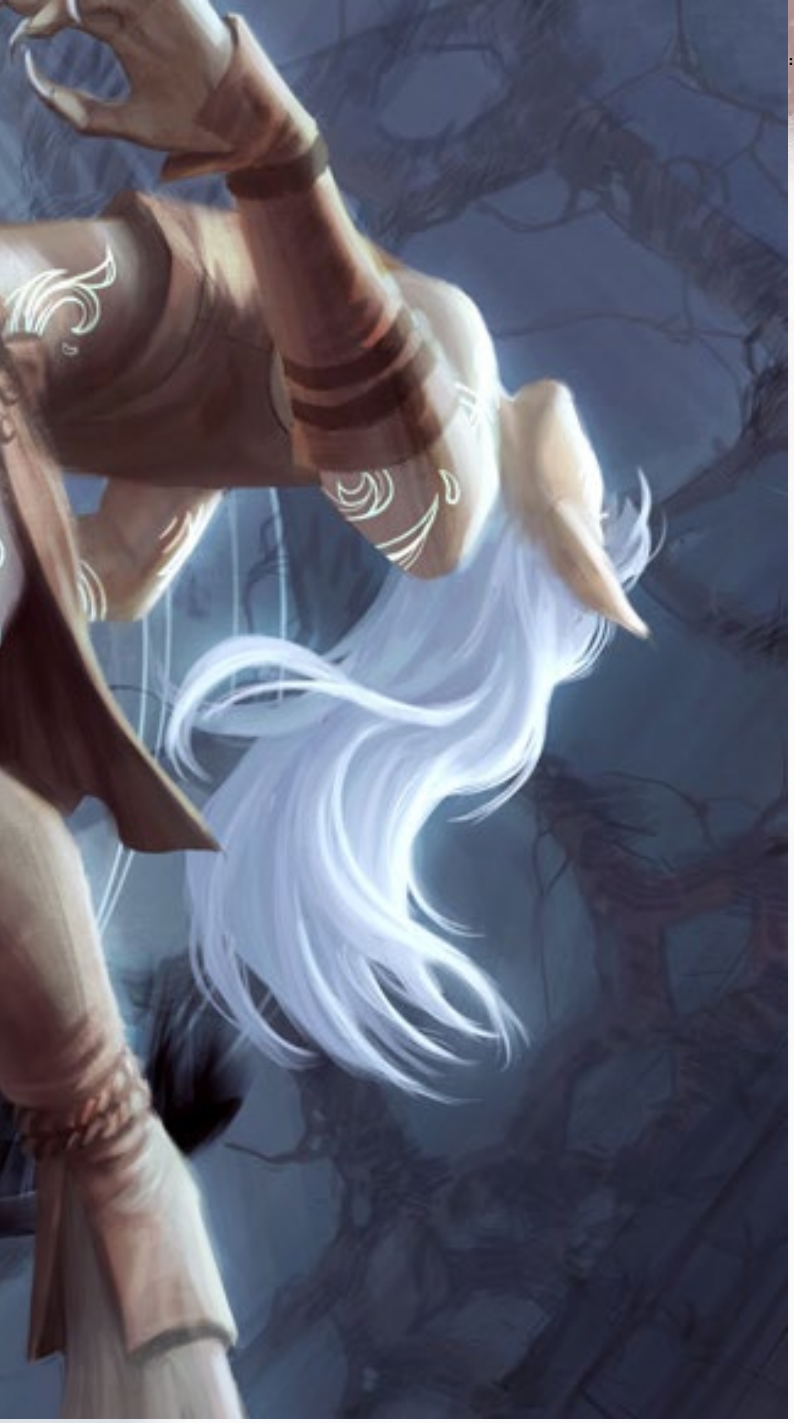


common cause with Sidereals. When the Cult of the Violet Star summoned the demon Njèza unbound into Creation, Raksi partnered with Naj the Hellbinder, one of Jupiter's Chosen, to banish it and purge the cult.

At other times, though, misunderstandings have led to needless bloodshed between Lunars and Sidereals. When the Chosen of Journeys Xaphem-Om visited the Caul to investigate whether whatever magic banished it from Creation could do so again, the young Lunar Bends-the-Oak mistook him for a Bronze Faction agent, precipitating a fight that left both dead.

Both sides' hardliners have deliberately sabotaged efforts to overcome this animosity. They see any armistice as mere cover for enemy treachery, while true unity would demand sacrificing their political agendas, prejudices, vendettas, and much of their hard-won power and influence. Today, both sides' elders presume any such offer masks betrayal.

The newly resurgent Gold Faction has made diplomatic overtures to a number of shahan-yas they believe will be sympathetic. However, even those who agree with the Gold Faction's agenda of aiding the returned Solars often still distrust the Sidereals. Even the most trusting are wary of the potential for the Bronze Faction to intercept their communications with the Gold Faction.



## Solars

The Silver Pact has held mixed opinions on the few Solars spared from whatever foul magic thwarted their rebirth. The Lunars bonded to them have often — but not always — been staunch allies to their mates. Others viewed these handful of Solars as anything from unpredictable liabilities to useful stalking horses for baiting the Wyld Hunt. The Bull of the North's burgeoning empire drew the Realm's attention and broke House Tepet's military hold on its satrapies, allowing the Pact's (and Vanguard's) ventures elsewhere in the North to flourish.

The Solars' return has cast the Silver Pact's plans into uncertainty. They could be powerful allies against the Realm, but their agendas may conflict with the Pact's own. No Lunar intends to step aside and let the young Solars take Creation's throne. Complicating matters further are the resurgent bonds between many Lunars and the Solars, which have unleashed a great torrent of passion. No consensus on the Solars has emerged among the Pact, and there may not be time to form one before the time comes to act.

## Abyssals

While some in the Pact had heard rumors of deathknights, their speculation was only confirmed when the Mask of Winters conquered Thorns. Most Lunars aren't certain what to make of them, and little consensus has emerged. Some welcome the emergence of these new Anathema as another thorn in the Realm's side; others believe the threat they pose to the living outweighs any benefit they might provide the Pact's plans. A Lunar's views on Abyssals are most likely determined by her individual experiences with them. Complicating the matter, some Lunars have felt their Solar Bond stir to life in a deathknight's presence and concluded that they must be Solars somehow tainted by the Underworld.

Anja Silverclaws, staunch adversary of the Mask of Winters, was shocked when she crossed blades with one of his deathknights only to see her Solar mate's soul unquestionably shining from behind the Abyssal's eyes. While the duel ended in a draw, she tells herself that the discovery can't undermine her commitment to killing the deathknight, though the truth of her feelings may be more complex.

The Pact as a whole has yet to accept the connection between the Abyssals and the Solars. It's a question Lunars must reckon with in determining whether the deathknights are allies or enemies in their vendetta against the Realm.

## Infernals

The Silver Pact knows precious little of the Infernal Exalted; many members have no idea they exist. Those who do have gleaned hints and rumors from bound demons and shamanic visions, but not enough to reveal the Infernals' nature, or what impact they may have on the Pact's vendetta. Encounters have been rare, but at least one Lunar has met her Solar mate reborn as an Infernal, giving rise to disquieting conjectures.

## Exigents

The Exigents are too varied in nature, agenda, and allegiances to draw easy generalizations. Some have

proven worthy allies to Pact members: Bazidara, Chosen of Amoth City-Smiter, fought by Ma-Ha-Suchi's side in many storied battles of the Shogunate before falling to a Wyld Hunt; the god-admirals of Cabochon engage in trade with Sunken Luthe. Others are enemies of the Pact, either because they serve the Realm's Immaculate Order, or because their own goals run counter to the Pact's. In those few places where Exigents are truly numerous — among the great divine gatherings of Great Forks, or in shining Uluiru amid the frozen Northwest — even Lunars tread lightly, uncertain what power they might wield.

## Liminals

The Pact's interactions with Liminals are infrequent, and as the Liminals have no cohesive social structure, relationships with them are purely on an individual basis. Many Liminals care little for the Pact's vendetta, although some lend help in exchange for the assistance of Lunar witches and necromancers in dealing with the undead. However, others have fought against Lunars who open shadowlands or raise armies of dead horrors.

Withari's Child, a Northern Liminal who's made more than her share of ghostly enemies, occasionally visits Smiling Rat for refuge and aid. The shahan-ya relishes his guest's strangeness and hopes to further his knowledge of death by studying her reanimated flesh. Another Liminal, Dreams-of-Rain, was made by a Ragara sorcerer hoping to resurrect her dead son, only to lose his creator to a Lunar's fangs. He seeks to track down and slay his maker's killer and has no compunctions about undermining other Lunars' plans and dominions along the way.

## Getimians

When the Getimians first appeared, striking at the Sidereal host's heart, the Pact hoped to make allies of these mysterious new Exalted. However, the more they've learned about the Getimians, the less an alliance seems possible. Rakan Thulio, the Getimians' leader, is known to the Pact's First Age survivors as one of the Usurpation's architects. Even if he's renounced the Bronze Faction, no shahan-ya would trust him. Pact members who've encountered Getimians have sought to make use of their enmity toward the Sidereals and their power to disrupt destiny, but as unwitting assets rather than comrades in arms.

## The Guild

The Guild's Creation-spanning network of mercantile enterprises is one of the most prominent mortal powers with which the Silver Pact has dealings. Much like the Pact, the Guild is heavily decentralized, making it much more resilient against Lunar infiltration than most kingdoms or organizations. Profit is its overarching motivation in all things, making it a poor ally, but a useful tool. In regions where the Guild's presence undermines the Realm's expansion and trade, the Pact leaves it be or actively supports it. When its activities serve Realm interests, or its slavers and opium peddlers venture into Lunar dominions, the Pact moves against it, ruining the merchant princes responsible.

The Guild factor Miral of Cho-Holuth — primary shareholder in the Golden Door Consortium, whose caravans run from Nexus to Greyfalls — prospers from her arrangement with Ma-Ha-Suchi's adherent Ranotis. Miral informs Ranotis of Lookshyan and Realm purchases and troop movements along the caravan route in exchange for safe passage unhindered by Lunar interference. Having discovered that Greyfalls satrap Cynis Verheen has suborned Miral, Ranotis now feeds the Guild factor false information of his own, making her a triple agent.

## Spirit Courts

The Pact frequently deals with Creation's gods and elementals, both in Lunar dominions and in Realm-held satrapies. Spirits can offer miracles to aid the Pact's operations or bless a dominion's mortal populace, while Lunars can protect spirits from the Immaculate Order and other potent mystical threats or intervene when a god's cult or domain is threatened. However, when spirits exploit or abuse mortal communities, Lunar shamans may intercede on the mortals' behalf and cast down gods unwilling to resolve such matters peacefully. While this is most common in Lunar dominions, some Lunars take a dim view of any spirit who mistreats or neglects his worshipers, no matter where he may be.

Many Lunar shamans and witches maintain longstanding ties with specific spirit courts, working to indebt gods and elementals in order to call upon them later for favors. Aqadar trades favors with the spirit prophets of Fajad's Abhari creed; in exchange for their assistance in his sorcerous labors, he's dedicated considerable energy to covertly opposing the Immaculate Order's attempts to suppress their worship. Smiling Zamisha (p. XX) maintains good relations with the Eskari's clan gods by subduing or killing any spirit that contests their position as chief deities of the nomadic people.

Gods associated with Luna's own spirit courts — their portfolios including such domains as the tides, purity, illness, nocturnal beasts, and dreams — are particularly sought out for this purpose. Some shamans feel spiritually elevated by

such dealings, while others hope to leverage these gods' shared affinity for Luna to more easily bargain with them. These gods include such luminaries as Tethys on the Untrammeled Path, god of the lost; Merevin the Fever-Dream; and Kama-Soth, the god-bat of lunar eclipses.

## The Dead

Ghosts occupy a variety of positions in shadowlands and the Underworld, and many have cause to treat with the Silver Pact. Ancestor spirits venerated by prominent cults are similar to gods in their concerns and interests, and often even more invested in protecting their worshipers owing to the blood ties between them. Weaker ghosts often face threats from other Underworld denizens — more powerful shades, inhuman monsters, deathknights, or Liminal ghost-hunters — and crave protection.

While the undead may be less potent than gods and elementals, their ties to the living can be a boon in bargaining with the Pact; Lunars may view ghosts whose descendants dwell in her dominion or otherwise fall under their protection as part of their flock. Wake, who dwells among the ancestor-worshiping Touman Clans (p. XX), has many old friends among the clans' ghosts, and defends them as vigorously as she would any living Touman.

Moreover, the Lunars have been Creation's foremost necromancers for most of the Second Age, and some bargain with ghosts for the Underworld's secrets. Seven Obsidian Leopard consults with ancient shades both for their service and to learn the history of the Dreaming Sea and the secrets that lie scattered along its shores, offering draughts of his own divine blood (and that of his Dragon-Blooded prisoners) and protection in exchange. Smiling Rat strikes dark pacts with the ghosts of the Realm's victims, offering them the chance to expend their Essence and existence to fuel the bleak magics he wields against their oppressors.

## The Fair Folk

The Silver Pact has kept a watchful eye on the Fair Folk since the invasion that toppled the Shogunate, unwilling to let such a crusade ever happen again. Pact agents infiltrate the courts of faerie princes who've amassed enough power to threaten Creation, employing subterfuge, sabotage, and assassination against them. When Prince Ravel-Soul of the Lapis Lazuli Court unearthed the Ophion Megalith, a First Age weapon lost to the Wyld, Bhagaval Iron-Hand convinced three rival courts that he meant to turn it against them, and used the ensuing conflict to sabotage the Megalith irreparably.

But not all fae are enemies of the Pact. While working with them is always a fraught endeavor, Lunar shamans have bargained with raksha or bound them into service to turn them against the Realm. Klesamra Lotus-Seed recruited multiple Southern faerie courts to the Pact's side by promising them a tithe of souls from Realm citizens captured in battle — though this alliance sparked controversy, and ultimately drew the censure of a council of shahan-yas.

## Local Powers

Aside from world-spanning powers like the Realm and the Guild, the Pact must also contend with noteworthy regional powers. While such powers may be of little concern to the Pact as a whole, individual Lunars or the schools of shahan-yas active in their spheres of influence must take their influence, activities, and ambitions into account.

Opinions on the Confederation of Rivers — an alliance of nonaggression and mutual defense that loosely binds many Scavenger Lands kingdoms — vary throughout the Eastern Pact. Some, such as Ma-Ha-Suchi, see the coalition as nothing more than an adjunct to Lookshyan hegemony over the Scavenger Lands, and wish to undermine its already-limited power and dismantle its web of alliances. Others, like Sublime Danger, see a stronger, more independent Confederation as a potential counterweight to Lookshyan interests.

Amid the Dreaming Sea, Tanisa Ring-Eater and her adherents scheme to undermine diplomatic relations between Volivat and Ysyr, so that her agents in nearby Prasad can more easily steer that empire against the Realm. This stands at cross-purposes to Tanisa's partner Seven Obsidian Leopard, who'd prefer to see Volivat and Ysyr crush Prasad's Dragon-Blooded elite. Ahaz of the Palace Couril — a ruthless, venturesome Ysyri sorcerer-prince — is secretly allied with Seven Obsidian Leopard, serving as the shahan-ya's agent in Ysyr in exchange for occult tutelage.

In the Southwest, Sha'a Oka welcomes the aid of Lintha corsairs in service to his adherent Lintha Haquen Fia-Shaw Flowers Unbending in the Storm. Likewise, Lunars such as the reclusive guerilla leader Ten Stripes who operate within or near the Realm's boundaries happily encourage Lintha piracy against satrapial interests. But Lunars acting beyond the Realm's sphere of influence, such as Lukha Palash, actively hunt Lintha squadrons to protect their dominions from piracy.


Skandhar-Bhal
Fajad
Aqadar's Needle
Black Winter Bonevard
Utahi
Eldaj
Wu-Jian
Mounta
the Spide
Wavecrest
Sunken Luthe
The Caul
Kama
Morovath
Sekima
The Last City
Melilune
Houshou
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Fortress of the Fulgurite Spire
An-Teng
The Lap
Chiaros
Zhaojūn
The Bronze Tide
Ka-Koshu's Domain
Three Devil Princes


Touman Clan Conquests
Iscomay, the Empire of the Bear
Shattersea Bastion
Shadow Fang Vanguard
The Nail
House Ferem
Medo
Thousand Fangs Army Total Control Zone
Greyfalls
The Seventh Legion
The Palace Sublime
The Broken Horn
The Nameless Lair
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On the prow of a gleaming warship, Lukha Palash regarded a city about to fall.

"Look," he instructed Kamezi, pointing to the docks. "You see that?"

The Issyk lieutenant placed muscular forearms on the galley's railing, squinting across the waves. In the port of Rist, defenders lined the docks to make one last stand against the Bronze Tide. But that wasn't what Lukha wanted Kamezi to see. Throughout the city beyond, columns of smoke furled into the sky.

"They're all across the city. What are they burning?"

"Look closer," Lukha said. The Changing Moon closed his eyes and let crashing waves and the smell of brine fill his consciousness. Behind him, a Mygdon war fleet's bird-prowed hulls cut through the wreckage from this morning's hard-fought battle. The Bronze Tide had lost a dozen galleys to Rist's cannons. Decks ran red with blood, and the cries of the injured blended with those of the gulls wheeling above. But steep as the Tide's losses were, it was Rist who'd truly lost — Lukha's ships had utterly destroyed their navy.

Lukha had spotted the first wisps of smoke shortly after the fleets engaged. More and more had appeared as the fight went on.

"Ah, I see," Kamezi marveled. "It's the storehouses, isn't it?"

Like any city in the Cinder Isles, Rist traded in the sea's riches: redfin, pearls, murex dye, and whale blubber oil. Word had reached Lukha of a kill so huge it could light the city's lanterns for a thousand nights, calling the Bronze Tide like raitons to a corpse. Now it seemed Rist's citizens were determined to deny the Tide the spoils.

"The storehouses," said Lukha, "and the fields beyond. They're burning them as they flee." He admired the strategy, even though it made things harder for his own people.

"What a shame to waste those resources," the lieutenant lamented. "It's not just food and oil, though, is it? Surely the flames will spread. Why would they do this to their home?"

"How did we leave ours, Kamezi, and why? We are our people — not our cities, not our ships. Pride in what we've built is a luxury." He turned, gesturing to the fleet with a lithe, tattooed arm. "Did we want to leave our soil, the shrines their mothers kept? Are you any less Issyk for not looking back? Am I any less Mygdon?"

The lieutenant wrestled with this in silence.

"You know what we'd see if we did." All who set sail with the Bronze Tide had heard the stories of the Fair Folk's arrival on the Gray-Eye Peninsula. But in the moment of Lukha's Exaltation, he'd seen it. When Luna came to him, they showed him what his people fled: the impossible beauty with which Spear-Empress Bhadri and her companions ripped away the faces of kings and slaves alike, inhaling souls like vapor from their dreamlike boiling pits. For Lukha, the stories were memories, the Bronze Tide as much flight as conquest.

His tattoos shone with silver anima now, wings unfolding from his back, his feet becoming talons. His galley and those beside it breached the mouth of the port. A defiant roar went up from the warriors awaiting their arrival. The fleet's sailors answered it with one of their own.

"Wait for my sign. When you land, Kamezi, fight with respect. We all do what we must."



*Chapter Three*

# Lunar Dominions

The Realm's power cascades upon the world's periphery like crashing waves. To meet crushing tribute demands, satrapies send raiders and privateers against neighboring peoples, plundering cattle, crops, raw materials, and finished goods, and taking their people as slaves. Meanwhile, the temptations of Realm markets encourage those beyond the Realm's direct control to war on their neighbors for goods and slaves to sell.

Explorers, exiles, and renegades migrate out beyond the satrapies to conquer. Diseases brewed in the cauldrons of Inland Sea metropolises wreak havoc in distant lands, carried by satrapial travelers. Immaculate missionaries spread their religion hither and yon, upending longstanding customs and dividing peoples against one another. Satrapial and Dynastic mercantile ventures combine trade and force, compelling locals to buy goods at exorbitant prices or suffer violence, pillage, and enslavement. Mines are opened or seized, and locals enslaved to work therein.

Such pressures incite resentment against the Realm throughout the Threshold. In some places, this is outweighed by admiration of the Dynasty's power, fear of the Imperial legions, faith in the Immaculate Philosophy, or greed for a share of Realm commerce and authority. But nowhere is wholly free of the desire to throw off the chains of blood and iron with which the Threshold is bound. Lunars leverage that desire to draw societies into their orbit and induct them into the Silver Pact's crusade.

Lunar dominions are societies that Lunars have shaped into weapons against Dragon-Blooded hegemony. Some are military staging areas, dispatching raiders or armies against satrapies. Others are strongpoints that lure legionary forces to their doom. Still more stand well beyond the Realm's borders, gathering strength against the day when the Silver Pact moves in full force against the Shogunate's heirs.

### LUNAR TERRITORIES

Boundary-Marking Meditation (p. XX) lets Lunars claim regions as their territory, designating three qualities of the region, e.g., fertile, isolated, or menacing. Sidebars throughout this chapter describe dominions' qualities. If a quality supports an action within a territory, it counts as an applicable specialty; if a quality opposes an action, it imposes a –1 penalty. The territory's master can deny its benefits to enemies, or exempt allies from its penalties. Boundary-Marking Meditation can only claim territories of a certain size; a Lunar who rules a large dominion might have multiple territories.

## The Mountain of the Spider King

The glimmering, scenic Black Shale Road that runs through the Northern Threshold would attract and delight countless travelers, were it not for the Mountain of the Spider King.

Nestled high in the North and towering above the Black Shale Road, the mountain has few visitors despite overlooking an active trade route. Few Realm merchants or slavers can safely see their caravans across the road; many choose longer, safer routes instead. Other merchants unable or unwilling to brave the White Sea must bribe the Spider King for safe passage or risk being made an example for future travelers.

The mountain is a warren of caves, caverns, and tunnels, some natural, some carved over centuries; some so tiny only a child can crawl through, others large enough to hold entire towns. In islands of warm firelight within these cold, dark caves, Aum-Ashatra the Spider King makes his home and watches over his people.

## Aum-Ashatra, the Spider King

Though ancient, Aum-Ashatra seems full of youthful vigor. His stern face has been hardened by years of troubles but is lined by easy smiles. His presence lights up rooms, and he's fond of small witticisms and pranks. But centuries of leadership, war, and loss weigh heavily upon that side of his nature, and when it comes to his people's defense, the Spider King spares no time for humor. When he holds court, his favored granddaughters act as his mouthpiece so he can maintain a perfectly impassive expression as he passes judgement.

The Spider King most commonly wears his six-armed hybrid form, skin nearly as dark as the mountain. When he chooses to walk unnoticed and assumes his eternally youthful human form, only the venom dripping from his hollow fangs shows his true nature.

A self-appointed protector of the lost and downtrodden, Aum-Ashatra's made his mountain a refuge for travelers in need as well as a bulwark against the Realm. He's inculcated hospitality in his descendants, who offer food and shelter in the mountain's caverns to refugees, war orphans, and other unfortunates that arrive on the Spider King's doorstep. In exchange, he extracts whatever favors his guests can provide for the mountain's benefit or to the Realm's detriment. Many who have nowhere else to go decide to stay and seek adoption into one of the mountain's families.

A proud and illustrious member of the Silver Pact, Aum-Ashatra takes his duties as shahan-ya seriously. It's rare for the Spider King to be without a young Lunar under his care, tutoring her in intrigue and espionage while dispensing assignments to shore up the mountain's defenses or lead offensives against the Realm. In the councils of Northern shahan-yas, he holds himself above the fray of matters he deems local or petty, saving his advocacy for decisions he sees as truly vital to the Realm's downfall.

## Life in the Mountain

Centuries ago, Aum-Ashatra established his dominion within the mountain, accompanied by a handful of Lunar adherents, his Moon-Touched children, and mortal bandits and raiders who'd pledged their loyalty to him. Their descendants make up most of the mountain's populace, though refugees and exiles who've sought shelter over the centuries have contributed to their numbers.

Food is a constant concern in the mountain. While its denizens tend edible fungi in its depths and venture outward to hunt, fish, and tend crops in its foothills, this is inconsistent at best. The tithes paid by merchants passing along the Black Shale Road and the spoils of raiding Realm caravans are traded with neighboring peoples and bandit groups in exchange for food to supplement what the mountain's people produce, and for other goods they can't produce themselves. When these trade relations can't supply enough — particularly in harsh winters — raiding bands venture forth to pillage their neighbors. In such times, Aum-Ashatra's mandate of hospitality is often contentious, and opinions of refugees and exiles grow sour.

**AUM-ASHATRA'S TERRITORY**

The Mountain is *dark*, *well-defended*, and *labyrinthine*.

Crime in the mountain is harshly punished. Minor offenses like assault or theft often earn branding, exile, or execution, while more serious crimes are punished by gruesome fates like slow poisoning or being cast out unclothed into the snows of the Black Shale Road.

### Families of the Mountain

The Spider King took as spouses those whose cleverness, tenacity, or daring pleased him. From their descendants arose the four families of the mountain. Each family rules itself and elects a chief to address its needs and grievances to the Spider King. Aum-Ashatra's lineage runs strong, and his spiderfolk descendants are elites among the families, sought out for their purported wisdom and favored in elections.

The **Ariha**, eldest among the families, tend the hardy mushrooms that line the black shale caves, and have used this staple crop to secure a position as wealthy merchants. The **Tehraihn** maintain a warrior tradition, viewing themselves as the mountain's first line of defense and reaping the bounty of raiding. The wily **Vezhetra** trappers and artisans create both the beautiful and useful wares that circulate in the mountain's markets and the deadly traps that guard its people. The newest family, the **Shasai**, are diplomats and mediators between other families.

Outsiders wishing to live in the mountain must seek adoption into one of the families, undergoing tests to ensure they aren't spies or Realm sympathizers. An adoptee's life is filled with hard labor, but the promise of a warm bed and meals sounds like paradise to many who seek Aum-Ashatra's mercy. The mountain doesn't keep slaves; captives are only taken for interrogation or ransom, with others who surrender either released or executed.

### ORIGINS OF BEASTFOLK

Beastfolk are humans with animalistic mutations. A bearwoman might have an ursine head, shaggy fur, and sharp claws; the centipedefolk of a Wyld-tainted forest might have multiple limbs, a chitinous exoskeleton, and venomous fangs, while a clan blessed by an insect-god might have human upper bodies and the lower bodies of stag beetles. Beastfolk mutations are usually heritable, although they may diminish or disappear entirely from a bloodline over multiple generations. While they face social stigma among some cultures, beastfolk are human in every sense — including the potential to Exalt.

Lunars can create beastfolk, most notably by using Beast-Soul Crucible Awakening (p. XX) to create sacred testing grounds that transform those who overcome their trials into beastfolk. Any child a Lunar sires or conceives while using Hybrid Body Transformation (p. XX) inherits her parent's animalistic mutations.

Lunars aren't the only source of beastfolk. An animal god's blessing might turn a mortal into one, as can sorcery or exposure to the Wyld. In the Wyld's far reaches, where reality's laws grow tenuous, couplings between humans and animals might yield beastfolk progeny.

## The Lay of the Mountain

Each of the mountain's families oversees a section of tunnels leading up into the the mountain's higher reaches, building homes into the rock itself. Blocky, square, and utilitarian in design, these cavern-homes are the last line of defense should an enemy ever claim the mountain. Every home has at least one escape tunnel, linked to other, hidden tunnels to allow swift evacuation. Despite this pragmatism, a home's interior is a deeply personal thing to mountain-dwellers. Most display colorful stones, fish scales, battle trophies, and other personal touches.

Beneath these are torchlit, underground markets where mountain-dwellers hawk the fruits of their labors — artisans with woolen, leathern, and wooden goods; herders, hunters, and trappers with meat, fish, and furs; warriors and scavengers with plunder from raids; and tinker-smiths with wares refashioned from such loot. These markets also act as meeting halls, the only places within the mountain where teahouses or bath houses — dug down into the mountain where sulfur vents naturally heat water — exist.

### THE SPIDER KING'S PETS

Cat-sized spiders originally domesticated by Aum-Ashatra wander the mountain's middle reaches, thinning the numbers of rats and other vermin amid the markets and storehouses. Larger, feral spider breeds haunt the lower tunnels, discouraging exploration.

The lower tunnels — ranging from 100 yards above ground to deep beneath the earth and encompassing most of the obvious cave mouths along the mountain's slopes — are a warren of unmappable passages filled with deadly and dangerous traps. Few mountain-dwellers venture here; traps don't distinguish between friend and foe, and the centuries have seen so many built that even Aum-Ashatra doesn't know the location of every danger.

## War on the Realm

Aum-Ashatra first turned his eye toward the ancient Black Shale Road five centuries ago, when the Scarlet Empress sowed a crop of cadet houses across the near North. From the mountain, his raiders could range along the road before striking south into the newly established Northern satrapies. He gauged that by the time the Realm's borders encroached upon the mountain, he'd be even better positioned to harass its merchants and strain its overextended garrisons.

Imperial sieges of the mountain have been protracted, bloody on both sides, and frustratingly unsuccessful. Even when the Dragon-Blooded triumph over the mountain's forces in the field, they've never forced the Spider King from his lair.

To travelers, the mountain offers deceptive safety. Low tunnels seem easy refuges from the rains that drench the Black Shale Road, but they conceal deadly traps and giant spiders. In winter, the mountain-dwellers build fires that can be glimpsed from cave mouths, luring in frostbitten travelers.

In open battle, Aum-Ashatra favors misdirection, using feints, feigned weakness, and traps to disorient, divide,

### SPIDERFOLK

Aum-Ashatra's spiderfolk have Extra Limbs (**Exalted**, p. 166) and Spinnerets (p. XX).

and scatter his opposition. He only takes to the battlefield himself when his warriors face Dragon-Blooded opposition, or when he wishes to provide his few surviving enemies with tales of a terrifying six-armed god whose fangs drip death.

## Prominent Figures

**Arisahvta**, the Ariha family chief, is a stern woman with a constantly disappointed expression. Young but brilliant, her management of the family's food reserves during a harsh famine saw her handpicked by her predecessor, though some Ariha still debate her merits as a leader. She has a sharp tongue and quick temper, lacking patience with those who can't match her vast intellect. Refugees and adoptees are especial targets of her ire; she believes hospitality is an unnecessary drain on already tightly stretched food supplies.

The current Tehraihn chief, the beastman **Quicksilver Razor Edge**, slew a Dragon-Blood in combat, though he lost a foot and three arms, and suffers chronic pain and shortness of breath from other wounds. His enforced retirement has given him a new lease on life, training his children to be the greatest warriors the family has ever produced and developing terrifying tactics to ply against the Realm.

**Ix Tzel** is foremost among Aum-Ashatra's Lunar students, a wise and prideful savant who educates mountain-dwellers when not carrying out the Spider King's will. It's taken him many years to achieve his trusted position with the shahan-ya, and he jealously watches against any threat to his hard-earned accomplishment. While not openly unfriendly to fellow adherents, he subtly works against those he deems unworthy.

## Neighbors

A few days' journey northwest of the mountain, the satrapial city-state of **Tantara** nestles in a sheltered bay. Much of the original white-towered city, rising above the bay on a hill, is abandoned and overgrown. But the port, long diminished by war and economic stagnation, has seen a renaissance. The Imperial Navy established a base for anti-pirate operations over a decade ago, protecting White Sea ports and shipping from invasions and pirate raids, and allowing traffic to more easily bypass the Black Shale Road and the mountain. Today, herring fisheries and Guild-backed trading companies thrive in the lower city, and new construction sprawls out along the shore.

But in the past year, much of Tantara's Imperial Navy presence has been withdrawn. Businesses supplying the naval base's needs have suffered, while piracy has increased in frequency and intensity. The city-state's three princes and satrap Sesus Magel Shireen argue vehemently over how best to protect both merchant traffic and the city itself from attack while still meeting House Sesus' tribute demands.

East of Tantara, several small fishing villages carved into the cliffs above **Brakefish Bay** are united by worship of a pantheon of seabird-gods. By an ancient bargain, they enjoy the Spider King's protection in exchange for providing a covert trade outlet for the mountain. However, Aum-Ashatra has razed more than one village in retribution for selling information to the Realm. Others have been torched by the Imperial Navy for piracy — whether for their own raids on coastal shipping, or for harboring infamous White Sea pirates such as Broken Spear Mokraj.

Farther east, the lands of **Furze** and **Silcrow** lie in ruins. They burgeoned together for a time, coastal Furze trading its maritime bounty for the Silcrow highlands' ore, wool, and mutton. But Furze bowed to the Realm after Howling-Wind Hakkar, one of Aum-Ashatra's students, claimed Silcrow as her dominion. The wars between them are years past. Furze was officially absorbed into Tantara's satrapial borders, though only a few scattered villages remain among the ruins along its haunted coast. And while Howling-Wind Hakkar is long gone, Silcrow's surviving clans still resent Furze's folk, and conduct annual bloody raids that their lowland targets cannot repulse.

High in the mountains, higher than the mountain's populace usually travels, live the **Skyborn**, nomads who tame great flying eels and herd mountain goats. Descended from an avian god's twin feathered children, this God-Blooded clan is adapted to the high altitude enough that they feel sick if they descend too far. Aum-Ashatra has taken advantage of the tribe through one-sided trade agreements, knowing they have few other options. Their divine ancestor, incensed at this, petitions Immaculate monks in nearby satrapies to aid his children.

# The Touman Clans

Centuries ago, when the empire of the Touman Prince — that high-water mark of Medo's power and sovereignty — fell before the Imperial legions, thousands of Medoans fled north to escape the Realm. Traveling north of the White Sea, the Touman clans carved out a place in the far North as a terror to tundra nomads and frontier cities alike.



In their travels, the Touman eventually crossed paths with Wake, a Southern Lunar who, being likewise far from home, named them kindred spirits and joined their company. With Wake as their divine champion, the clans' might grew, and their ambition with it. Eventually, no longer content to raid White Sea settlements, they conquered and took up residence in the riverine city-state of Carnelian.

Carnelian, along the Huldoth River estuary on the White Sea's northern shore, is a city of riches. Silver, jade, and gemstones flow through merchants' hands like water. Once, its diplomats employed this wealth as their shield, securing peace through a careful balance of trade and favors among the city's neighbors. But the coming of the Touman disrupted everything, as they raided and looted neighboring city-states in a storm of fire and iron. Most of Carnelian's aristocracy fled the city; those who remained opened the gates to the invaders in hope of mercy. The clans claimed the city-state and its luxuries for their own and have dwelled there ever since.

The Touman clans have changed since they conquered Carnelian, but their original political structure remains largely intact. Each of the several clans is led by a knez (plural: knezi), a leader elected for life from among the previous knez' offspring by her kin. The voivode, elected by the knezi from a clan bearing the royal bloodline of the Touman Prince, holds council with the knezi and decides on matters concerning the clans as a whole. Voivode Sangerel, the clans' current leader, holds court amid the palace of what was once Carnelian's wealthiest aristocratic family, while the knezi have claimed the estates of lesser aristocrats.

Twenty years later, the Touman stand divided. The rich and powerful, now wealthier than they'd ever imagined, wish to remain in Carnelian, while the poor and marginalized seek a return to their people's nomadic roots — but lack the resources to safely depart alone.

## Wake

Wake isn't of the Touman, nor does she rule them, but she's intertwined her life with theirs for decades. Originally hailing from the South, she spent her early years fighting the Realm, but fell into despair at her mentor's death and the losses her wars inflicted on her countrymen. Her time among the Touman has been a reprieve. She joins clansfolk on the hunt, drinks and feasts with wealthy nobles, and spars with young children, all the while staunchly refusing to take on any authority. Yet Wake remains a force to be reckoned

with on the battlefield, and she won't hesitate to unleash her divine might to aid her adopted people.

The Touman welcome Wake's presence, seeing her as a friend and champion of the clans. She's known much of the clans' current leadership since they were children, an immortal hero-aunt to an entire generation. While she strenuously avoids involvement in political disputes, knezis and voivodes take care not to be seen as opposing her, lest their status suffer for it. Leaders and ambitious warriors curry favor with her — once Wake throws her support behind a raid or conquest, few can argue against it, and canny clanfolk have advanced their ambitions by manipulating the demigod. While the Touman have made occasional efforts at syncretizing worship of Wake into their native faith over the centuries, the Lunar resists all but the quietest veneration, lest she take on unwanted religious authority.

Wake's spirit and willingness to fight the Realm have been renewed, yet her closeness to the Touman breeds uncertainty over whether to turn them against the Dynasty or seek out a new people and raise her dominion among them. The Scarlet Empress' disappearance has forced Wake's hand; if she's ever to strike at the Realm, this is the time. Sooner or later, she must press the Touman elders toward abandoning Carnelian and raiding the satrapies beyond the White Sea or leave to fight without them.

## Touman Culture

The Touman are loud and vivacious. They wear flowing, fur-trimmed coats in vibrant hues, a bright rainbow against the Northern tundra. Their wagons, most of which now molder outside Carnelian's walls, are painted with scenes of Touman history — not realistic renderings, but artistic impressions full of color and stylized bodies that capture everything from the Medoans' origin myth and prehistoric legends to fleeing Medo, meeting Wake, and conquering Carnelian.

Social life revolves around Meets, communal festivals of relaxation and negotiation that range from a single evening to several days of festivity. Drink flows generously, deals are struck over richly seasoned food, and clansfolk join together in whirling dances and wrestling bouts — a perfect way to navigate social disputes before they give rise to violence. Once held in large tents designed to stay warm in the Northern cold, Meets are now held in Carnelian's lavish estates. Voivode Sangerel hosts regular Meets for her council of knezi, plying their goodwill with marijuana and drink.

## Carnelianer Culture

Carnelian rose to prominence out of the collapse of the Haywain Kingdom, a state formed in the aftermath of the Great Contagion. While its sister city-states warred with each other, Carnelian turned inward, surviving the internecine strife that devastated wealthier neighbors.

Carnelianer culture emphasizes the seasonal cycle. Winter is marked by bonfire festivals, where attendees dance dressed as wood and fire spirits. Spring is celebrated with circle dances and processionals of praise for the city-state's pantheon. Wealthy Carnelianers indulge year-round in the communal pastime of relaxing in an enclosed chamber filled with marijuana smoke.

The Touman have markedly influenced Carnelianer culture: Colorful fabric and flowing garments are in fashion, artists emulate Touman wagons' stylized iconography, and architects design rooms around central hearthfires. The Touman, in turn, have been shaped by their subjects, incorporating many aspects of Carnelianer celebrations into their Meets, and consuming vast quantities of smoked fish and pickled vegetables.

## Religion

Touman religion centers on the worship of ancestral ghosts. Upon death, the body is burnt in a pyre, the bones interred by the clans' whisper priests to ensure the spirits of the dead will stay to watch over their descendants. Living Touman offer prayer and sacrifices to their ancestral ghosts, who in turn offer counsel, provide blessings, and negotiate with other spirits.

Not all dead Touman persist as ghosts. It's most common among those whose wealthy families could afford lavish sacrifices for their funeral pyre and stately interment for their bones. Yet with the shifting of fortunes over centuries, the poorest Touman might be guided by a long lineage of ancestral spirits, while one newly come into wealth and prestige might have none.

The Touman clans carried their ancestors' bones with them on the journey north in grand ossuaries built on ox-drawn carts and hauled across miles of snow and ice. Upon conquering the city, Wake led the ancestors' spirits in ousting the Carnelian gods from their temples. There the Touman interred the bones of their fallen, both to honor those who died conquering Carnelian and to quell the native deities.

Concern for their descendants or their own cults has drawn the ancestors into the political divide between wealthy and penurious Touman. They still counsel

the knezi, but where they traditionally spoke with one voice, ancestors of the same clan may propose diametrically opposite approaches.

While the Touman revere the ancestors above all other divinities, they have worshiped other spirits, the gods of the lands they've passed through. Most such syncretisms are short-term affairs, lasting only as long as the clans remained in a spirit's territory, though some minor rural deities followed the clans, abandoning or uprooting their original cults. Most of Carnelian's native gods struck such bargains with the Touman, though some holdouts detest the conquerors too much to ever acquiesce — and as such, must contend with their cults being proscribed, and even Wake's attentions should they grow too forceful in their discontent.

The Immaculate Order had sent missionaries to Carnelian with some success ere the Touman conquered it. Soon after the city's fall, Wake led a warband in tearing down Immaculate shrines, and her animus informs the Touman's views of the Immaculates. The Touman drive out further missionaries and forbid Immaculate rites, but an underground Immaculate following involves itself in the Carnelianers' occasional insurrections and conspiracies against their conquerors.

## At a Crossroads

The traditionally polyamorous Toumans' courtships with Carnelianers — born out of both political convenience and passion — clashed with cityfolk mores. Monogamous marriages with Carnelian nobles and merchants broke from tradition but allowed clansfolk to consolidate social and economic power in the years following their conquest. Their families became Carnelian's elite, channeling merchants' profits into their own coffers. This deviates sharply from nomadic Touman life, where wealth belonged to clan rather than individual.

Today, well-to-do urban Touman demonstrate physical prowess in sport instead of combat and buy slaves from Guild merchants rather than winning them in battle. The oldest children of such marriages are now coming of age at the forefront of Touman's societal division: Some wish to remain and revel in their privilege, while others yearn for a nomadic life passed down to them in tales and legend.

Touman who failed to adapt — those whose traditionalism or lack of prestige kept them from taking advantage of Carnelian's opportunities for wealth and profit — increasingly chafe at city life and the growing divide between rich and poor. Once hailed as warriors, scouts, and horse breeders, they find city life ill-suited to their skills. Rather than live free and equally, they must work for their richer kin — a disparity that cuts both honor and purses. Old warriors gnash their teeth as they see nobles' offspring flaunt unearned wealth and status, and they yearn to return to the cold steppe and the equality it brought to all Touman.

### THE GENERATIONAL DIVIDE

Younger Touman come of age in a world fundamentally different than their steppe-born parents. Children raised in Carnelian know its byways and customs as well as the native folk — indeed, many are half-Carnelianer. Even those raised among the poorer seminomadic clans beyond the walls find the city familiar. Meanwhile, Touman culture still prizes many things — owning one's own horses, glory in battle, freedom on the open plain — for which it offers limited opportunities to the next generation.

Meanwhile, Voivode Sangerel dreams of building an empire to rival that of the old Touman Prince. She pushes the knezi to support her plans for war with Thetra, largest and richest of Carnelian's neighbors. She argues that elder clansfolk unfit for battle or uninterested in further glory can remain in their opulent palaces, leaving the front rank open to younger warriors seeking to prove themselves in battle and claim Thetra's treasures for themselves. Sangerel truly believes her plan would benefit all Touman, and she's endless frustrated that the council won't commit.

## The Clans

Every Touman traces her lineage back to one of the score of ancient clans that emigrated from Medo centuries ago, finding her place in society through her place in her clan. Each clan boasts its own unique culture and traditions, and while the knezi are subordinate to the voivode's will, they still pursue the disparate political and economic agendas of the clans they lead. For most Touman, clan is determined by birth, though adopting foreigners, orphans, or children truly ill-at-ease in their birth clan isn't unheard of.

### Notable Clans

The **Diamandri**, who trace their lineage back to the legendary Touman Prince, rule the Touman clans by virtue of political skill and royal blood. For generations, every voivode elected has been Diamandri, and

the clan knez' duties have been subsumed into the voivode's office. The clan's prestige is backed by tremendous wealth; they claimed the finest manors and lands upon conquering Carnelian, and married into the aristocratic and mercantile families that hadn't fled the city.

Young Diamandri are raised to be leaders, merchants, and diplomats. They're also traditionally trained to master the horse, bow, and spear, but the family's wholehearted adoption of sedentary life in Carnelian has yielded scattershot results. Some of the next generation ride out regularly on raids and bandit-repelling expeditions; others hardly ever leave the city, focusing on urban responsibilities and luxuries.

The **Fiaratan** consider settling in Carnelian an early grave and despise the urban lifestyle to which they find themselves ill-suited through both temperament and poverty. Most follow a seminomadic existence herding horses, cattle, and sheep, which they lead between tent cities just outside the walls and more distant pasturages. Outside the city's east gate stands the Wolf Market, where they and other rural Touman sell meat, wool, and various handcrafts to city folk and traveling merchants alike.

Wealthy urban Touman consider the Fiaratan backward, parochial, and stubbornly independent-minded, albeit useful guides and guards when traveling. But among the other rural and impoverished clans, the Fiaratan are esteemed as keepers of Touman tradition. Their master animal breeders and artisans are held in especially high regard, perpetuating traditional crafts whose secrets might otherwise be forgotten. In political matters, the Fiaratan speak on behalf of a coalition of rural clans, embracing the enmity of the wealthy urban clans as a badge of honor.

The **Five Arrows** embrace both the luxuries of city life and the exuberance of the steppe. Clan warriors fight, drink, and celebrate with equal abandon in Carnelian villas and amid far-flung herding camps. Masters of mounted warfare, they can shoot a sparrow out of the sky at full gallop, and they ensure their children spend every summer on horseback learning the old ways.

Though they respect their ancestors as much as any Touman, the Five Arrows give especial honor to Wake as their people's patron, going so far as to model their fish-scale armor on the Lunar's carp spirit shape. They fête her at every celebration, and the clan's political goals rarely diverge from hers. While they largely accept Wake's wish not to be worshiped, they've pledged to follow her whether she remains in Carnelian or leaves for parts unknown.

## NOTABLE MINOR CLANS

The **Avakhorana** clan boasts of its royal blood, descended from a hero-ancestor who married the prince of the opulent city-state Lauche in the early days of the diaspora from Medo. They've long argued that the voivode should come from their ranks, rather than the Diamandri's — but when they finally acted on this decades ago, contesting the legitimacy of a Diamandri voivoide's election, the fighting that broke out decimated their ranks. The surviving remnant dwells outside Carnelian, trading and intermarrying with fellow rural clans. The Avakhorana still resent their mistreatment and foment dissent against Voivoide Sangerel and the Diamandri.

The **Iron Flame,** renowned for compounding herbal medicines and brewing strong beer, are one of the few clans who've paid any heed to Immaculate missionaries. With few ancestor ghosts of their own, and long memories of the maladies and afflictions set upon the clans by wrathful gods during their journey, they see the appeal of the Order's protection. The Iron Flame's rural encampments welcome Immaculate monks turned away from Carnelian, and the clan has begun to adopt the Immaculate prayer calendar alongside their ancestor worship.

There are no living **Kuchinte**, but their ghosts still dwell among the Touman. Many are lorekeepers and storytellers, sharing their wisdom with members of other clans in exchange for worship. Others cultivate reputations for impartiality, given their lack of ties to the living world, and become sought-after arbiters of disputes between clans.

The Kuchinte practice of adopting gifted foreign ghosts into the clan has become more common since arriving in Carnelian, granting access to local lore, secrets, and connections among the adoptees' living descendants. But it's also drawn them into hidden conflicts among the city's native dead, such as a religious schism over certain nihilistic tracts circulated within the Underworld and an ongoing trade war between the ghost-merchant Fallen Rings and her living descendants.

Some see the **Nevaz** as Touman in name only. Their ancestors weren't Medoans, but Northeastern peoples who'd allied with the Touman Prince and refugees drawn into the clan over the long journey north. While many clans have foreign blood in their lineage, the

Nevaz haven't assimilated into Touman culture: their clothing and manners are strange, their features and accents unfamiliar, and they worship foreign gods alongside their ancestors. Their outlandish ways often render them pariahs among their kinsfolk. Some earn a living in Carnelian's less affluent quarters as artisans, peddlers, and actors; others maintain herds on the outskirts of Touman lands.

Comfortable with novelty and less traditionalist than other clans, the Nevaz have embraced foreign styles of art, craft, and battle. Nevaz shamans oversaw much of the clans' negotiations with foreign spirits during their migrations, while their knowledge of foreign tongues makes them useful translators to Diamandri diplomats. Some have intermarried with Carnelian's common folk, who find them less objectionable than most Touman — though an invader is still an invader.

The **Whisperers** are the most prominent clan of the Touman ancestor cult's priestly lineages. An ancient clan even in the Touman Prince's time, the Whisperers drove and tended the ossuary carts that transported their people's bones from Medo into the North. Today those carts have been abandoned outside Carnelian's walls; instead, the white-and-gray-clad Whisperers maintain the city's opulent temples, in whose catacombs and catafalques their ancestors have been interred.

Whisperers train their children in history, funerary rites for Touman and enemy alike, and rhetoric and oratory, both for dealing with the stubborn dead and bringing the will of the ancestors to the living Touman. A few drape themselves in silver and jewels, having grown wealthy from interceding between living and dead Carnelianers; some among their clanfolk deem them heretics, debasing their calling for coin.

## Prominent Figures

Merely a competent young warrior during the conquest of Carnelian, it was in administration of the captured city that **Sangerel** outshone her cousins, paving her way to the voivodeship. She's since dedicated her keen mind and easy charm toward cementing Touman power and wealth in and around Carnelian. Now as much socialite as soldier, she spends her time in an endless round of galas and visits with Touman elders, Carnelianer nobles and merchants, Guild factors, and the like.

Loathing the insecurity of steppe life and craving urban luxury, Sangerel seeks to expand Touman control over the region, seeing this as the best way to preempt neighbors' efforts to strike at them first. She also lobbies tirelessly against the rising sentiment toward returning to rural life, especially with Wake, with whom she's especially close.

**Batbayar** has only just ascended to knezship in the Five Arrows, following the death of her widely admired predecessor and mother. Painfully ambitious and tired of living in her mother's shadow, Batbayar spent years in aggressive raiding against neighboring peoples to win glory, wealth, and the loyalty of Five Arrows' warriors, though other knezi still see her as inexperienced. Though politically disadvantaged by this, she's curried favor with Sangerel by throwing herself wholeheartedly behind the voivode's plans for conquest.

**Ganzorig**, ailing knez of the Fiaratan, rose to prominence through his powerful oratory, and remains a strong and dynamic speaker. Representing many rural clans in addition to his own, he loudly advocates a return to the steppe, decrying Carnelian's wealth and luxury as poison to the Touman soul. His fiery rhetoric rejects any middle ground; he sees his power and prestige as rooted in his extreme militant stance, and fears dying insignificant and forgotten. Old age and infirmity have dulled his edge, yet he clings to his position, refusing to step aside in favor of a younger knez.

Knez **Gerel** died of disease on the journey north, but his ghost remains knez of the Whisperers, an unconventional but not unheard-of arrangement. While undeath has darkened his moods and chilled his heart, he's lost none of the sagacity or eloquence that secured him the knezship. Having died before ever setting foot in Carnelian, he's never truly understood city life despite his best efforts. He strives to mend the rifts that divide his people, both living and dead — mediating between those who desire to remain in Carnelian and those who would leave — but his efforts are hindered by his own biases. Meanwhile, ambitious or visionary Whisperers mutter in unrest, arguing that if their undying knez won't step down in favor of a living one better suited to the times, he must be ousted by force.

The Nevaz knez, **Qori**, is a seasoned diplomat and translator who quickly made a place in Carnelian by marrying into one of the less prestigious merchant families. His standing in the voivode's council has made him a favorite of prominent Carnelianers, who see him as a sympathetic voice willing to advocate on their behalf, and he's profited considerably thereby. Never well-liked by his fellow knezi, he's only exacerbated their ire, to the point that assassination wouldn't be unthinkable.

**Iarda White-Glove** is high priest of Carnelian's city father, the Queen of the First Vault, a proud god who refused to submit to the conquering Touman. Iarda

has led the Queen's cult underground, and conducts negotiations with both Carnelianer nobles and deities, seeking to unite them against the clans. He's become a hero to common folk opposed to Touman rule — a firebrand and revolutionary whose following may soon outstrip the Queen's.

The Fae-Blooded Guild factor **Tearshape Love**, the region's most successful slaver, has profited greatly from the Touman conquest of Carnelian. Her supply of slaves has waned over the years, but she reckons war will yield plenty of refugees on whom to prey, and fans the voivode's expansionist ambitions whenever Carnelian's high society galas bring them together.

## Neighbors

**Thetra**, to the west, rivals Carnelian in power and wealth. Culturally its people have much in common, having sprung from the same root, though visitors from neighboring cities are struck by the prevalence of shrines and temples. Thetra's priesthoods seized control after the fall of the Haywain Kingdom and have clung to power as priest-kings ever since. Wealthy and urbane, they're patrons of the arts and supporters of commerce; the city's dockside district throngs with ships under their governance.

When the Touman invaded, Thetra's patriarch opened the gates to fleeing Carnelian nobles and merchants, offering sanctuary in exchange for submission. A decade ago, a war to place those nobles back on Carnelian's throne as Thetran vassals failed against the might of Touman cavalry. Today, Patriarch Tmolan prepares more diligently than his predecessor, marshaling a strong navy and bargaining with neighboring cities and Guild factors for support before making his move.

The Touman sacked the twin port cities **Solida** and **Snow Bay** before moving west to conquer Carnelian. Continuing raids on the cities under the previous voivode have evolved into demands for tribute under Voivode Sangerel, preventing the cities and the surrounding lands from recovering. Solida's common folk struggle against poverty and famine, merchants risk bankruptcy, and even aristocrats must tighten their belts. Snow Bay suffered worse; most citizens have abandoned its decaying streets, leaving the city a haunt for smugglers, scavengers, outcasts, and ghosts.

Banditry becomes more common as peasants grow desperate and mercenaries seek to fill their bellies and purses while awaiting employment in local wars. In the countryside, villages raise new earthworks and watchtowers, fortifying themselves as best they can. Some would set aside old rivalries with neighbors like Thetra in favor of alliance; others see little choice but to pledge fealty to the Touman clans for protection.

The ranging **Pale Steppe** has become home to those Touman who either refused to settle in or near Carnelian, or who've since left the city. They still follow a nomadic way of life, but their diminished numbers reduce their capacity for raiding nearby cities and neighboring tundra nomads, threatening that lifestyle's sustainability. The steppe clans receive occasional aid from city Touman who favor leaving Carnelian, but Voivode Sangerel and her supporters view them as a potential pawn in their expansionist agenda.

# Skandhar-Bhal

The Skyrazor Mountains, north of the White Sea, are impenetrable in winter, and still dangerous during warmer months. There are few paths, but if one knows where to look, glyphs carved into stone and white cloth flags mark a trail climbing through the mountains. Following the trail means contending with precarious ice and snow, sudden blizzards, and ravenous white-pelted leopards. Caves and crevices exhibit painted illustrations of the moon falling from the sky and contain numerous makeshift graves.

At the trail's apex, hidden by mountains and mists, is the warm green valley of Skandhar-Bhal. Beneath its verdant upper slopes, a scattering of low, square, brightly colored houses rise among farms, pastures, and streamlets. White stone buildings dot the valley floor, facing inward to a circle of temples and an ornate central stupa-manse whose silver tower nearly reaches the neighboring peaks' height. The air echoes with the sound of bells, strung from building to building and swaying gently with the breeze.

## The Moon-That-Fell

Legend tells that in a time before history, the moon grew weary one night and fell to Creation in its sleep. Or it grew frustrated with Mela and threw a piece of itself into the windswept Northern mountains to spite her. Or, wishing to hide from a great conflict, it set down its stone heart where it could never be found. Whatever the truth, long ago a great stone from the moon crashed amid the mountains, its impact creating the valley.

Heaven sent nine puissant gods to guard the Moon-That-Fell. They traveled to Skandhar-Bhal with a throng of lesser spirits and found worshipers among wanderers who stumbled upon the valley. Their

disciples built a sacred village around the stone. Skandhar-Bhal was a settlement of sages and hermits, united in their desire to pray and learn.

Some acolytes eventually left the valley, marking the path and spreading Skandhar-Bhal's legend so that future pilgrims might find it. New blood and new ideas flourished as newcomers brought knowledge of architecture, agriculture, and other practical skills to the valley, sharing such gifts freely in the atmosphere of communal learning and teaching. Over the centuries, pilgrims settled as farmers and craftsmen, children were born, and a lively community flourished.

Today, the Moon-That-Fell is enclosed by an ornate stupa, tended by one of the valley's monastic orders. The egg-shaped rock itself is nearly 10 feet tall and over half that in diameter, shining a beautiful silver color that reflects even the faintest light with a glow like the full moon. Centuries ago, anyone could look upon the Moon-That-Fell whenever they pleased, but now it's kept locked behind ornate silver doors outside of coming-of-age rites and special festival days. The valley's Lunar master believes this conserves its numinous power, and encourages citizens to view the relic of Luna with the appropriate reverence.

## Vanamaithri Mirror-Soul

Most who stumble upon Skandhar-Bhal are pilgrims seeking the fabled valley of enlightenment. One such pilgrim, in the days when the valley's people were still few, was among Luna's Chosen. Vanamaithri had become sickened by their own lust for violence and sought clarity in the frozen North. They studied under Skandhar-Bhal's ascetics for years, finding calm for the first time since Exalting. In time, they became a teacher themself, taking what they'd learned in their long life and imparting it as philosophy, history, and rigorous martial arts lessons.

Vanamaithri doesn't formally rule Skandhar-Bhal but is looked to as a spiritual and temporal leader with a special connection to the Moon-That-Fell. Even the nine gods can't contest Vanamaithri's importance. Living openly as a Lunar, Vanamaithri often walks among the temples in their spirit shape of a great tortoise, and is said to grant more wisdom with silence than others could with a thousand words. Though they've lived quietly for centuries, Vanamaithri prepares to return to the world as a warrior, taking Skandhar-Bhal's warrior monks with them.



## A Sacred Valley

Several monastic orders reside in the valley's center. Vanamaithri's acolytes, the Order of the Moon-That-Fell, are the most prominent, with their rigorous martial arts training, but the valley's nine gods each have their own temples and devotees. Shining Horse's acolytes train mounts to navigate even the precarious mountain foothills. Jade Eagle tasks devotees with caring for the dead, returning their bodies to the sky and preparing their souls for reincarnation. Scarlet Doe demands complete pacifism from worshipers, who learn to speak without breath and move without sound. Lesser temples have risen and fallen throughout the centuries, some worshiping terrestrial gods or ancestor ghosts who've submitted to the nine celestial divinities, others emerging from schisms within larger orders.

The valley's temples began as a ring of small shrines to the nine gods, as well as the stupa of the Moon-That-Fell, but have since expanded outward into towering stone viharas, adorned with silver idols of their patron deities and colorful prayer flags. Lesser temples and shrines form a second circle around them, varying greatly in size and opulence. While only monks live in the temples, they employ lay followers to fill various roles — cooks, gardeners, artisans, and the like. Monks of the more martial orders provide for themselves what little security the valley demands. The space between the temples is filled with training yards, sacred gardens, and agricultural buildings.

While the valley's orders notionally coexist in harmony, friction and feuding between individual members can escalate into conflicts that draw in entire monasteries. These disputes typically originate among lower-ranking members of the orders: monks of neighboring monasteries clash over the allocation of a garden's crops; a drunken novice publicly disparages another order's teachings; a personal feud ends in battery or murder. The orders often close ranks around accused wrongdoers amid their number, preventing easy resolution of personal wrongs or simple crimes.

The nine celestial divinities and their retinues jealously guard their prerogatives as Skandhar-Bhal's foremost gods. Other spirits unwilling to acknowledge their superiority were driven into the wilderness long ago; the temples call them devils and warn against trafficking with them. Rural families occasionally forge secret bargains with such gods. This is perilous; should their ceremonies or shrines be discovered, they're shunned by the community, depriving them of access to temple stores and trade with more pious households.

### VANAMAITHRI'S TERRITORY

Skandhar-Bhal is *hidden*, *sacred*, and *peaceful*.

**The Order of the Moon-That-Fell** worships fluid, enigmatic Luna, viewing Vanamaithri as their prophet. Vanamaithri's teachings emphasize the perils of violent emotion and the self-mastery needed to attain true calm, and acolytes confront their darkest passions in order to understand and live in peace with them. Monks of the order are the valley's foremost martial artists, though their fighting prowess is rarely tested in real battle. More often, they use their training to withstand the dangers of the mountains — patrolling for pilgrims who've stalled or perished on the journey — or while proselytizing to the outside world.

**The Silent Acolytes** worship Scarlet Doe. Her philosophy centers on empathy, teaching that enlightenment comes from learning to feel with a heart that is the whole world, and becoming divine through that understanding. The acolytes harvest local flora and fauna, refining them into medicinal and entheogenic compounds. Its monks tend to the valley's sick and wounded, a calling that often draws them out of monastic isolation, making the Silent Acolytes perhaps more worldly than their fellow orders.

The **School of Pale Sky** tends to Skandhar-Bhal's dead under Jade Eagle's auspices. After chanting prayers over the deceased and anointing them with herbal tinctures, they lay out the body on the mountaintop for carrion birds and other scavengers, freeing the soul to pass unto its next life under Jade Eagle's guidance. They also commune with the valley's ghosts, aiding them in resolving whatever fetters them to the living world — as well as exorcising malevolent ghosts, or those who seek to be worshiped above the nine gods.

A lesser order, the **Silver Dragon Temple** is a syncretic offshoot of the Immaculate Philosophy, sharing little but symbology with the Realm's Immaculate Order. Only the initiated may read the centuries-old original Immaculate texts from outside Skandhar-Bhal, with an understanding that they should be interpreted metaphorically. Senior monks take an active role in the valley's farms and mine, recording successful techniques and inventions and sharing that practical wisdom with new generations. Though they believe harmony with the elements of the valley brings them closer to enlightenment, like all monastics they still stand apart from — and expect appropriate reverence from — the secular community.

## Daily Life

While most in Skandhar-Bhal pursue a monastic path, many put off vows until late in life, and others serve the temples in a lay capacity. These secular residents live further from the valley's center. Large thatched buildings of local white stone each accommodate several generations of family members. A mine to the northeast yields base metals for tools and silver for bells and idols, and the valley's warm summers and short winters make self-sustaining agriculture possible despite the surrounding mountain climate.

The secular diet consists mainly of barley, vegetables, duck meat and eggs, dairy from yaks and mountain goats, and fish from highland lakes and streams. Specific religious orders each adhere to their own dietary restrictions, such as Scarlet Doe's strict vegetarianism. Local cuisine emphasizes simplicity, both for spiritual reasons and because Skandhar-Bhal's isolation offers few seasonings.

Money has little place here. The valley doesn't trade with the outside world and has neither merchants nor industry. Households contribute most of their production to the temples, whose storehouses redistribute goods among the populace as they're needed. Still, each household retains a share of produce to trade for services that can't be stockpiled, or to repay purchases made on credit.

Though there's no official hierarchy between monastic and secular populations, it's generally understood that those who live in the temples are closer to Heaven and thus more capable, knowledgeable, and wise. This goes double for abbots and other high-ranking monks, who've generally taken monastic vows in their youth, rather than entering the cloister later in life as most of Skandhar-Bhal's people do. Some families gift offspring unneeded for agriculture or trade work to the temples to become acolytes.

Daily prayer is an expected social duty. Small shrines throughout the valley honor the nine divinities, lesser spirits in their retinue, ghosts of bygone sages, Vanamaithri, and Luna. There are even shrines to the Immaculate Dragons, built by long-ago heterodox pilgrims and schismatics from the Realm. Silversmiths forge prayer bells to commemorate new births, inscribed with the child's name and with prayers to the gods or sages the parents hope she'll emulate.

Skandhar-Bhal possesses neither a formal legal code nor a constabulary or judiciary. Petty crimes such as brawling, slander, or theft are seen as symptoms of an unenlightened mind, and are remedied with rigorous reeducation within the community and hours of public prayer. Culprits of graver crimes are confined to small cells in the valley's monasteries and provided with food, educational scrolls, and the company of monks until the monastery's leader releases them.

Leaving the valley is strongly discouraged. Children are raised to believe the outside world is a dangerous, tumultuous place filled with unenlightened peoples. The few pilgrims who find the valley rarely do anything to disprove that opinion. Driven to escape the outside world, they reinforce the belief that Skandhar-Bhal is a blessed place to live, and that the only reason to leave is to help those who live beyond the mountains reach their own enlightenment. Proselytes who depart to spread word of the sacred valley are tasked with keeping its location secret from any who'd do it harm.

## Prominent Figures

**Dancing Ceryneika** is Scarlet Doe's God-Blooded daughter, and she leads her divine mother's temple. Nearly half a century old, she still looks like a young maiden, and is said to act with youthful impetuousness. Ceryneika ruthlessly tamps down on behavior she deems violent or aggressive — whether drunken brawls or feuds between families — skeptical of the martial-arts training other orders encourage to center mind and body. She even encourages congregants to discipline children who participate in competitive games, lest such play inspire a bellicose mindset in adulthood. While coming to blows over enforcing her philosophy would go entirely against her purpose, her monks have other means of getting their point across, such as refusing medical treatment in Scarlet Doe's temple to a fight's aggressor.

**Agallai Stone-Blessed** might be Vanamaithri's closest rival for political command of Skandhar-Bhal. Descended from a heretical Dynast who helped found the Silver Dragon Temple, she Exalted as a Dragon-Blood. Never interested in the monastic lifestyle, she instead keeps the peace in the outer valley, circumnavigating its borders every month. Old and young alike refer to the aged Earth Aspect as Grandmother Aga, seeing her as equal to the monastics in wisdom and capability despite her worldly life. Even she doesn't realize how many would follow her every order if she asked, upturning the valley's respect for temple leadership.

The god **Jade Eagle** finds himself bored with the valley's serenity. A keen-eyed hunter with no intruders to hunt, he's developed other occupations over the years

to assuage his dissatisfaction, flying off for weeks at a time to gossip with other gods or harry passing air elementals. Many of his fellow divine guardians see him as unreliable or even a troublemaker, so while mortal residents revere him as both warrior and psychopomp, many also regard him with unease. His temple offers an outlet for others who don't quite fit into Skandhar-Bhal's society, training them to survive in the mountains and scout for intruders and predators. A close friend of Vanamaithri's, he's long been concerned that the Lunar has become too pacifistic and detached from emotion, but worries what might happen should the floodgates of their youthful bloodlust reopen.

# Iscomay, the Empire of the Bear

Great timber-walled forts stand guard at the borders of imperial Iscomay. Every few years, more rise amid the Northeastern taiga, marking new expansions and fresh annexations. Beyond their painted walls, auroras waver in the night over miles-long lines of standing stones, drawing the eye toward the empire's rich, fertile heartlands — the grand glacial basin of the Oma Valley.

While countless Iscomayari live agrarian lives in these lush, sheltered lands, hundreds of thousands more inhabit its scattering of walled cities and towns, many less than a century old. Change has come to Iscomay, and rapidly. Only time will tell if its traditions survive — and if the nation itself survives its own hunger for land, resources, and power.

## Valley of Bounty

The Oma Valley lies between the Fang Lakes and the Northeast's dense forests. Centuries ago, Iscomayari geomancers erected great pillars along the region's dragon lines, redirecting flows of Fire and Wood Essence into Oma Valley. Generations of Iscomayari have cultivated the warm, fertile soil into a cornucopia. The valley's rivers are thick with trout and salmon; its woods attract all manner of wild game. While neighbors fear the lean months, Iscomay's citizens eat well, even in winter — and its crown has grown adept at wielding this bounty as political leverage.

Many of Iscomay's cities began as forts or outposts. The nation's capital — the massive, timber-walled city of High Sila — is far from the oldest Iscomayari city, but it's served as the royal house's seat of power for almost two centuries. Countless foodstuffs fill its markets, and nearby quarries and lumberyards produce stone and wood to fuel the nation's expansion. Many residents — especially craftsmen, artists and scholars — come from nearby peoples, attracted by Iscomay's wealth and security. Others had little choice in the matter.

## Empire Ascendant

Monarchs of the House of Siladar have reigned over Iscomay for centuries. They claim descent from the Shogunate's Dragon-Blooded daimyos, though this is no better-founded than similar claims from countless other kingdoms across Creation. In truth, they're a Moon-Touched dynasty descended from True Voice, an ancient Iscomayari culture hero and Lunar shaman. Most lack the first Siladars' supernatural gifts, distinguished only by heavily muscled builds and hirsute appearance, although it's not unheard-of for a puissant Moon-Touched to be born into their line.

Under their rule, the kingdom has grown into an empire, its influence spreading across the Northeast. Siladar rulers slew marauding beasts and bandits, charted safe routes around supernaturally perilous wildlands, and forged treaties with Iscomay's neighbors, trading food for iron, precious stones, jade, and slaves. As Iscomay's coffers filled, it amassed more military might to conquer weaker neighbors. After several famine-stricken winters, it coerced its remaining neighbors into becoming tributaries, crushing all resistance in several bloody military campaigns. Now, Iscomay is a mighty empire, and many of its trading partners are sovereign in name only.

Conquered territories enter the Empire as *provinces*. The local prince or governing body is ousted or executed, and a loyal Iscomayari governor is installed. She oversees the province's governance and administration, including collection of taxes (typically agricultural produce or other resources rather than hard currency), consolidation of military power, and enforcement of Iscomayari religion and law. Iscomayari geomancers scour the provinces for demesnes that might serve as sites for new manses, extending and empowering the geomantic network that ensures the Oma Valley's hospitable clime. Manse construction is slow work, lagging far behind the Empire's expansion.

Iscomay allows nomadic groups to shelter in the Oma Valley during winter, favorable geomancy rendering it hospitable even during the harshest part of the year. In exchange, the Iscomay request tribute, which often comes from the ransacked caravans of those who unwisely took perilous routes through the nomads' territory in hope of evading taxes or tariffs.



### Legions of the Bear

Iscomay's formidable army is composed entirely of highly trained janissaries, foreign-born slaves raised from childhood to serve the reigning Siladar monarch and well-paid to maintain their continuing loyalty. As the region's largest military, it would be poised to win any local conflict even if it weren't guided by Iscomayari mystics' divinations. However, an ongoing rise in insurrection, banditry, and foreign raids — stimulated by Iscomay's high taxes and oppressive regime — has overstretched the army's normally ample funding and provisions. Raising taxes to support a larger military force threatens to aggravate the problem it's meant to solve.

The Iscomayari military hierarchy is organized geographically; each province has a *bey* who oversees its military forces. The janissary forces consist of heavy infantry and cavalry, all trained in swords, daggers, shields, spears, axes, and bows. After a 25-year term, janissaries may retire, claiming a military pension and a grant of farmland — often in newly conquered territories.

Janissaries are inculcated from childhood with Iscomayari mores and raised to see the monarchs as their parents and the rest of the House of Siladar as their stern, yet beloved, aunts and uncles. They endure strenuous training, follow strict discipline, and are socially isolated from Iscomayari society at large. Despite this, their importance to the Empire's growth and their associated prestige has resulted in ambition and unrest among them, especially their leadership.

Thus far, janissaries' ambition largely flows toward the interests of their children, who are free citizens rather than slave-soldiers. Many such offspring have attained high rank in the empire, and several have married into the House of Siladar. But this increased influence over the government only inflames the current crop of janissaries to claim more for themselves.

Other elements of the Iscomayari military include light infantry levied from the countryside, light cavalry hired from neighboring nomadic peoples, auxiliary engineers, militant khoja chaplains, and separate riverine and Fang Lake navies. All hold subordinate positions to the janissary elite, which many resent.

## The Book of the Bear

The Iscomayari still value the ancient ways their ancestors relied upon to survive. Centuries ago, True

Voice led Iscomayari shamans in recording their people's epic oral tradition in the Book of the Bear, the nation's sacred text and legal code. Scholar-priests, called khojas, assist the citizenry in applying the Book of the Bear to day-to-day matters and make religious rulings on the Book's nuances and interpretations. Literacy is taught in madrasas to make the Book's wisdom more easily available to all.

There's no formal hierarchy among the khojas. A khoja's standing and the authoritativeness attributed to her doctrinal interpretations depend entirely on how she's regarded by other khojas and the community at large. Becoming a khoja requires tutelage in the Book from an established khoja over several years, culminating in a rite of passage wherein the aspirant must enter a bear's den and commune with the beast without being harmed. Many khojas only accept students who come from prominent or wealthy families, or who display exceptional talent as savants, geomancers, or diviners.

Iscomayari faith centers on a pantheon of local deities — some they've worshiped since before the Book was penned, others added over time by khojas' decrees — headed by the Bear Avatar, the divine embodiment of all bearkind. While small gods may be worshiped directly, the Bear Avatar must be venerated through bears, which the Iscomayari regard as his earthly emissaries and their culture's totem animal. In late autumn, they leave offerings of fine food, wine, and fresh water at bears' dens, provisioning the totems before the lean months of hibernation.

The Book of the Bear contains numerous laws dictating when various spirits can be petitioned and for what. The laity may pray to them directly but rely on the khojas to interpret these rules. In addition to spiritual matters, the Book (and by extension, the khojas' interpretation) governs a variety of worldly topics: dietary rules, decorum, contract and tort law, agriculture, conduct in war, geomancy, and more. Iscomay imposes its laws and religion on all its holdings; as its empire grows, so too does the khojas' influence.

## Society and Culture

Iscomay's urban architecture is highly sophisticated, benefiting from the geomantic tradition founded by True Voice. Nobles' and merchants' houses rise up to five stories high, and the House of Siladar's palatial estates dwarf even these. Ordinary rural and impoverished urban Iscomayari live in humbler abodes, while the urban poor reside in sprawling tenement complexes. When building palaces, fortresses, or madrasas, it's auspicious to have a khoja ritualistically entomb ursine remains beneath the structure's foundation, so the honored totem beast might lend its strength to stones raised atop it.

Iscomayari art places great emphasis on sculpture. Figurines depicting bears, plants, traditional scenes, and historical figures are common ornaments, shaped from bone, wood, and porcelain. On the homes of wealthy and prominent citizens, elaborate bas-reliefs depict allegorical episodes from the Book of the Bear and triumphs from Iscomay's military history. Stelae erected in city centers are engraved with the sacred laws, to be freely read by all. Nobles, celebrated janissaries, and merchants wealthy enough to afford it are interred beneath stone pillars reciting their deeds and family lineage.

The Iscomayari traditionally dress in lighter clothing than neighboring peoples, owing to the Oma Valley's supernatural warmth. Bear claws, fangs, and pelts may only be worn by the House of Siladar, and strict religious regulation of bear-hunting seasons means that only a minority actually wear them.

Meat from bear hunts is likewise reserved for the royal bloodline, and only after diners undergo rigorous ritual purification. The Iscomayari nobility and wealthy merchantry's diet consists largely of pork, mutton, goat, horsemeat, duck, goose, puffin, auk, and fish, supplemented by maize, gourds, currants, root vegetables, cheeses, and other Oma Valley staples. Poorer Iscomayari partake of pork daily, but otherwise subsist on vegetarian fare. The Empire's expansion has brought new dishes and spices to Iscomayari tables, with the wealthiest taking the first share.

## True Voice

Five centuries ago, the early Iscomayari eked out a meager existence in a single valley, farming during the brief summer and sheltering in caves during the long, cold winter. True Voice was a young khoja who earned Exaltation. Armed with wisdom conferred by Silver Pact elders and worldly spirits, True Voice gave her people the secrets of the dragon lines, codified the Book of the Bear, begat the House of Siladar, and conspired to raise up Iscomay as a weapon against the Realm.

True Voice departed Iscomay centuries ago, content with its development and eager to found new dominions closer to the hated Realm. Despite her familial ties, she feels little affinity for her ancestral homeland, having found a deeper kinship in the Silver Pact. Now that the Realm teeters on the brink of civil war, she's returned in all her Exalted glory as a prophet-saint

to unleash the Iscomayari against the hated Dynasty alongside the other cultures she's shaped. However, the House of Siladar has grown beyond her initial designs, and pushing it away from its expansionistic ambitions to wage war against Realm interests is proving more difficult than she'd expected. She cites ancient precedents she wrote into the Book in anticipation of this eventuality, only to find that the leading khojas' interpretations of these passages differ starkly from her original intent.

## Imperial Holdings

The riverside capital of **High Sila** is a sprawling, cosmopolitan metropolis. Here, visiting diplomats and Guild merchant princes purchase Iscomayari luxuries in lively marketplaces before treating with Siladar nobility. The child-emperor's lavish palace throngs with perfumed courtiers and visiting nobles hoping to sway the young ruler in their favor. Nearby, khojas gather in beautiful madrasas to debate theology and advise laypeople. River docks overflow with merchants offering wares from every corner of the Empire as Iscomayari naval vessels pass by.

Foreign artists, savants, and philosophers have swarmed to the capital over decades, bringing outlandish ways with them — much to the khojas' consternation. While attempts at enforcing orthodoxy have driven heretical views underground for the nonce, the emperor's gaze is too focused on the borders to notice the potential firestorm brewing beneath.

The former capital **Karaqa** dates back to Iscomay's first centuries but has lain decrepit since the early years of Iscomayari military expansion. The royal family and the bulk of governmental functionaries and administrators deserted it to rule their new empire from High Sila's more central locale — along with numerous commoners forcibly transported to work High Sila's fields. Unused administrative buildings and districts became home to squatters, artisans, bohemians, and criminals of all stripes, which venal officials publicly decried while privately enjoying the city's sybaritic social scene and active black market.

With Iscomay's ascendancy, aristocrats and nobles have begun reclaiming the city, squabbling over how best to do so. The army is poised to conduct a city-wide purge of squatters to make way for peasant farmers relocated from other parts of the Empire.

All that remains of **Burdock** are ruined keeps and scattered, lonely ghosts. When the city-state's ruling council balked at a tax increase 20 years ago, the reigning Iscomayari monarch cut off food exports to force them back to the negotiating table. Within a few years, before the council could renegotiate terms, a failed harvest turned into famine. Foreign merchants swept in to offer food at exorbitant prices. Those with the means to leave did; those who didn't faced starvation. Many perished; the survivors sequestered themselves in isolated fastnesses to guard against petty warlords, bandits, and hungry ghosts. Burdock nominally remains an Iscomayari province, but the territory where it once stood is haunted, literally and figuratively, by the specters of those who starved.

### TRUE VOICE'S TERRITORY

The old capital Karaqa has become *sprawling*, *dilapidated*, and *crime-ridden*. True Voice seeks to claim High Sila as a territory but has yet to convince its mortal and spirit populace to acquiesce to her presence.

Iscomay jealously guards the port city of **Spur**, its most crucial connection with the Fang Lakes. Long ago, Iscomay conquered the city and drove out its tyrant, the raksha queen Meliash of the Emerald Mask. Spur's ships now carry Iscomayari goods across the Fang Lakes and into the White Sea, and they bring back all manner of Northern cargoes — from ivory, furs, fish, and slaves to such exotic products as Haslanti mechanisms, feathersteel, frozen lightning, and unmelting ice.

Rumors persist that Meliash never left. In the wake of failed uprisings over high taxation and religious oppression, rebellious citizens have adopted the once-feared raksha as an unlikely symbol of defiance.

The **Storm's Breach** mining colony sits on a Fang Lake estuary near the Oma Valley, sending silver and jewels back to High Sila to line the pockets of its mercantile backers. The outlying region is bitterly cold and plagued by foul weather, an unintended consequence of Iscomayari geomantic engineering. Coming from the ranks of the impoverished and dispossessed, miners accept harsh toil to survive, but few are happy with their lot. A Northern Guild factor has initiated talks with the mining town's leaders, promising a better life if they'll help wrest control of the mines from Iscomayari merchants.

## Prominent Figures

Though still a youth, Emperor **Ajurai Siladar II**'s Moon-Touched gifts are the strongest of his generation: He's followed everywhere by his familiar, a ferociously loyal grizzly, and has eerie insight into the spirit world.

Despite this puissance, he's still naïve, and heavily influenced by his councilors, court, and personal khoja in matters of governance. The boy-emperor doesn't recognize how various interests are manipulating him to maintain Iscomay's expansion — and now True Voice aims to use him as well, to turn the Empire of the Bear's military might against the Northern satrapies.

Fat, jovial, and strong as a bear, **Habja** is High Sila's most renowned khoja and Emperor Ajurai's personal tutor. Staunchly traditionalist in her interpretation of the Book, she urges the emperor to reform lax enforcement of Iscomayari dogma in the Empire's newer provinces. She has many court allies who back her religious zeal and social conservatism, but she's also made her share of enemies — both liberal courtiers who oppose her policies, and moderates who believe such crackdowns weaken the Empire's grip on these provinces and needlessly incite unrest.

Bey **Isipho Spear-Grace** commands High Sila's janissary forces. Lean and dark, scarred from many battles, she was a respected captain even in Ajurai's mother's time, though she's remembered today more as historical figure than modern leader. Despite her lofty rank, her ambitions have fallen by the wayside, overshadowed by beys of frontier provinces whose forces expand the empire while hers put down bandits and rebels. Meanwhile, her children and grandchildren — who've achieved high standing as ministers, merchants, and khojas — have their own ambitions. Now she schemes with her son Najukkan to put his wife, the royal cousin Wawarai Siladar, on the throne.

The fiery young khoja **Qismai** is a controversial figure. His knowledge of the Book of the Bear and the judgments he renders are unimpeachable, but his interpretations often break sharply with consensus views. He's condemned many aristocrats, even among the House of Siladar, for failing to care for the common people, but also favors a militaristic reading of certain passages that aligns with many powerful courtiers' agendas. Qismai's relationship with Habja is fraught — the two khojas rarely agree on anything, save imperial expansion and enforcement of religious law on conquered peoples. Habja's political enemies within the emperor's court seek to drive a wedge between the two, lest she gain popular backing.

## Neighbors

The province of **Sulat** rebelled against imperial control after taxes increased, murdering the Iscomayari governor and tax collectors in a mass uprising. Now governed by a descendant of its old royal family, Sulat has begun the difficult task of rebuilding. Emperor Ajurai's councilors disagree on whether the Empire's military is better used to bring the rebel state to heel, or to pursue its long-planned conquest of **Blackwing**, a wealthy independent port at the empire's edge.

The nomadic **Urma** have sheltered in the Oma Valley every winter for decades in exchange for tribute. In other seasons, they hunt and gather amid the Northeastern forests. While previous chieftains were content to gather tribute through fur-trapping and raiding passing caravans, the current leader, Spear of Evening, believes the Urma should keep their plunder for themselves; she's begun furtively raiding Iscomayari merchants and military supply lines. Sulat has approached Spear in hopes of recruiting the Urma for protection against Iscomayari attempts at reconquest.

The **Dazul** people on the Fang Lakes' shores have made a demon bound in an obsidian idol their ruler, and its whispered advice has brought more prosperity in the last few decades than any of their mortal princes ever have. An aristocratic caste of exorcist-priests commune with the imprisoned demon while ensuring its bindings hold fast. They trade ivory, ambergris, and silver with Iscomay in exchange for food, although their exports have lost value as the Empire expands into regions rich in these resources.

The sprawling alpine wilderness of **the Everwood** features prominently in Iscomayari folklore and cautionary tales as the dwelling of man-eating beasts, vengeful ghosts, and witches who kill bears and deal in unclean magic. More prosaically, it's home to the occasional bandit gang, though these often fall afoul of the forest's unhuman perils. Prominent khojas long ago forbade logging or hunting within the forest, though some venturesome merchants and aristocrats, counseled by khojas of contrary opinions, have launched ventures there. Between the dense woods and dangerous fauna, let alone supernatural menaces, these attempts meet little long-term success.

# Mahalanka

Deep in the Eastern forests, a score of vast, tottering pillars thrust above the forest canopy, swathed in vines and greenery, but glittering golden when they catch the rising sun. Neither wood nor stone, these masses of ancient metal and glass are the overgrown towers of Sperimin, a long-lost metropolis of the First Age, and even today a repository of ancient wonders.

In Sperimin's shadow stands Mahalanka, City of a Thousand Golden Delights. Mahalanka is home to the sorcerous devil-empress Raksi and her Thousand

### FROM SPERIMIN TO MAHALANKA

A First Age hub of scholarship and sorcery, Sperimin remained so — albeit lesser, and battered by internecine strife — during the Shogunate. After the Contagion, the shahan-yas Raksi and Ma-Ha-Suchi seized the city as their base against Lookshy and the Realm. But when the dispute between the two over the Silver Pact's future erupted into violence, the ensuing battle laid waste to the already-crumbling city. Driving out her former ally and his adherents, Raksi claimed the ruins as her domain, and raised a new city amid the wreckage of the old.

Fangs Army, and the surrounding lands — the Thousand Fangs Army Total Control Zone — serve as their staging grounds. Even the Realm dares not trespass on this distant, mighty Lunar stronghold.

## City of a Thousand Golden Delights

Raksi, that dread sorceress so revered by her people, has raised up a city in her own image. It's a place of spectacle and luxury, a city of a thousand glories, a treasure house of beneficent wonders with terror lurking in its secret heart.

The city sprawls across the Eastern forest, spreading away from the many-bridged banks of the placid Turquoise River. Great swaths of farmland have been carved out beyond the city's borders. This deforestation makes the towering First Age ruins of Sperimin stand out all the more strongly. Enormous, overgrown spires of metal and glass — some toppled or broken — rise up here and there amid the sprawling many-storied conurbation of tile, wood, brick, and sandstone.

Mahalanka's construction is as sophisticated as any of Creation's great cities. Vast stepped cisterns provide running water; wastewater is redirected to irrigate and fertilize surrounding fields. Broad, smooth roadways extend into the forest, conveying goods to markets and government storehouses. Beyond sophisticated engineering, sorcery also plays a part — ever-flowing fountains drive mills and waterwheels; foundries' and glassblowers' furnaces house bound fire elementals; varicolored ward-glyphs repel vermin and disease from crops and granaries.

At street level, it's a vibrant and thriving city. Residents and visitors alike — clad in vividly patterned coats,



## RAKSI'S TERRITORIES

Mahalanka is *prosperous*, *decadent*, and *sorcerous*. Raksi has numerous other territories throughout the Total Control Zone

skirts, and trousers — crowd twisting streets fronted by elaborately carved and painted façades, flooding in and out of plazas packed with merchants hawking all manner of foodstuffs, textiles, and finished goods. At evening, red paper lanterns with traditional black and silver markings shine everywhere.

Sprawling, extended families cohabit in farmhouses, tenements, or palatial manors, depending on location and social class. Cliques of elders preside over these families, arranging marriages and employment for younger members. Even participation in Raksi's mystic trials of transformation requires family elders' approval, barring the god-queen's personal invitation. Those who pass the trials leave their birth families to join the city's beastfolk elite, but most retain some familial loyalty.

The city has a mixed economy. Raksi's bureaucracy collects a share of all grain, textiles, and basic tools, which are redistributed at need. But workers also earn wages spendable on luxuries or additional staples.

### Old Sperimin, the Devil-Queen's Garden

A low wall surrounds a great irregular swath of green at Mahalanka's heart. Here, among carefully tended parks and fenced-off wildlands, rise most of the ruined arcology-towers of old Sperimin. The tallest reach over 100 stories, but many stand broken in part or in whole, corroded girders clawing at the sky above hillocks of overgrown debris. Even largely intact towers bear time's scars; vines crawl in and out of broken windows, while guano-encrusted balconies shelter nests of doves and mospids.

Chief among these towers is the **Silurian Highvault**, wherein First Age archmasters studied sorcery. This serves as Raksi's sorcerous laboratory and her vault of occult secrets. Its lower levels throng with bound spirits and guardian automatons; terrible winged sentinels nest upon its countless balconies. In the tower's upper reaches — accessible only to the witch-queen and a few trusted adherents — she practices her most puissant sorceries and preserves her mightiest artifacts, chief among them the Book of Three Circles.

## THE GOLDEN FANG TRIAD

Dread Arbiter **Eskrin Fal** is both Mahalanka's high judge and chief enforcer of its laws. She also supervises academics, religious affairs, and civil examinations. A passionate legal savant, Eskrin is frustrated by Raksi's anarchic whims, and does her best to constrain their effects by reforming Mahalanka's laws without contradicting Raksi outright. Rigorous in enforcement of criminal laws and less venal than some past Dread Arbiters, Eskrin is unpopular with many, and surrounds herself with hired bodyguards, poison tasters, and the like.

Beloved Guardian **Jakun Qobal** oversees commerce, finance, and welfare, including festivals, public works, and the people's dole of food, clothing, shelter, and tools. Having studied Sperimin's archives under Raksi, the youthful minister seeks to apply certain First Age political and economic theories to Mahalanka: replacing slavery and paid labor with bound demons, abolishing families to make way for a planned societal structure, and more. But his agenda clashes with the conservatism of fellow Triad chancellors and subordinate ministers, who argue he risks undermining not only Mahalanka's ancient traditions but its readiness for war against the Realm.

The elderly Thousand Fangs General **Feroz Kutari** directs the Army's military operations, and is Raksi's chief spymaster. A logistical mastermind, he's spent much of his term tinkering with the military's structure and supply lines to maximize efficiency. He's a common object of mockery for apefolk soldiers who deride him as the Toy Soldier General, unaware of his counterintelligence agents in their midst.

Nearby stands the **Halcyon Spire**, once Sperimin's most luxurious residential tower. Raksi dwells here in splendor unimaginable in the Second Age. Apefolk attendants and foreign slaves wait on her hand and foot; countless elaborate delicacies adorn her table; and musicians, actors, dancers, and acrobats present her with ever more intricate entertainments. Glass-fronted cabinets display fabulous objets d'art and gruesome war trophies. In the Hall of Scarlet Triumphs, the jade panoplies of a dozen slain Dragon-Blooded champions hold pride of place.

Raksi welcomes her most honored guests — whether adherents or visiting Lunars — to seek guest quarters in the

**Sanctum Concordant**, whose vast glass-walled art galleries and concert halls once drew audiences from across the East. Here, ancient automatons maintain a handful of luxurious suites. The rest of the tower is carpeted with dust, tracked through with footprints from visitors' explorations of forgotten sculptures or empty ballrooms and theaters.

### The Paper Fortress

Just north of old Sperimin, wealthy and powerful beastfolk families' estates cluster around the massive, fortified compounds of Mahalanka's civil government. Toward the river, these give way to lesser officials' homes, government workers' tenements, and shops, restaurants, teahouses, and markets servicing their needs. Scattered among them are such governmental structures as academies, courthouses, and ministries.

At the district's center stands the **Chancery Tower**. Its upper reaches largely collapsed and densely overgrown, the intact lower levels provide a meeting-place for the Golden Fang Triad, three chancellors to whom Mahalanka's other ministers report. Together they decide on all major government matters, subject only to Raksi's intermittent oversight. She prefers a hands-off approach, leaving matters in the chancellors' hands — though major errors or willful corruption may draw sudden, horrific retribution.

### Thousand Fangs Barracks

An entire district of Mahalanka serves the needs of Raksi's standing military. It centers around the **Devil's Maw Citadel**, a First Age tower that once housed a school of military history, and around whose base a massive stone fortress has grown across the last several centuries. Here, apefolk train to join the Thousand Fangs Army's officer corps, studying leadership, strategy, tactics, and use of weapons.

Several additional compounds sprawl around the Citadel to house thousands of non-beastfolk soldiers. Around these barracks, tenements offer housing both to longstanding military families and to all manner of shopkeepers. Off-duty soldiers carouse in the district's teashops and plazas at all hours, blowing off steam between assignments — whether in training, guard duty, or patrols and raids at the Total Control Zone's borders.

### The Smoke-Coils

This sinuous, irregular district north of the river encompasses Mahalanka's heavy industry. Waterwheels turn by the riverfront, driving trip hammers and millstones; foul stenches rise from tanneries; laborers throng noisily at sunrise and sunset into and out of blocky workshops that disgorge textiles, furniture, weapons, cement, agricultural tools, glassware, paper, and other goods for use in Mahalanka and export throughout the Total Control Zone. Wagonways string the Smoke-Coils together, grooved tracks groaning as beasts of burden pull wagons laden with stone, bricks, lumber, and finished goods across the city.

The district's productivity astonishes foreign visitors. With their enormous physical strength, apefolk laborers carry loads and employ tools for which ordinary mortals require teamwork or mechanical assistance.

The Smoke-Coils' oldest section centers on the **Grand Axis**, a fallen First Age tower that Mahalanka's workers have repurposed despite it lying at a 90-degree angle. Windows serve as entryways, while the original floors double as walls separating one business from another. Ladders provide access upward through the toppled structure. Centuries of newer construction have accumulated along the tower's sides and upper surface, in some places completely obscuring it.

Massed tenements cluster more densely around the Smoke-Coils' industrial buildings than elsewhere in Mahalanka. These house industrial laborers and the service workers who cater to their needs. In addition, city government offers housing for the poor, indigent, and unemployed here; the Smoke-Coils' noise and stink makes any other district more appealing for those able to choose. In this crucible of poverty and stress, crimes of passion and desperation are more common than elsewhere in the city.

### The Roaring Market

The Roaring Market gives its name to an entire commercial district encompassing much of the waterfront and adjoining the Smoke-Coils' industry. In its enormous central square, every form of wealth that passes through the Total Control Zone is on display — Mahalankan ironware, neighboring Umbergrove's batik, Ixcoatli cacao, and strange treasures from the Dreaming Sea. Other plazas and bazaars dot the district, catering to more specific merchandise and trades.

Tenements, hostels, and manors house the various social strata involved in Mahalankan commerce. Peddlers and hawkers shout from tiny stalls, while merchant princes hire criers and bell-ringers to draw traffic to palatial, multistory emporia. Mercenary bands market the fruits of their raids, while some merchants specialize in reselling plunder purchased from the war ministries.

### The Road of Idols

A broad boulevard snaking between tenements, the Road of Idols is where Mahalanka's apefolk raise shrines and temples to their peoples' gods. Here stand

altars to almost every spirit worshipped throughout the Total Control Zone — the perpetually disemboweled harvest god Xachapal, Chain Sky of the lapis lazuli mask, the blind forge-tender Sogáme, and more. It's also home to the temples of Mahalanka's own divinities, such as Sperimin's ancient city father Leshka; the deified apeman hero Sagarin Rabul, war-god of the Thousand Fangs Army; and serpent-fanged granary guardian Agunda-Oph.

No temples to Raksi stand here. She demands worship in person, and rarely deigns to visit the Road of Idols. When she does, it's usually to oblige gods to perform some service on her behalf — increasing crops' fertility, blessing war efforts, or the like. More rarely, she intervenes in power struggles between deities, reminding Mahalanka's spirits of the true god-queen in their midst.

### Outer Mahalanka

Paved roads fan out from Mahalanka like the spokes of a wheel. While the broadest highways — heavily traveled by mercantile and government traffic, military patrols, road repair parties, pilgrims, and the like — cut through the forest to other parts of the Total Control Zone, most lead to an array of satellite townships encircling Mahalanka.

Each town contains its own small ministerial offices, temples, and barracks, and maintains a wall or palisade for defense. A handful guard manses reserved for Raksi's use. Lesser roads radiate out to farming villages — their broad, simple structures built from mud brick, wood, and thatch — and to logging camps, mines, and quarries. Warehouses, wainwrights, and stables throng with activity through most of the year, fueling Mahalanka's hunger for food and raw materials.

Only a small proportion of Outer Mahalanka's populace consists of apefolk, comprising the leadership of local ministries and garrisons. Still, most extended families can name at least one apefolk relation. These occasionally visit home to see blood kin; they're fêted and laden with gifts by relatives enthralled by their proximity to Raksi.

Interchangeable as these towns and villages seem to outsiders, each passionately asserts its local identity. Shattergreen, birthplace of Thousand Fangs General Feroz Kutari, holds an annual festival in his honor. Mukra is home to the raksha Daughter-of-Pox, who toils endlessly counting specks of soil as penance for a long-ago offense to Raksi. Yevane's folk gleefully tell ghost stories about the overgrown First Age ruin outside of town, charging outsiders for the privilege of scavenging a site they believe is long since picked clean.

## The Thousand Fangs Army

The beastfolk who serve Raksi and her adherents are collectively termed the Thousand Fangs Army, the dominion's elite caste. In Mahalanka, almost all are apefolk — those who've passed Raksi's trials, and their descendants. Other beastfolk can be found elsewhere in the Total Control Zone; though rarely seen in Mahalanka, they're treated with similar respect.

Beastfolk wear elaborate badges indicating role and rank, whether as warrior, bureaucrat, scholar, or priest. Raksi's law empowers them to punish non-beastfolk at their discretion for a wide swath of crimes, including disobeying their lawful orders. Such punishments are sometimes cruel and flamboyant to publicly enforce beastfolk authority. However, their cruelty is mitigated by the knowledge that if Raksi happens to find a punishment excessive, they'll share their victim's fate.

Raksi has raised numerous testing grounds throughout the Total Control Zone where successful aspirants become apefolk; almost every demesne or bordermarch within her dominion bears such a site. Each boasts its own unique trial: the Death Pits of Bhaga are a subterranean labyrinth of traps that must be navigated in utter darkness; finding the secret heart of Oju Bog requires persisting through flickering will-o'-the-wisps, swarms of blood-drinking mosquitos, and man-eating crocodiles; the Oracle of Six Torches' riddles have only ever been solved by the most brilliant apefolk.

Upon passing Raksi's trials, new apefolk leave their families behind and are adopted by one of Mahalanka's apefolk clans. Most nonetheless still favor their birth families — especially as entering the trials requires permission from one's family elders — serving as important contacts between old and new kin.

A caste system exists even within the army itself. Apefolk elevated through Raksi's mystic trials are deemed more capable and driven than those descended from apefolk parents, receiving preferential placement in governmental roles and greater prestige among their peers. Born apefolk often go to great lengths to prove themselves equally worthy, undertaking dangerous ventures or nigh-impossible feats of civic administration.

#### THOUSAND FANGS APEFOLK

Raksi's apefolk have one-dot Fangs, Hideous, three-dot Mighty Thew, and two-dot Unusual Hide (**Exalted**, pp. 162, 164-166).

## The Total Control Zone

The Thousand Fangs Army Total Control Zone is a grand empire, home to numerous cultures brought into the fold of Raksi's dominion. A diverse range of peoples, the one thing they have in common is that Raksi looms large over them. Almost every culture regards her as benevolent in some degree — a culture hero sharing secret wisdom, a wise judge mediating disputes and feuds, the witch-queen who uplifts the worthy as apefolk champions, or the goddess whose sorceries end famines, droughts, and countless other tribulations.

Yet Raksi enjoys playing the monster, using the terror she evokes to instill her ways throughout the Total Control Zone. To some, she's a flesh-eating devil who delights in the taste of sinners and liars; others speak of her turning mortals into lowly beasts for breaking her laws; some warn their children they'll be given to Raksi if they misbehave. Swearing oaths by the Queen of Fangs is a nigh-universal custom, for few are foolish enough to break such vows.

In times of peril or calamity, the Total Control Zone's peoples may petition Raksi for intervention. Exacting strictures govern such requests — a clan or kingdom must send a single messenger, who presents herself at Old Sperimin's gates to seek a meeting with Raksi. Apefolk courtiers ensure the petitioner has food, water, and whatever else she might need to remedy her journey's hardships, but she has only an hour to make her plea.

Some petitions, Raksi ignores; others she instructs adherents to address. But sometimes, she leaves Mahalanka to solve her people's woes by her own hand, living among them as she works her wonders. Thus did she wring the River Raksi from dry earth in a time of drought; thus did she wake the M'nenda clan's ancestor statues to guard them against raiding slavers; thus did she raise the city of Kivyat into the sky when floods threatened to destroy it. She asks nothing in exchange, for how could her subjects repay such wonders?

### Peoples and Places of the Total Control Zone

The nomadic **Sky Runners**, led by apefolk chieftain Cunning-Finds-Iron, hunt and trap monkeys, deer, and other jungle animals, and raid neighboring peoples for slaves to sell to Guild caravans at the Total Control Zone's western edge. This has sparked significant conflicts — especially with the **Red Scars**, the **Get of the Tigress**, and the **Devil Braids**, clans that have forsworn slavery under the leadership of Raksi's adherent Dark Eyes (p. XX).

The **Endless Branch** people are led by the shaman Jaciral, who was maimed as a youth by a demon accidentally loosed by one of Raksi's less skillful students. The Queen of Fangs, in compassionate caprice, blessed Jaciral; though she'd never walk again, she can loose her spirit to travel invisibly through the world. She never revealed this gift to her clansfolk, making her knowledge and foresight all the more mysterious to them. Ever grateful, she urges worship of Raksi on the Endless Branch, though this complicates her dealings with the clan's gods.

The opulent city-state **Zanzannec** has long traded ivory, salt, and gems to Mahalanka, but only became a tributary after a mass epidemic struck, swearing fealty to Raksi in exchange for her aid. A rebellion led by newly transformed apefolk ousted Zanzannec's old regime, installing Piradu Sarap as the city's governor. But now Piradu faces a challenge to his reign from Talarai Gom, a lesser royal cousin who successfully passed the mystic trials and has begun rallying popular support to petition Raksi for the restoration of his throne.

Exiles and deserters from the Thousand Fangs Army congregate beneath **Yellow-Eyed Rock**. Eerie and Wyld-touched, it's one of the few places they can shelter without Raksi's subjects pursuing them. The shaman Thunder Wisdom has brokered a truce with Yellow-Eyed Rock's fae but can't negotiate with the inexorable warping of the Wyld. The eldest exiles are scarcely recognizable as apefolk, their bodies encrusted in crystal, calcified into living statues, or dissolved into semi-amorphous sand.

## Beyond the Total Control Zone

The spirits of the **Court of Thorns** — such as Nemaxi, who weeps blood; Lykarrit the Guide, with his many wolves' heads; and the wood elemental Drinks-the-Day — reign over the perilous Gharan Forest. Its trees choke out the sunlight, and bears and wolves menace travelers. But caravans bearing Raksi's sigil pass unhindered, for she has subdued or seduced the court's most prominent divinities with her shamanic prowess.

**Oloqui** is an Ixcoatli tributary (**Exalted**, p. 92), near enough to the Total Control Zone for commerce and raiding. Its serpentfolk governor has encouraged increased plundering to meet demand for tribute and slaves, though some raitonfolk lieutenants stationed in Oloqui, wary of the Thousand Fangs Army's strength, see negotiation as the best course.

**Huasi Qalampa** is overrun with huge fungal growths, their fruiting bodies rising from the ground to form a



veritable fortress. The Qalampans live off the fungus, harvesting its flesh for preparation as foodstuffs, textiles, and alchemical compounds, and fertilize it through an elegant system of clay pipes that redirect wastewater. While outsiders believe the Qalampan shamans rule their people, they're but interpreters for the fungus itself. The entire fungus is a single collective consciousness — perhaps sparked by Wyld mutation, a divine blessing, or some stranger circumstance — that lives in symbiosis with Huasi Qalampa's human populace.

## The Nameless Lair of Ma-Ha-Suchi

Deep in the Southeastern jungles, in an area called the Tangle, lies a temple of enormous proportion and prodigious age. This is Ma-Ha-Suchi's domain.

The Tangle is a treacherous and dangerous land, culling the weak and tempering the strong. It sits at the Scavenger Lands' southern edge, to the north of the Dreaming Sea's wealth and splendor. It's a bulwark against Realm expansion, and a staging ground for the indigenous Chante-Sa to raid their neighbors. Attempts at brokering treaties with Ma-Ha-Suchi have historically been fraught, though he's a consummate negotiator, and not averse to peace on his terms.

### The Chante-Sa

The Tangle throngs with life. Jewel-bright insects, birds, and reptiles fill the air and crawl across emerald-green foliage. The native Chante-Sa easily obtain fresh meat, fruit, roots, and wild greens. But survival remains a challenge. Between terrifying beasts, toxic plants, and unstable ground, even the Chante-Sa must be cautious and skilled. Intruders fare worse.

The Chante-Sa shunned Ma-Ha-Suchi when he first encountered them centuries ago, treating him as a monster to be avoided. To win their goodwill, Ma-Ha-Suchi turned to their gods, the Three Mothers. In exchange for driving away a swarm of soul-eating beasts

### THE THREE MOTHERS

**Gap'Inan**, the Hungry Mother, who claims the bodies of the dead, making art of bones and vines.

**Chuwe'Inan**, the Lavish Mother, whose transfixing beauty — bright as orchids or jungle frogs — can be lethal.

**Mahni'Inan**, the River Mother, whose turbulent, turbid waters both drown and nourish.

that had forced them from their ancient temple-demesne, the Threefold Womb, and dealt them terrible wounds that would not heal, the goddesses proclaimed Ma-Ha-Suchi their prophet and champion, the Hand of the Mothers. The Chante-Sa accepted him not only as an ally and god-king, but as family, their beloved "Undying Uncle."

Now Ma-Ha-Suchi nurtures his people into warriors and leaders, his army when the time comes to make war against the Realm. He governs with a strong hand while protecting the Chante-Sa fiercely from outside attempts to enslave them, invade their territories, or exploit their resources.

#### Chante-Sa Culture

The Chante-Sa are divided into three major tribes — the Band of Bones, the Flower Band, and the River Band — each of which claims one of the Three Mothers as its patron, though worshiping all three. They're closer to three peoples than one, united by proximity and shared deities, but little else. Ma-Ha-Suchi has worked toward unifying them and fostering common laws and customs, but divisions still remain.

Each band is led by an *inan*, a leader chosen by the band's totem god. An inan assembles a council of trusted advisors to whom she delegates matters of administration and governance, though specifics vary between bands. The inan's appointment by one of the Three Mothers invests her with spiritual authority, but her claim isn't exclusive; a bands' priests may contest her in religious matters. Ma-Ha-Suchi and his beastfolk disciples are respected by the bands, but not slavishly obeyed — as the Hand of the Mothers, Ma-Ha-Suchi is an inan's equal, not her superior.

Depending on the lay of the land each band inhabits, the Chante-Sa hunt, gather, fish, and farm small plots of land, raising grains, tubers, and tree fruits. Animal hides and plant fibers are used for clothing, with each band's garments varying depending on both the needs of their environment and cultural tradition.

The Chante-Sa worship the Three Mothers through communal prayer, and offer up sacrifices ranging from a beautiful flower found in the Tangle to a great beast felled in the hunt. Chante-Sa art is largely religious: music, dance, mystery plays, and tattoos are all seen as homage to the Three Mothers.

Chante-Sa funereal rituals involve consuming the dead, so the living may partake of a fallen elder's experiences, and Gap'Inan may see her soul to the next life. They don't eat outsiders' flesh; to do so is a grave blasphemy.

#### The Three Bands

The cave-dwelling band called the Gap, or **Band of Bones**, reveres Gap'Inan and lives mostly in the caves in the Tangle's eastern edge. Therein they've built elaborate towns carved into the cave walls and extending beneath the earth, which keep them safe from the dangerous beasts and tribulations of the Tangle. The caves are illuminated by bioluminescent fungi, insects, and the roots of vines that extend through the cave roof from above. Their walls are adorned with skulls painted with a mixture that causes glowing fungus to grow on them.

The Band of Bones interacts little with the other Chante-Sa. Though they come forth from their caves to tend small terraced farms, to forage and hunt, and to raid, they fiercely ward off intruders, ambushing outsiders with barrages of javelins and poisoned darts. Even other Chante-Sa are warned away unless a Gap member vouches for them.

The Chuwe, or **Flower Band,** worships Chuwe'Inan, and dwells primarily in the central Tangle, where the giant siti-moi flowers grow. These magnificent blossoms grow as large as elephants, and Chuwe artisans learn techniques to make the brightly colored petals and sepals as resilient as leather. Thorny siti-moi vines grow as thick as tree trunks and form massive sprawling tangles, protecting the villages hidden in their midst.

The Flower Band understands the jungle itself better than the other bands, and its herbalists and hunters are second to none in the Tangle. Through hidden paths to north and south, small parties of traders carry petal-leather, furs, and other goods to bargain with neighboring tribes — and with Threshold merchants in their far-flung trading posts. These traders double as guides through the surrounding lands, but only lead

foreigners into the Tangle proper with permission from their inan or Ma-Ha-Suchi.

The riverine Mahni, or **River Band,** prays to Mahni'Inan. They make their living along the Tangle's western edge on the river called Mahni'Inan's Blood, which runs north to south through the jungle. The river's strong reddish color comes from the mud of its banks; it's believed to be the goddess' menstrual flow, while the mud is the cast-off from her womb.

To the Mahni, the river's waters and mud are the stuff of creation. From the mud they build their riverside houses and craft elaborate, labyrinth-patterned pottery that's ever-present in their settlements. When their great houseboats aren't traversing the river to hunt and fish, they gather in port towns that spill out onto the surrounding banks. Port residents supplement their farms and fisheries by hunting and gathering from deeper in the jungle — and by raiding neighboring peoples outside the Tangle.

The most populous of the bands, the River Band provides the most warriors to defend the Tangle and support Ma-Ha-Suchi's raids. It also feeds the Chante-Sa, trading surplus food to the Band of Bones for metalwork and to the Flower Band for medicines and foreign goods. Strutting Mahni warriors often lord their importance over members of the other bands, to their displeasure.

#### The Blood Seasons

Long ago, the three bands feuded endlessly over matters ranging from trade and war to forbidden romances and ill auguries. Among Ma-Ha-Suchi's first acts as Hand of the Mothers was instituting the Blood Seasons to bring peace to the Chante-Sa.

Every fourth new moon, the bands come together and each inan names four champions. This squad then heads out into the world to perform seven tasks proclaimed by the Three Mothers by the next full moon: slaying beasts, retrieving herbs that only grow in the Threefold Womb, raiding a neighboring people for valuable resources, playing a trick on Ma-Ha-Suchi, and the like.

Whichever squad performs their tasks first wins the season for their inan. If the Flower Band wins, then it becomes the Season of Flowers; the people are beholden to the Flower Band's directives, which typically increase trade with neighboring peoples. If the River Band wins, it becomes the Season of Storms, and much effort is spent raiding neighboring peoples. A Bone Band victory leads to the Season of Bones, where the Chante-Sa focus inward on raising new structures and infrastructure. If none succeed, then Ma-Ha-Suchi's eldest beastfolk lead a Season of Hunts, mounting an organized raid made up of members of all three bands into the Realm's satrapies.

## Ma-Ha-Suchi's Lair

A blocky mass of gray stone, draped with vines and moss, rises from the jungle beside a small still lake. It was once a minor fortress during the First Age, its name long forgotten today. Now goatfolk and wolf-folk make homes amid its stairs and battlements. War cries and the clash of arms fill the air by day as they practice battle-craft; songs and prayers to the jungle's gods echo through the hot, steamy night.

The Nameless Lair is both Ma-Ha-Suchi's capital and his home. A chamber once used for planning strategy has been converted into a rarely used meeting hall, hung with tapestries and pieces of the shahan-ya's moonsilver panoply to impress visiting Pact members. Barracks have been converted into luxurious communal dwellings for his students and Lunar visitors. Ma-Ha-Suchi's own chambers, conversely, are unadorned and ill-tended; a dark and quiet place where he may be alone. Equally grim are the catacombs where his beastfolk champions are entombed alongside those adherents fallen in his service.

The Chante-Sa regard the Nameless Lair with holy dread. It's approached only in the direst of times, when they must petition Ma-Ha-Suchi for aid directly. He doesn't resent such petitions, nor does he rebuke Lunar visitors to his lair, but he has little patience for other trespassers. It's been centuries since a Realm legion made it through the Tangle, but more than one Wyld Hunt has reached his doorstep, forcing him to fight in the Nameless Lair's defense.

## Beastfolk of the Tangle

Many ancient Chante-Sa rituals revolved around the Threefold Womb and the blessings bestowed therein by the Three Mothers. When Ma-Ha-Suchi arrived, he brought a new way for the Chante-Sa to serve alongside him and reap great acclaim: the Path of the Mother's Hand. Any Chante-Sa may walk the path in the Threefold Womb, undergoing brutal tests of combat, exposure to the elements, consumption of poisons and hallucinogens, sleep deprivation, and starvation.

At the Path's end, those who survive are transformed. They speak of it as a sacred death and rebirth in which Ma-Ha-Suchi is both doula and psychopomp, pulling

### MA-HA-SUCHI'S TERRITORIES

The Nameless Lair is *isolated*, *well-defended*, and *terrifying*. The Threefold Womb is *uplifting*, *holy*, and *arduous*.

### WOLF AND GOAT

Ma-Ha-Suchi's wolf-folk have one-dot Fangs, Enhanced Scent, and two-dot Unusual Hide (**Exalted**, p. 165-166). His goatfolk have Bounding Legs (p. XX), one-dot Horns, Iron Stomach, and one-dot Unusual Hide (**Exalted**, pp. 162, 165-166).

them screaming and bloody from the Threefold Womb, splitting their soul's caul lest it smother them, and granting them a place in his beastfolk legion. They no longer belong to the band of their birth, for they've been reborn into a higher calling.

Aspirants who show temerity, intelligence, and resourcefulness in passing the trial are remade as goatfolk with gnarled skulls and great horns. Those who overcome by might become wolf-folk with sharp fangs and claws. Newly transformed beastfolk are brought into their peers' elite ranks, learning the ways of Ma-Ha-Suchi's champions and the duties they must uphold. Goatfolk are most often arbiters, planners, strategists, artisans, and shamans. Each inan has a goatfolk advisor who advises her in matters of policy and relays her needs to Ma-Ha-Suchi. Wolf-folk are elite hunters who feed their fellows in lean times and guard the Lair's borders from intrusions.

Most outsiders who encounter the Chante-Sa deal with one of the beastfolk — either a goatfolk diplomat speaking on behalf of an inan or Ma-Ha-Suchi himself, or a wolf-folk warrior. The untransformed Chante-Sa that accompany them wear adornments and helms fashioned out of beast skulls and never reveal their faces, leading many to believe the Nameless Lair teems exclusively with beastfolk.

## Prominent Figures

A deeply spiritual woman of exacting tastes, **Mahiya** rose swiftly in the Flower Band through her keen eye for sacrifices pleasing to Chuwe'Inan. The goddess has her ear and has spurred her toward ever more aggressive mercantile arrangements to obtain the luxuries both crave. Her husband, **Red Cat**, is a brilliant trader who apprenticed in a Guild caravan for several years. Their combined shrewdness makes them unbeatable when trading with nearby peoples. Some, particularly among the River Band, resent coming out behind in such dealings; a plan to recoup their losses through violent means is in the offing.

**Aan Jandar**, the River Band's inan, grew up amid famine, and has never forgotten the hunger that tormented him and made his body weak. While his childhood malnourishment makes him a poor warrior, he has a keen strategic mind, planning aggressive river-faring raids that have ensured his people's prosperity. However, his single-minded focus on his band's survival and victory makes him a poor diplomat; despite his council's urging, he's done little to address grievances and resentments with other bands. Some of his counselors have begun conspiring to petition Mahni'Inan to replace him with one of them, before the River Band's feuds destroy the peace between the Chante-Sa.

The stoic **Greenheart** leads the Band of Bones by virtue of her wise judgments and thaumaturgical gifts, taught to her by the Hungry Mother. Under her leadership, the Gap has undertaken increasingly numerous and daring raids of neighboring peoples, bringing back skulls to offer to Gap'Inan and riches to adorn their cave homes. This has led to friction where the Band of Bones' territory overlaps with the River Band's in the north and south of the Tangle; affected River Band clans see the Gap's raiding as infringing on their dominance over those neighbors and access to their wealth.

The goatfolk shaman **Uakka** is among the eldest of his kind, renowned for cunning and ingenuity in dealing with the supernatural. He mediates between the Chante-Sa and the Tangle's lesser spirits — jungle gods, wild elementals, and occasional ghosts or fae — only recruiting Ma-Ha-Suchi's Lunar adherents to aid him with the most powerful spirits. Uakka takes few students, and many goatfolk bristle when he takes up River Band shamans, whispering that he's more loyal to the band of his birth than to Ma-Ha-Suchi.

The heavily scarred wolfwoman **Six Day Storm** is a deadly hunter and charismatic general, entrusted by Ma-Ha-Suchi with defending the Chante-Sa from outside incursions and with planning raids into Realm territory. She takes spouses from the warriors who serve with her, rarely boasting fewer than seven at any time. Despite her prowess, she's barred from the Threefold Womb for a long-ago slight to Chuwe'Inan, and still resents the Lavish Mother.

## Neighbors

The neighboring **Vuloth** — masterful woodworkers and apothecaries — have long traded with the Flower Band for petal-leather and other goods; a number of prominent Vulothi have intermarried with the Chuwe. Occasional raids by the River Band have long menaced the Vuloth, and under Inan Aan Jandar, these raids have only increased. Inan Mahiya's attempts to negotiate peace between the River Band and the Vuloth have thus far gone unheeded by Aan Jandar. Immaculate missionaries have reached out to the Vuloth, offering assistance against the Anathema Ma-Ha-Suchi's raiders.

Once the site of a prominent civilization north of the Tangle, **Amajul** now stands abandoned, its peoples driven away by centuries of Chante-Sa raids. Only wild animals and ancient spirits dwell amid its empty stone ziggurats now, along with occasional travelers desperate enough to seek refuge in the ominous ruins.

**Point Sunder** is a prominent trading outpost for Eastern Threshold merchants, a gateway to the Vaniwayan River leading to Prasad and the Dreaming Sea beyond that's often proven a ripe target for Chante-Sa raiding. Guild merchant prince Luvali Faja, leader of the Gilded Peacock Consortium, has fortified the outpost with mercenaries and an Exigent champion at considerable expense. Other merchants seeking to travel through it are charged steep protection fees, lining the Gilded Peacock Consortium's coffers alongside its Prasadi trade.

# The Eskari

The nomadic Eskari traverse the savannas west of the Summer Mountains on the backs of camels and the huge flightless birds called austrech, herding goats, camels, and yeddim. But this nomadic lifestyle only came about in recent centuries. Their ancestors dwelled in the city-state of Eskaridam, a center of trade and learning. Eskaridam resisted the Realm's diplomatic overtures, unifying neighboring cities and clans into a military coalition. The Realm's legions broke this alliance; Eskaridam was razed in a show of force, convincing many of its former allies — including the last independent Varang city-states — to submit as satrapies. Only a handful of Eskari families escaped Eskaridam's fall, calling on spirit-gifts and thaumaturgy to survive the desert.

## Eskari Kinship

The Eskari became nomadic herders, gaining great renown as camel masters and austrech riders. They learned how best to survive the savanna, moving from water source to water source, dwelling in yurts and great tents. A single community consists of interwoven families and their camel herds, amounting to around 500 people and at least thrice that in camels — about the maximum that can avoid depleting local resources of land and water.

Eskari society is matrilineal and begins with the family, typically consisting of a *mama,* one or two husbands, their unmarried children, and occasionally other unmarried relatives, widowed husbands, or the like. When two Eskari of the same sex marry, which will be the matron and which will take the husband's lesser part is a matter of much negotiation between their families.

As the primary decision-makers, mamas organize domestic duties and arrange marriages for their sons, prioritizing connections with wealthy and prestigious families. If a mama dies, her eldest daughter takes up her role. If no daughter is available, then a sister steps in, absorbing the family into hers.

Extended families, comprising the families of female descendants of common ancestry, are overseen by the eldest female of the family and her husbands.

## Culture

The flight from Eskaridam lies at the heart of the clans' culture. Fear of Realm persecution runs deep in their bones; they've long been reticent to settle permanently in one place, preferring the safety of nomadic life. Even clans who stray from this norm still fear that the Realm will return to destroy them — Varoniikh settlements are heavily fortified, while the Vevyehn in their riverside towns remain perpetually ready to flee if necessary.

The idea of finding or creating a "New Eskaridam" is prominent in Eskari thought, though not all agree on what such a paradise would look like. The Dzhenifa believe only their augurs can find the place destined to be New Eskaridam; the Vevyehn believe their territory already is the New Eskaridam; while the Tezelyke reject the notion entirely, believing the clans must reclaim Old Eskaridam instead. For many, New Eskaridam is itself a religion. Founding it is a sacred duty, and opposition to the Realm a holy crusade.

The Eskari divide labor on the basis of both gender and marital status. In addition to a mama's duties overseeing her family, women take part in herding, raiding, and commerce, sometimes venturing far from their clan to do so. Husbands oversee domestic tasks like cooking, weaving, and cleaning, but when an Eskari woman takes a second husband, these domestic

responsibilities pass to him, and her first husband may take part in raiding, herding, and other activities outside the home. Unmarried men pursue both roles, preparing for wherever life leads them.

Herd animals play a vital role among the Eskari, who spin and weave cloth from camel and goat hair for clothing, art, and trade goods. Milk from goats, camels, and yeddim is a common beverage, and is incorporated into other dishes as butter, yogurt, and kashk. All three animals' meat is prized, although they're typically only slaughtered for celebrations, and yeddim meat is heavily seasoned to mask its gamy smell. Animal foods are supplemented with purchased flour and wild greens, alliums, grains, and dates.

Storytelling is a highly prized art, with each clan favoring different genres and topics. Historical tales hearkening back to Old Eskaridam feature prominently, although enough time has passed that significant variations have entered into each clan's oral histories. "Zamisha stories," cautionary tales featuring the Lunar as a folkloric devil whose cruel torments — often embellished versions of actual events — can only be escaped by following the clan's taboos and customs are also popular fare. Physical art is typically limited to easily transported jewelry, ornately woven mantles, and pottery, although the more sedentary Varoniikh and Vevyehn sculpt stone statues and monuments and weave tapestries recounting their oral traditions.

Modern Eskari religion has changed greatly since the flight from Eskaridam. Each clan claims a tutelary deity's patronage, venerating it through closely held rituals and receiving unique spirit-gifts. Some tutelary deities hail from Eskaridam, having fled with the clans. These include Damet, the cat-headed god of granaries; the well-goddess Nyozun; and many-handed Loksha of the marketplace. These gods have taken on new roles, changing alongside the Eskari: Nyozun blesses efforts to find oases amid the Burning Sands, while Damet oversees the feeding of herds. Other tutelary gods were encountered only after fleeing Eskaridam, such as the fierce sirocco-god Glass Razor.

Most clans offer worship to the other clans' tutelary deities, acknowledging them as patrons of the Eskari as a whole. Each clan also propitiates Smiling Zamisha to ward off her devilry, but none claim her as their patron.

## Smiling Zamisha

Smiling Zamisha, a Changing Moon trickster-queen and Silver Pact zealot, encountered the Eskari only



after they'd grown accustomed to a pastoral lifestyle. Born into the oppression of a Realm satrapy, Zamisha Exalted leading an insurgent raid. She fought ferociously, but her newfound power couldn't match the prowess of the Wyld Hunt called down to slay her. She barely escaped with her life. Rescued by a Silver Pact envoy, she wept upon learning of the mass crucifixions that followed her failed uprising. Her homeland's tragedy has made her a staunch devotee of the Pact, willing to become a devil and a monster to destroy the Realm.

Zamisha came to the Eskari in the guise of a cruel spirit of the Burning Sands, weaving herself into their folklore and cautionary tales. They say that she takes wicked children, the dishonest, and the cowardly; that she slaughters livestock and drains springs. She sends dreams and visions to Eskari mystics and thaumaturgists, and whispers in the ears of clan matriarchs wearing stolen faces. All this cruelty and deception is to forge the Eskari into a weapon against the Realm, turning them from herders to deadly raiders who'll cut off Realm trade into the South. Her intervention has stoked the old flames of Eskari resentment against the Realm and militarized their culture, empowering a martial leader over the traditional authority of clan elders.

Though Zamisha often strays from the Eskaris' savannas to attend to other Pact duties, she always returns, maintaining her myth and influence. She's succeeded in creating a raiding culture directed against the Realm; now, she seeks to unify the Eskari clans into a conquering horde that will flow from the desert and cleanse the land of the Realm's taint.

## Governance

Seven surviving clans, each overseen by a matriarch, encompass the Eskari extended families. Matriarchs traditionally choose their successors; should one die without naming an heir, the mamas elect the next matriarch. The clans form a loose confederation headed by a *gyula*, elected from among the clan matriarchs. The gyula directs overall Eskari military campaigns, passes judgment over disagreements between clans that can't otherwise be reconciled, declares laws, and can overturn a matriarch's decisions. She theoretically rules for life, but most gyulas abdicate when they feel too old to lead in battle, and an unpopular gyula can be pressured by the matriarchs to resign. She maintains an itinerant court, moving at intervals between the clans with her entourage.

When a gyula is elected, the clans arrange political marriages between her and a husband (or occasional wife) of each clan's matriarch. These spouses, or *kundus*, remain married to their clan matriarch as well, binding their interests together. Gyulas traditionally prize kundus who are priests and shamans, drawing on their wisdom and employing them as emissaries to the clans' tutelary gods and neighboring spirits; the rare thaumaturgist or rarer sorcerer is especially prized. Kundus wield great political power, and some abuse their access to gyula and matriarch to serve their own agendas.

Smiling Zamisha considers the kundus easily manipulated. She often visits them with enticing visions or dire prophecies to bring to the gyula. She also, on occasion, appears to young women respected within their community. This has led to instances of younger women being chosen as matriarch or gyula because they manifest the mark of Zamisha somewhere on their body — a birthmark resembling the eye of a cat.

### HOW THINGS WERE

In days of old, the gyula was a temporary position assigned by the clan matriarchs during wartime. Each matriarch named one of her husbands a kundu. Not married to the gyula, these served as envoys, advising her and meeting with the clan matriarchs to discuss issues of importance to the people. When resources were low, the gyula and her husbands would assemble war parties to ride out and raid.

Generations ago, when Smiling Zamisha began subverting the Eskari in earnest, a gyula was chosen to prosecute the war against Realm merchants and their escorts. There's been a gyula in place ever since. Eskari leaders occasionally discuss returning to the old council system, but there's little political will to do so.

## Eskari Clans

**Dzhenifa**

Wary of bad luck and witchcraft, the Dzhenifa place great stock in their augurs. Dzhenifa children receive names based on omens surrounding their birth and take on additional names from other omens throughout their lives. Pursuing vocations in line with these omens is traditional; opposing the omens is perilous, but not condemned unless one's own ill luck harms one's neighbors. These traditions trace back to ancient intermarriages with Varangians, though today's Dzhenifa refuse to acknowledge kinship with those hated enemies. Fierce raiders, the Dzhenifa have

produced many of the Eskari's greatest strategists, wise in the lay of whatever lands they travel and skilled at negotiating with local spirits.

Matriarch **Dzhenifa Olanka** has long argued that only Dzhenifa augurs can divine the site of New Eskaridam — whether building a new city or renaming some captured settlement — and that the other clans must unify around this decision. She's won over almost all her clansfolk, despite the diviners having reached no consensus on the most auspicious locale. She aggressively lobbies Gyula Zita through their shared husband, kundu **Dzhenifa Magan**, but if Zita can't be convinced, Olanka is willing to go to war with the Leila clan to replace her.

The Dzhenifa tutelary deity — the sirocco-god **Glass Razor** — blasts the land with dry, dusty winds unless propitiated, and turns those winds against the clan's enemies. However, clan members acknowledge other spirits' power and caprice and are quick to worship or propitiate whatever local gods hold sway over a region or activity.

### Leila

The Leila were the first clan to retaliate against the Realm after the exodus from Eskaridam; even today, they struggle to recover from the losses suffered in the ensuing conflict. Few in number, the Leila prize martial prowess and steadfast opposition to the Realm, deeming any Eskari lacking in these traits honorless. On the rare occasions they capture Realm holdings, they raze anything that stands and move on, rather than trying to conquer the land and withstand the inevitable counterattack.

Among the most migratory clans, the Leila drift northwest in summer, taking slaves and cattle until their raids stir up a hornet's nest among the Varang, then move swiftly southeast to avoid retaliation. Young warriors hope to perform feats of daring in such raids, such as counting coup against Varang warriors or stealing a heifer in broad daylight, even if it costs them their lives — Leila culture emphasizes glory over survival. These raids occasionally result in Realm expeditionary forces following the Leila into Varoniikh territory, dragging that clan into battle.

**Gyula Zita** hails from the Leila, a ferocious young warrior taught by Smiling Zamisha herself. She's led Eskari warriors in increasingly aggressive raids against Varang city-states and speaks of founding New Eskaridam atop razed Varangian land. Well-spoken and skilled in battle, her leadership and popularity have unified the clans behind her, and many Leila believe her reign promises a resurgence of their dwindling clan. Not all are so sanguine.

The ambitious matriarch **Leila Kamila** knows she's too old to be gyula but believes the next best thing would be replacing the youthful Zita with her daughter, **Borbala**, an even-tempered if unpersonable warrior. Kamila schemes to arrange the gyula's death or humiliation to make way for Borbala.

The Leila tutelary deity is **First Flint**, one of the lesser murder-gods called Bloody Hands. Once a minor spirit of Eskaridam, First Flint has become the Leila's god of war and revenge. He encourages brutality and terror tactics against Realm satrapies, including killing of civilians. Other clans deem him more ill-omened than Smiling Zamisha and give his priests' scarlet tents a wide berth.

### Razhiin

Least insular of the clans, the far-wandering Razhiin encourage their young women to marry suitable non-Eskari men, forming valuable bonds to neighboring peoples and large families with many husbands. A handful of smaller foreign clans have been effectively swallowed by the Razhiin this way. Most notable of the Razhiin's cousin peoples are the snake-handlers of Echidis, whose incipient war with the Varang city-state of Urim threatens to draw in the Razhiin.

This practice has fomented tumult within the clan as familial traditions grow and clash. In some cases, the foreign influence has won out. After intermarrying with the Blue Ashak, who hold goats unclean, most Razhiin ceased herding them, trading their flocks for more camels and yeddim. The Kazhur princess Gift-of-Water successfully convinced her wife, a former matriarch, to adopt worship of the goddess Sundog Woman. Other clans — except the cosmopolitan Vevyehn — regard the Razhiin as less and less Eskari, giving their words little weight.

Matriarch **Razhiin Logare** has grown wealthy through dealings with Guild merchants, contracting out Razhiin warriors to guard caravans against bandits and fellow Eskari alike. Her husband, kundu **Razhiin Agostan**, is skilled in negotiating with desert spirits for fair weather, and plies his diplomatic savvy with Gyula Zita as well, arguing against her aggressive agenda. He has few allies among the other kundus, but his fellow kundu **Vevyehn Janos** has taken his side since the two men began a romantic relationship.

The Razhiin tutelary deity, the shade-goddess **Olomu**, was unknown in Eskaridam, instead coming to the clan as they wandered the steppe. Though she's always encouraged Razhiin openness toward foreign peoples, she discourages foreign worship, driving off foreign

gods that won't submit to her dominance. Her relationship with **Sundog Woman**, god of the Kazhur people with whom the Razhiin heavily intermarry, is tumultuous at best. Things haven't grown strained enough for Olomu to consider seeking Smiling Zamisha's aid in dealing with her divine rival, though it wouldn't be the first time she's bargained with the Lunar for aid in deposing a threat to her supremacy.

### Szonia

Ranging far to the southeast, the Szonia have little contact with their Eskari kin, having split from the clans' mainstream centuries ago. Self-sufficient and bellicose, they regard their fellow clans as having diverged to varying degrees from being true Eskari.

The Realm is a distant memory to the Szonia; its place in their culture has been taken by Prasad, which they call "the Eastern Realm." Both fearful and contemptuous of it, they raid its westernmost tributaries and merchants following its trade routes with gusto. Their raids also target neighboring peoples — including the Kazhur, now cousin to the Razhiin, causing strife between the two clans.

More diplomat than warrior, matriarch **Szonia Idoska** has entered into negotiations with the Prasadi tributary Lakh, offering to end Szonia raids in exchange for a nonaggression pact. The clan's warriors mislike this prospect, but Lakh's retributive counterattacks grow increasingly devastating.

The Szonia tutelary deity, **Nyozun**, was Eskaridam's god of wells. Today she blesses Szonia efforts to find oases in the desert sands and springs amid the Summer Mountains' foothills. The clan has little truck with distant Zamisha and finds her widespread propitiation worrisome.

### Tezelyke

The Tezelyke clan is a repository of Eskaridam's ancient wisdom, preserving skills and crafts the other clans have forgotten with the passage of time and adaptation of a nomadic lifestyle. Mothers teach daughters to fire bricks in kilns, brew beer, and tend fields — skills they have little opportunity to use in their nomadic lives, but which they seek to preserve for New Eskaridam. Priests chant prayers to Eskaridam's lost gods; artists create elaborate sand paintings depicting the city at the height of its past glory.

But for the growing Tezelyke revanchist faction, the clan's purpose isn't just to preserve the past, but to reclaim it from the Varang usurpers and their Realm backers. Revanchist war parties gather under charismatic leaders, traveling north to raid Varang settlements. Many now ride alongside the Leila in battle.

Matriarch **Tezelyke Morikhaad** is a staunch traditionalist, refusing to hear dissent against the gyula and harshly suppressing the revanchists, whose fixation on Old Eskaridam undermines Vita's ambitions of founding New Eskaridam. But her rule has been challenged by **Tezelyke Eszter**. She's young, but Eskari from many clans throng to hear her recount dreams and visions in which Falcon's Dream, Eskaridam's long-lost city father, tells her how the city might be reclaimed. Her stories are fabrications, but she does have a divine patron — the mirage-god **Hafatun**, whose cult in Oonai of the Mirrors was broken by the Immaculate Order. Hungry for vengeance, he sacrificed himself to empower Eszter as an Exigent to combat the Realm.

**Vilyat of the Agate Eye**, god of Eskaridam's courtrooms and tombs, is the Tezelyke tutelary deity. However, the revanchists reserve their prayers for Falcon's Dream. This schism remains a source of quiet tension, occasionally breaking into fisticuffs or worse. Vilyat has searched for Falcon's Dream but found nothing; he has no idea of Eszter's masquerade.

### Varoniikh

Adapting to their chosen territory's hills and mountains, the seminomadic Varoniikh lead their flocks to high ground in summer and to lowlands in cooler seasons. A militant, isolationist clan, their settlements are as much war camps as towns, barely hospitable even to other Eskari. Merchant caravans traversing the Bluecoal Pass must guard well against Varoniikh raiders.

Varoniikh lands are perilously close to Varang's border, and their camps suffer from military aggression when Varangian astrologers deem such raids auspicious. Southern merchants bribe astrologers to arrange for more frequent raids to clear Varoniikh resistance to their carvans.

Matriarch **Varoniikh Sebest** holds the line against the Varang — and the Imperial soldiers that occasionally march alongside them — with reckless devotion. She overcommits warriors to encampments closest to the border, even as the clan suffers unsustainable losses. Her aggressive rhetoric is popular among her clansfolk, but some Varoniikh — even within her own household — speak of desperate measures to save their clan from Sebest's blindness.

**Damet**, cat-headed god of Eskaridam's granaries, now serves as the Varoniikh tutelary spirit. His blessing

cleanses the herds of parasites; wildcats hunt vermin among the clan's storehouses and follow at its raiders' heels.

### Vevyehn

Least nomadic of the Eskari, this clan's riverside towns remain populous year-round, residents subsisting on agriculture and fishing while kinfolk lead herds to seasonal grazing areas. Unlike the Varoniikh, Vevyehn towns welcome Eskari and outsiders alike to their markets, which deal in all manner of goods — especially iron.

Iron-rich sands gather in the Vevyehn rivers, supplying the clan's renowned blacksmiths. Broad expanses of such ore smolder beneath the sun in dried-up rivers and lakes beyond their territory. The Vevyehn have long since considered this ore their birthright; their warriors clash more and more with iron-harvesting laborers from nearby Jasper and Guild expeditions.

Calling their lands New Eskaridam, the Vevyehn encourage other Eskari clans to dwell among them and share their bounty. But their wealth makes their towns into tempting targets for banditry and raiding by rival peoples such as the Paliq, who looted and razed the towns of Puraval and Old Nezhek a generation ago. Some Eskari resent them for cultural or religious reasons, misliking the idea of entrusting Eskaridam's name to a people so sedentary and open to foreign ideas.

Matriarch **Vevyehn Ruz** holds less power than matriarchs of other clans; since the Vevyehn settled along the rivers, political authority has largely devolved to the towns' leaders. The matriarch arbitrates disputes between towns, performs religious rituals, and represents the Vevyehn to the gyula, but is otherwise a figurehead. Ruz opposes the gyula's militaristic agenda, believing it a threat to Vevyehn prosperity; she's forged a widespread consensus among the townships but finds few allies among the other clans.

The Vevyehn worship **Loksha**, many-handed god of old Eskaridam's marketplace. Since the razing of Puraval, Loksha has relocated to thriving Nezhek-of-the-Lapwings, where many Razhiin families had settled. The Razhiin refuse to worship the Vevyehn god, whose jealousy is raising tensions between the two clans.

## Neighbors

The Varang city-state of **Haqad** fought alongside Eskaridam against the Realm, but betrayed it when their astrologers predicted defeat, becoming a satrapy rather than meeting the same fate. Enriched by farmland and other resources that once were Eskaridam's, Haqad has become the most prominent representation of Realm power and influence to the Eskari and neighboring peoples. Though reviled by the clans, their sizable military and formidable Imperial garrison have proven all but insurmountable.

The **Khaztun** people frequently raid and rustle Eskari herds, but they're regarded more as trading partners than as foes. Their customs demand they offer recompense for stolen property if its owner confronts them about the theft, and the Eskari have found it less dangerous and more profitable to extract payments of flour, wood, and incense from the raiders instead of fighting them off. This unorthodox trade relationship has brought the Razhiin closer to the Khaztun as a people, resulting in heavy intermarriage, and they aren't the only clan to have mingled their blood. However, when the Khaztun launch raids in times of scarcity, or against herdsmen unfamiliar with their customs, violence can still break out.

Dying Eskari warriors often volunteer for their cremated ashes to be scattered at the edges of the foreboding **Sands Where No Man Walks**, in hopes their ghosts will help contain the horrors dwelling within. Wrathful shades lure in unwary travelers with illusionary oases; swirling ash-storms born from deaths by fire seek to fill the lungs of the living; and vulture-headed phantoms feed on ghosts too weak to evade them. All these spill forth from the ancient shadowland at the Sands' center, where a vast tree of smoke stretches skyward, its branches said to house the palaces of gyulas who've passed into the next life. On those rare occasions when an Eskari shaman dreams of a relative's ghost caught in the grip of the sands' predatory specters, her friends and family may mount a dangerous quest into the sands to free her.

# The Bronze Tide

Bells ring out over the city of Steep, the warning pealing from the top of every temple.

The defenders on the walls stand ready, as they have since the lookouts first spotted sails on the horizon. They wait, bows and spears in their hands, dread clogging their throats. Their eyes sting from the smoke of Steep's burning fleet while foreign galleys glide into the harbor: three score of them, bird-prowed and golden-beaked.

Lean-limbed warriors crowd the decks, polished armor catching the sun. They hurl insults and challenges at Steep's defenders and laugh as their own echoes roll back to them over the water. No one laughs on the wall; no one flings an insult back.



The Bronze Tide has come to shore, and none can withstand it.

Bells ring out over the city of Steep, no longer a warning, but a death knell.

## Echoes

Far to the southwest lie the Cinder Isles. Scores of nations call the vast expanse home, though unease spreads from the Isles' easternmost locales. Rumors speak of a force sweeping northward and westward into the Isles, called the Bronze Tide by those who whisper of it.

Many diverse peoples once populated the sprawling Gray-Eye peninsula at the Cinder Isles' eastern periphery: the Mygdons with their love of wine; the Issyk, whose skirling reels only they could dance to; the Yensei with their fondness for gold; and more. Their dealings with the islanders could turn on a whim. Often, mainlanders sailed to the isles with holds full of goods to trade. When an island city-state or petty empire needed soldiers for conquest or protection, it hired them from the mainlanders' formidable mercenary companies. Yet, from time to time, those same formidable warriors went raiding across the islands.

Nations formed and fell over the centuries — the Forty-Fourth Immortal's elemental empire; the mercantile Fourport League; Prince Caracal's militant dynasty; the swift-navied Sayfar Domain. New sea lanes changed fortunes and rewrote borders. Cultural exchanges brought fresh ideas to ancient art styles, and gods once only known on the mainland found new worshipers on distant isles.

A generation ago, the peninsular peoples' trading and mercenary work slowed to a trickle in the wake of a Wyld-born disaster. On the Gray-Eye peninsula's coast and the easternmost Cinder Isles, populations swelled as those driven from nations farther inland sought refuge. Not all of the newcomers came asking for aid; many — whether warlike, proud, greedy, or fearful of being turned away or reduced to beggary — were bent on conquest, plundering vulnerable cities in their peoples' paths.

The peninsular peoples, seeing the writing on the wall, withdrew from the inland invaders just as the inland peoples had fled the Fair Folk. Amassing their ships, they — along with many of the inland peoples — set out to carve a new homeland from the sea while the choice

still remained to them, before the fae arrived at their own door. Called the Bronze Tide by their victims, they've become a terror to the islands, fleeing a terror greater than themselves.

## Fleeing the Wyld

Living so close to the bordermarches, the mainland peoples who would become the Bronze Tide dealt with the Wyld much the way islanders dealt with mainlanders. Sometimes strange beings arrived with wondrous goods to trade; sometimes nightmares boiled out of the bordermarches, and raksha raiders left destruction in their wake.

But when the fae Spear-Empress Bhadri came in her cloak of green, with 12 dread companions at her side and a numberless army at their back, traditional defenses and old alliances proved insufficient. Mightier than any faerie army seen in the region since the Great Contagion, the raksha invaders came only to conquer: subduing peoples in their path, infiltrating their ranks, and suborning even the most righteous among them.

The Spear-Empress showed no desire to bargain, and all who stood in her way — even Exalted champions — either fled or fell to her soul-devouring legions. Her territory fans out from world's edge, closer to the coast with every passing year. Enslaved peoples work the land and harvest Wyld-tainted crops, though the raksha prefer to take sustenance from the humans themselves.

The seas seem unlikely to stop Spear-Empress Bhadri's advance; witnesses describe impossible craft sailing inland rivers, Fair Folk captains at their helms. However, the coasts largely remain uninvaded, and some interior cities have staved off the raksha advance — either by clever strategies, or loathsome bargains with Bhadri's companions.

Rather than be subsumed by the chaos-driven horde, many nations abandoned their homelands to Spear-Empress Bhadri and migrated northward, forming a horde of their own. What began as a trickle swiftly became a tide as mainland leaders recognized the futility of standing against the Fair Folk.

Some nations left their gods behind, confident they could forge new covenants with other powers. Many spirits and ancestors followed their people into new territories. Others fled to Heaven or the Underworld, or defended their posts until the Wyld twisted them into horrific echoes of themselves or destroyed them utterly.

Initially, the refugees fought one another as Spear-Empress Bhadri's early targets sought to claim new mainland territories closer to the coast. But with the Fair Folk conquest showing no sign of stopping, they've reached a tentative truce in order to survive. They've swept over the islanders like a tsunami, spilling across cities in a tide of blood and bronze. There's no withstanding it, no power that can hold it back or stop its relentless course. The Bronze Tide — the massed war-fleet of the peninsular peoples fleeing Bhadri's advance — devours cities, leaving ruins in its wake.

### Lukha Palash

Amidst the tumult, the Mygdon warrior Lukha Palash rallied his people. Raging against Bhadri, he vowed to lead them to the safety of the neighboring islands by conquest. His impassioned speech caught the ear of Luna, who Exalted him, appearing as a bloody-winged cormorant, a victory omen.

The Changing Moon is both war chief and god-king to the Bronze Tide. He places himself at every battle's forefront, his cobalt hair a beacon for his warriors. For his enemies, the sight of that bright-plumed figure at the prow of a ship brings despair.

Though young, eager, and hungry for glory, Lukha is no fool. He's surrounded himself with a council of leaders from among the nations, asking for their wisdom and advice.

## Culture

The peninsular peoples comprising most of the Bronze Tide have been loosely related for centuries. Likewise, after the Contagion most labored together under the yoke of the empire of the Forty-Fourth Immortal, from whose collapse the Gray-Eye Peninsula never fully recovered. Thus, while each people has its own culture, they maintain many overarching similarities.

Peninsular clothing tends toward elaborately patterned caps, cloaks, tunics, and trousers. The specifics of the cap vary most between peoples, from the Mygdons' wolf-ear caps to the Issyks' raiton-feather caps. Metalwork tends toward expressive detail. Armor, weapons, cutlery, and jewelry all bear iconography of mythic heroes and savage beasts.

Largely pastoral, the peninsular peoples traditionally herded sheep and cattle, while slaves taken in war raised barley, wheat, tubers, greens, and other crops. They supplemented this by raiding neighboring peoples and the Cinderians for animals, crops, finished goods, and precious metals. With the peninsular herds

### NOTEWORTHY PEOPLES OF THE BRONZE TIDE

The raucous **Mygdons** have been driven from their wealthy coastal city-states, but their martial tradition — passed down for generations — have only grown in importance now that their survival depends on conquest. Longstanding rivalries between city-states have fallen away before Bhadri's existential threat, but still simmer beneath the surface, and some former Mydgon princes resent Lukha Palash for usurping their authority.

The **Issyk** say that they lived amid the remote wooded valleys of Mount Ulim since the First Age, worshiping strange wilderness gods. The diaspora has caused great cultural upheaval — their homeland is lost, their pantheon fallen before the Spear-Empress, and now they live at sea with no seafaring tradition. Their shamans have pacted with several minor gods dislocated by Bhadri's advance, forming the beginnings of a new Issyk pantheon.

Famed equestrians and poets, the **Pelith** clans — among the few Bronze Tide peoples from deep inland — are stubbornly independent, having never unified under a single leader. They fear Lukha Palash, for in ancient times they were driven out of a principiate of swan-headed nobles, and their vendetta against beastfolk still burns — but they fear Bhadri more and tolerate alliance with a devil for now to escape the annihilation she brings.

The **Yensei** are merchants and talented metalworkers, renowned for smithing gold, silver, and bronze into embroidery, inlays, and ornaments. They've little love for the Mygdons, who've been military and mercantile rivals for time out of mind before the diaspora. They accept Lukha Palash's command out of necessity, but often complain that it had to be a Mygdon who Exalted.

largely abandoned when crossing to the Cinder Isles, cattle and horse ownership have become even greater marks of status than before.

The peninsular peoples have always been fractious, raiding and feuding over land and herds, with personal and familial vendettas often spiraling into larger wars. A powerful and charismatic leader can woo other peoples' chiefs for a time, but peninsular resentment of foreign rule — a persistent theme since the Forty-Fourth Immortal's day — ensures that such alliances don't last. Even now, despite Lukha Palash's importance to the Tide, peninsular chiefs stand ready to splinter away, or to jockey for control should he perish. Likewise, rivalries and enmities held in abeyance during the flight from the peninsula flare up from time to time; Palash and his loyalists must rein in factions and separatists, keeping them in line.

## Strategy

Bronze Tide warriors have mastered psychological warfare. As they approach an enemy port, they stream onto their ships' decks, brandishing weapons and making as much noise as possible to unnerve defenders and terrify civilians. Damaged ships and injured men are as costly for them as for their foes, and while they won't shy from a fight, the faster the enemy breaks, the better.

While defenders are mercilessly slaughtered and a resisting city-state's leaders executed, the invaders enslave desirable civilians — shipbuilders and other artisans being especially prized — and allow the rest to flee. The city is then put to the torch, reinforcing the cost of resistance and leaving survivors no place to linger. The refugees streaming into neighboring territories and archipelagoes offer a dire notice to local leaders: They might be the Bronze Tide's next prize.

Only a few city-states in the Bronze Tide's path have had the armies, resources, and tactical advantages to withstand the Tide's onslaught. Most lie in ruins, their once-grand buildings burned, their monuments toppled. Weeds grow amidst charred rubble; moss and vines cover remnants of shattered statues. In the harbors, blackened pilings jut from the waterline like broken teeth.

Of the survivors, some rebuffed the invaders in open battle. Others dug in, well-provisioned enough to wait out a siege, until the Tide moved along. Why should the Tide break swords on a city's walls and waste precious food stores when there's easier targets ahead? In these cases, the Bronze Tide sweeps around the besieged city like water flowing around a stone, leaving it be. These locales retain sovereignty for the time being, though if the Bronze Tide doesn't return for another try, Spear-Empress Bhadri's forces will reach them eventually.

Here and there, new towns and cities rise a stone's throw from the ruins, raised by hopeful Tide peoples who feel they've traveled far enough. These include rustic Ellorum, whose hills teem with great-horned sheep; the raucous port town Kynthos; and Melinoë, ill-omened Melinoë, which gathers strange flora and fauna from the neighboring shadowland. These have

already begun farming, herding, and harvesting timber for new shipyards, readying supplies for the Tide beyond what it claims by plunder.

## Life Among the Tides

Outsiders view the Tide as a conglomerate, but in truth it's dozens of disparate nations held loosely together by common needs and a shared enemy. Leaders emerge on the battlefield; when one falls, another seasoned warrior takes her place, increasing the Tide's reputation for relentlessness.

The Tide celebrates its individual cultures, holding none supreme over the rest, though this is partially due to Lukha Palash's influence, his advisors keeping a gimlet eye out for such dangers. Though Lukha himself is Mygdon, as the Bronze Tide's war chief he acknowledges the others' traditions and, when invited, participates in their rituals. To prevent infighting among the Tide's peoples, many of whom were often foes before Spear-Empress Bhadri appeared, leaders must reconcile conflicting laws or draw up new ones to keep peace.

Over 20 years of increasing unity and mingling of the peninsular peoples, the Tide as a whole has syncretized some customs. For example, the Issyk practice of bringing milk, wine, honey, and water as offerings to sacred places has spread. Since many peoples of the Bronze Tide had to leave their own gods behind, the Issyk approach seemed wise when approaching new ones — first impressions matter, after all.

The Bronze Tide's gods view its expansion as a chance to increase their own power, driving away gods of conquered lands and usurping their sanctums and cults. Sometimes, a god takes on a bested deity's name to more easily claim his cult; other times, she'll seek to win conquered peoples over to the modes of worship she's traditionally enjoyed. Gods unable to fully subdue indigenous deities may negotiate truces wherein they merge their cults.

Artists and storytellers task themselves not only with keeping memories of their mainland homes alive, but also recounting the places they've been and the peoples they've conquered. Their ballads are part boast, part oral history. Some have integrated vanquished foes' art styles into new pieces, though this is controversial — some view it as celebrating the Bronze Tide's triumph over the defeated; others condemn it as diluting their culture with the traditions of those too weak to endure the Tide.

### TRAIL OF RUIN

The city-states laid waste by the Bronze Tide include:

**Aichlus**, whose hilltop shrines once brought fair weather, now squats in ruin beneath an eternal thunderhead, its enraged sky-gods flinging storms out among the adjoining islands.

**Spraylace**, from whose blackened, toppled towers the Yensei carry off stones for their new city of Culida. Refugees amid the island's hills raid Culida's farms, seeking food and revenge.

**Terypho**, now engulfed by a shadowland wherein ghosts relive their deaths on moonless nights and phantom ships come and go on the tide. No Bronze Tide peoples settle near this ill-fated ruin.

## Lukha Palash's Council

Lukha Palash relies on a handpicked advisory council to keep him abreast of happenings within the Tide, advocate for their peoples' concerns, advise him on strategy, and monitor the Fair Folk. The council currently has six members, though its composition changes as advisors gain or lose favor with Lukha or return to responsibilities elsewhere.

**Jural Three-Trees**, a masterful storyteller and voracious knowledge seeker, hails most recently from the Caul. His shahan-ya, Skathra Venomchild — impressed by the Tide's battles against Bhadri's fae horde — sent him to recruit Lukha to the Silver Pact. Lukha accepted tutelage but refused to abandon his people, and Jural was won over by the Changing Moon's ferocious dedication.

Jural mentors Lukha regarding the fae and Silver Pact politics, and counsels the Bronze Tide in strategy. He's also become Lukha's lover. Jural has his own designs on Spear-Empress Bhadri; Skathra derives both pleasure and power from devouring live fae, and the No Moon came with every intention to bring Bhadri in iron chains to the Caul. Having witnessed her strength firsthand, however, he doubts he can do it alone.

The Mygdon outcaste **Leja**, a brilliant shipwright and gifted admiral, oversees the fleet's logistics and repairs, and the number of her victories competes with Lukha's own. Despite her prowess, the Wood Aspect is deeply troubled. When Bhadri invaded Mygdon, Leja stood

against her, hoping to buy time. While Leja survived her defeat, her husband and children didn't. She's grown surly and erratic, drinks to excess, and can't remember the last time she got a full night's sleep. Even when her flagship — the *Kiara's Bane* — is moored, she stays in her cabin, ever alert for Bhadri's laughter carrying across the waves. In her dreams, she sees her eldest son leading a Fair Folk contingent, a changeling thirsting for his mother's blood.

**Sufek** is an Issyk bard. Lukha counts on his detailed recall in delicate matters of state. Sufek views himself not only as the Issyk's historian, but as the Bronze Tide's. A clever politician, on several occasions he's written sharp-tongued, anonymous poems to undermine rivals or those who question Lukha's strategies and decrees.

Where Lukha is young and hot-blooded, the Yensei strategist **Parav** is the council's voice of caution. But that's not to suggest she's a coward; she's *smart*. Nearly 70, Parav was a raider before Bhadri came, with more trophies of war than anyone else. Her tactics have been key to several victories, but she's no mere warrior; her years at sea also yielded valuable contacts and influence among other nations' leaders within the Bronze Tide.

### Neighbors

The island city-state **Argidos**, with its cyclopean statues and great lighthouses, sits directly in the Bronze Tide's path. Its ruler has sent messengers begging for help from nearby powers against the Tide's inevitable arrival, but thus far has received no response. Thirty years ago, Argidos warred against neighboring islands and hired a fleet of Mygdon mercenaries to besiege their ports. Memories run long in the Cinder Isles, and other cities are happy to let Argidos fall. It buys them time to shore up their own defenses.

**Melanthes and Ipera** are joined by a narrow sandbar that's hidden at high tide. These lush islands, which have enjoyed centuries of peace between them, are resource-rich, with abundant farms and forests. Much of Ipera's wealth came from supplying Mygdon with prime shipbuilding lumber, and no few Mygdon princes took Iperan husbands. As the Bronze Tide presses towards the twin islands, some Mydgons argue against conquering people who, for them, are family.

**Tenai** has watched the sterns of the Bronze Tide's ships sail away, a feat few others can claim. The high-walled city of many temples stands whole, though the slaughter on both sides opened a small shadowland within the fields outside. Tenai suffered heavy casualties over three days of battle, but in the end turned back

### THE SPEAR-EMPRESS' COURT

Mighty even among raksha nobility, **Spear-Empress Bhadri** is a terrifying avatar of violence. Calculating and ruthless, she will not — cannot — cease her pursuit of the Bronze Tide before it's complete. Terrible are her deeds. Her voice beckons hobgoblin legions forth from the earth and whips her enemies into panicked frenzies. A shrike perches on her shoulder, mutilating the souls of her victims. When she throws her dreaded ash wood spear with its sapphire blade, those in its wake shrivel and fall like autumn leaves.

Bhadri's 12 companions in her hunt include such terrors as:

The poet-blacksmith **Prince Gelyb, the Song of Fire,** exists to burn all that's ugly and impure from the world. Envy and vainglory are his ruling passions, but his meticulous focus in pursuit of his craft is unshakable. When his fellow hunters rest, he sings pavilions and fortresses of cold fire and fragrant smoke into being for a night and a day. When he falls upon the Bronze Tide, he wreathes his fists in molten metal from his forge, burning ships to cinders.

The sorcerer-physician **Prince Mharidan of the Storm Kettle** commands countless unhale powers. Their six-legged kettle unleashes foul weather, serpents, and myriad curses. Their lightning-needle mends living warriors' wounds and stitches the dead into patchwork grotesques. They move wind-swift in battle, their flying scythe trailing sparks to carve through armor, flesh, and bone. They value no life, not even their fellow rakshas', and only serve Bhadri in accordance with a prophecy whose nature they keep secret even from the Spear-Empress.

The warrior-admiral **Prince Zalak of the Wave-Cutter Chariot** is much dreaded by the Bronze Tide. Her chariot, drawn by mares of living fog, traverses land and sea, and her triple-bladed daiklave of ivory and pearl calls monsters from the deep. She's endlessly capricious, but unquestionably loyal, for Bhadri bested her in a duel and extracted an oath of service. Were it not for the wanderlust that occasionally draws her away from the Tide's ships, she might be the most terrifying of Bhadri's coterie.

the ships besieging their island. The people have spent the last year picking up the pieces, lookouts warily watching the north in case the invaders return while priests ward off the emerging undead. Unfortunately for them, the true threat comes from the south.

Many-pillared **Sayfar** overlooks a broad, trireme-filled cove from atop an unassailable promontory. Its people claim descent from ancestors beneath the sea, and its whirling oracles glimpse visions of past and future as they dance to exhaustion in sacred sea-caves under the city.

For nearly a century, Sayfar's princes ruled a petty empire that, at its height, encompassed one-quarter of the Cinder Isles. But when Sayfar's navy stymied early Tide forays, several subject city-states used the conflict as cover to break free from the empire, only to find themselves overwhelmed by the Tide. Only a bare handful of Sayfar's tributaries remain loyal, believing their combined fleets will serve them better against the Tide than standing alone.

## Sunken Luthe

No sunlight filters down to Luthe in the Western ocean's depths, consigned to perpetual twilight cast by luminescent algae. The City of a Thousand Gods' diamond domes shattered centuries ago in the Usurpation, and its spires snapped like twigs as the sea pulled them under. Luthe teeters on the precipice of a deeper abyss, which swallows a little of it every passing year.

### Peoples of the Depths

The cataclysm that sank Luthe killed all but a few who sheltered in air-filled chambers. Over the centuries, sea-dwelling beastfolk thronged to Luthe, repopulating and recreating it. The first aquatic immigrants sought shelter within the city's walls and under Leviathan's watch. It's grown to become one of the greatest undersea economic and cultural centers, drawing in ever more immigrants. Luthe's original inhabitants have largely interbred with beastfolk to the point of indistinguishability, leaving only a rare few air-breathers.

For most of Sunken Luthe's history, Leviathan cared little for rulership, taking no action save to defend the populace from outside threats. The Luthian Council arose as a governing body in his absence, originally composed of elders and clan leaders from the first peoples to immigrate to the city. Over time, it's evolved from an informal assembly that mediated disputes and enforced the peace into a formal political body that promulgates Luthe's laws.

Council membership has largely remained in the original families. Each councilor names her successor, but these appointments can be overturned by a three-quarters vote of the council, allowing them to select a new member themselves. The most notable such occurrence saw Leviathan's Moon-Touched daughter, the warrior-queen Blood-Dimmed Deep, appointed. Her celestial lineage has blessed her with a vast lifespan, long enough to consolidate significant political power.

Leviathan's newfound involvement complicates Luthe's politics. He's let the council retain formal authority and seeks to avoid undermining it on principle, but in practice, he can effectively veto the council's decisions and overturn existing law by decree. He's instated mandatory military training for all citizens and expanded Luthe's standing military without consulting the council. Some councilors grumble at this, though Blood-Dimmed Deep favors her father's newly militaristic agenda and has thus far quashed any attempts at questioning his decrees.

Luthian culture is a mélange drawn from the countless aquatic peoples who've immigrated there. This intermingling of cultures — and the safe haven the city provides — allows art, philosophy, and literature to flourish, and most citizens engage in amateur creative works. Depictions of Sunken Luthe's history are popular, as are fantastical fictions of Luthe before it fell.

While most of its immigrant populations still worship their own gods, some ancestral practices have spread across clans and ethnicities. Many Luthians also worship the spirits to which the city's countless sunken First Age temples are dedicated, often syncretizing them with their own peoples' traditional divinities. Leviathan is widely worshiped as a guardian deity.

Luthian cuisine encompasses nearly every form of seafood found in Western waters (almost always served raw), along with various foodstuffs prepared from kelp, algae, and other aquatic plants.

Luthe's citizens care little for silver or gems. Luthe's currency, the deben, exists only in the form of credits and debits, deriving from a First Age coinage that's been out of circulation for centuries. Only a handful of Luthian merchants convert travelers' coin to deben credit and back.

Materials difficult to craft underwater, such as glass — knapped to create knives and spearheads — are valuable in trade. Iron, bronze, and other corrodible metals have little value, though the wealthy use gold for jewelry alongside shell, sea ivory, and precious stones.

Plates of gold or lead, imported from surface lands, serve as writing tablets, though most Luthians etch their records into seashells or scrimshaw. Clothing is near-worthless, as Luthe's people go naked, but bags or belts from which to hang items trade well. With Luthe's new war footing, its artisans turn to manufacturing weapons, armor, and other materiel, funded by a vast outpouring of debens from Leviathan.

## The Sunken City

Luthe was a marvel of the First Age. Now, its old wonders have fallen into disrepair. Leviathan is no artificer, nor does he task those Lunar artificers loyal to him with restoring the city. He sees the value of warships and weapons, but what good are statues and art against the Realm? He lets Luthe's people chart their own path, watching over them as a massive shape amid the deep sea as they've recreated Luthe in their image, raising a new city wreathed in seaweed and coral.

### The Drowned Quarter

Several of old Luthe's buildings survived the cataclysm largely intact. However, its aquatic inhabitants prefer ruined districts, leaving intact ones as slums for the poor and unwanted; stairs are useless underwater, while doors and corridors are designed to be traversed by walking rather than swimming. Smashed buildings offer the best of both worlds: the bare essentials of walls and fortifications, with ample opportunity to fit them to their own needs.

The largest such district is the Drowned Quarter, Sunken Luthe's thriving center. Leviathan himself rarely visits the Drowned Quarter, though he watches over it from a distance and lauds Luthe's inhabitants for their resourcefulness in making the city their own.

Residents grow domiciles from kelp and coral, braided between crumbling walls to form small pods. Once the initial pod is firmly tethered to an old wall, inhabitants add rooms at need: Homes grow up and out on stalks of titan kelp, swaying and breathing in the water. The choice of coral or kelp, or indeed of adhering closely to crumbling marble walls, is aesthetic. A squidwoman may prefer a cozy ball of braided kelp, while a lobsterman might choose sturdier walls grown from coral in broader, brighter colors.

**LEVIATHAN'S TERRITORY**

Sunken Luthe is *aquatic*, *fortified*, and *martial*.

**LUTHIAN LANGUAGE**

Luthe's lingua franca is a sign language derived from its immigrant cultures' various tongues, used for communication underwater. Some beastfolk employ other forms of communication — sonorous cetaceanfolk vocalizations, the bioluminescent flicker-speech used by anglerfish-folk and some jellyfish-folk, and the like — but they typically also know the sign language.

Coral tunnels crisscross the Drowned Quarter, lit by luminescent algae for those unable to see in the dark. The main tunnels are high-ceilinged enough to let whalefolk pass. Meanwhile, offshoot tunnels narrow until they're only accessible to soft-bodied cephalopodfolk, shapeshifting Lunars, and tiny tetrafolk. Skilled artisans no larger than human children, tetrafolk maintain most of the quarter's coral and kelp structures, a crucial task funded by the council.

In the Drowned Quarter's center stands the Palace of the Luthian Council. A tall, massive structure encrusted with living branches of sharp red coral, the palace intends to impress as well as offer fortification. It's also the headquarters of the Siaka Guard, a battalion of elite beastfolk soldiers led by Blood-Dimmed Deep (p. XX) that serves as the city's police force and standing army.

### The Sunken Hall

The former Hierophants' Hall, where Luthe's First Age priest-kings once met, dominates its geographical center. Towering statues still line its façade, although time and currents have eroded their features. Members of the Silver Pact assemble here — most often Leviathan's adherents, occasionally shahan-ya councils from the West and beyond — hidden from their enemies in the ocean's depths. Leviathan attends all meetings, sometimes content to let others speak, but more often dominating the proceedings.

Much of the interior remains intact. The Silver Pact most often meets in the war room, which holds a grand artifact map of the Western ocean. The black-jade map is outdated, depicting the West frozen at the First Age's end, but its ability to track fleets across the ocean makes it an invaluable resource against the Imperial Navy.

Leviathan occasionally invites members of the Luthian Council to meet with him and his adherents, either to discuss city politics or his greater plans against the Realm. He most often meets with Blood-Dimmed Deep, both as his daughter and as leader of the Siaka

Guard. She argues for shifting Luthe's military stance to open war, but Leviathan and his adherents remain unswayed. While she's willing to support Leviathan in the Luthian Council, she personally grows increasingly frustrated with him.

### The Thousand Temples

The Temple District's streets and buildings, intended to be seen from above as travelers arrived by airship, are laid out to form a map of Creation. Serried black-roofed shrines form rivers and seas, while rows of red-jade monuments comprise fiery mountain ranges. Temples to the Celestial Incarnae line cosmos-gardens at the district's eastern edge. Most temples still stand in varying degrees of repair, though Leviathan smashed the Elemental Dragons' temples in his rage at the Usurpation. Mantafolk lay intricately woven kelp wreaths on the malachite altar of Baxishun, Lord of the Surf; shoals of pale fish swim through the temple-orrery of Pallian-Azar, Doorkeeper of the Western Sky; while melancholy hymns pervade the pagoda of long-dead Urquan, god of storms and efficacious talismans. Luminescent coral encrusts the most frequented temples, which stand as flecks of light against the dark ocean.

A temple to Luna, broken in the Usurpation, has long since been rebuilt into the Shrine of the Drowned Moon, a coral-wreathed fantasia for undersea folk, its domed roof pierced by many portals through which congregants swim in and out. Lunars are welcome to pray and meditate, as Leviathan does during full-moon nights. A family of anglerfish-folk priests tend the temple, the descendants of Monanki the Sage, a long-deceased adherent of Leviathan's who began the temple's restoration centuries ago. They view tending the shrine as their sacred duty, though they resent Leviathan, who's said to have driven Monanki from Luthe for some long-ago offense.

Despite the Luthians' best efforts, the temple district's western border crumbles into a seafloor fissure a little more each year. Some algae-lit temples have already collapsed into the abyss, casting their surroundings into darkness. While most believe this a result of oceanic pressure and the passage of time, the fissure opens into the Wyld, where a faerie court craves the echoes of worship that suffuse the temples.

### The Poet's Court

Once a ball court where Exalted played sacred games, Luthians have repurposed this arena for poetry recitals, a keystone of Luthe's artistic culture. Poets recite verse in Luthe's sign-language patois, occasionally accompanied by tonal sounds, grunts, and body movements. Listeners share sea grapes and drink synesthesia-inducing hallucinogens. Occasionally, theater troupes command the stage, but most Luthians consider acting unorthodox.

The Poets' Court also hosts a market at irregular intervals, organized by the Pterois family of lionfish-folk. Visitors can find anything from kelp biscuits (easy to make, hard to make well), to whalebone weapons, pretty shells, and even the occasional artifact or First Age relic salvaged from Luthe's ruins or the ocean floor.

### Haven of the Air-Breathers

Some of Luthe's domes and towers remained impervious against the ocean depths even after it sank, while others have been drained of water by Silver Pact artificers or city residents. Collectively known as the Haven of the Air-Breathers, these structures house Luthe's few non-beastfolk citizens, and are stopping points for orcafolk and others who must occasionally breathe air. (This doesn't include Leviathan, who long ago transcended such needs).

Visiting Lunars may lodge in sumptuous air-filled chambers as a respite from wearing aquatic shapes. Means for renewing and purifying the Haven's air vary from structure to structure: a Silver Pact envoy's residence might be purified by a blue jade mandala, while a slum that impoverished dolphinfolk visit to breathe might rely solely on the malodorous alchemical filters devised by the city's original inhabitants shortly after its fall.

### The Outposts

Numerous small undersea settlements exist beyond Luthe's walls, connected to the city by the deepways, a labyrinth of coral tunnels. Some of these settlements gather resources for trade, such as the mining colony Knifetooth Trench and the fishing village Lophia. Others provide low-income housing for citizens too impoverished to afford homes within the safety of Luthe's walls, along with the occasional misfit artist. The Siaka Guard patrols the Outposts for signs of danger, though they focus their efforts most heavily on settlements wealthy enough to pay their bribes.

## Prominent Figures

**Blood-Dimmed Deep**, one of Leviathan's Moon-Touched orcafolk progeny, leads the Siaka Guard and is a prominent member of the Luthian Council. While her lineage confers considerable status, she despises the thought of holding authority solely by virtue of being her father's daughter, and she has gone to great lengths to demonstrate her worthiness through physical might and strategic acumen. She's a de facto

member of the Silver Pact and Leviathan's school, although her calls for open war find little purchase among his adherents. She's toed the line so far, waiting for a chance to find political allies who will support her aggressive posture.

The genderfluid poet **Inanja** is one of Luthe's most influential cultural figures. They belong to the family of anglerfish-folk that tends the Shrine of the Drowned Moon, from whom they've inherited hair of dancing anglerfish lures and rows of needle teeth spilling out of their mouth. Inanja abandoned shrine life after coming of age, much to their family's displeasure, but the wealth provided by their numerous patrons affords Inanja a luxurious lifestyle. Luthe's elite — and even Silver Pact members — throng to their performances at the Poet's Hall, both to watch their poetry and for the chance to speak with Leviathan, who's fond of Inanja's soul-soothing verse.

**Gevan Batahul** is one of the few descendants of Luthe's original populace who hasn't intermarried with Luthian beastfolk, though few call him an air-breather — the Water Aspect Dragon-Blood is the only member of his family capable of leaving Luthe's air-filled domes to mingle with the larger populace. An esteemed businessman, lawyer, and fixer, he offers his services, both legal and illegal, to clients ranging from impoverished laborers to members of the Luthian Council. Visiting Silver Pact members regard him warily, despite his never having heard of the Usurpation and holding no love for the Realm, but Leviathan ensures his guests don't harm Gevan, as even he has uses for the Dragon-Blooded fixer.

The ghost of one of Luthe's First Age priest-kings, **Lady Forever-Drowning** has become an object of worship herself. She spent long decades haunting the Temple District, reciting prayers to each of the city's thousand gods, until she was discovered by beastfolk immigrants. After years of teaching them the names and practices of Luthe's gods and guiding them throughout the city, she's come to be worshiped as a wisdom-goddess and an intercessor between Luthe's faithful and those gods that dwell above the sea.

## Neighbors

Led by Storm Father Halid, one of the West's youngest storm mothers, **the Hollow Court** convenes in a great undersea hall of mother-of-pearl, attended by beastfolk shrine maidens and enslaved water elementals. Halid is clever and ambitious, but impatient, and works with an inner circle of sea-gods to expand his political power among the spirit courts. His court has struck a treaty with Leviathan, raising storms against Realm ships in exchange for the sacrifice of captured sailors. It's a mutually beneficial arrangement, but would risk the wrath of Fakharu, Censor of the West (**Exalted**, p. 521), were the elemental dragon to discover it.

A vast kelp forest conceals **Galbadan**, built among the decaying ribs of a graveyard of wrecked ships. Here, ghosts of drowned sailors mingle with aquatic beastfolk — some exiled from Luthe for their crimes — who've taken shelter amid the wrecked hulls. While most Luthians know Galbadan solely as an exporter of flint, glass, and intricate sculptures, the well-informed can retain the services of assassins, ghostly spies, poisoners, and other criminals here.

**Dolaron**, a small island satrapy rich in nutmeg and cloves, is peopled by descendants of refugees from Luthe's First Age collapse. Though their oral history has become heavily mythicized over the centuries, its demonization of the Dragon-Blooded remains clear, making satrap Peleps Nahini's work difficult. Leviathan undermines the Realm's hold over this key strategic port, sending adherents to sabotage Realm ventures and support the native peoples. Having caught wind of this covert activity, the satrap has begun purging anyone she suspects may be involved.

Where Luthe's titanic scale was meant to impress humans, **Obsidian** was built to the massive scale of the eldest Spoken, those extinct Niobraran Exalted. Today its beastfolk inhabitants — as varied as Luthe's — almost disappear against alien black spires holding neither doors nor windows. Sometimes patterns in blue light appear on the spires: writing in an ancient Niobraran tongue. Power-hungry priests claim to see divine omens in the words, inciting religious upheavals, some of which spread to other undersea communities. While the Siaka Guard — and, at times, Leviathan — have repelled every attempt by Obsidian zealots to conquer the Temple District, their apostate creeds have at times found fertile soil in Luthe, especially among its poorest inhabitants.

# The Caul

Born of Gaia's dream of her lover, Luna, the Caul is a strange and numinous place where the real and unreal meld — sometimes wondrously, often uncomfortably. To the Lunars, the Caul is a sibling, eldest of the elders and closest to Luna, appearing to them in dreams to speak strange and cryptic pronouncements through the wind rushing through the ruins of Sekima, the roar of water beneath Melilune, or the crackle of Houshou's embers.

But the Caul is also the sacred home of the Dragon-Blooded, who worked hand-in-glove with their Lunar

### THE REALM'S PERSPECTIVE

For more on the Caul, including the Dragon-Blooded's military presence and pilgrimages to Feng-Yi, see **The Realm**, pp. 180-190.

contemporaries to anchor the Caul to reality lest the beautiful dream be lost forever. For a time, it seemed that hope had failed, as the Caul vanished shortly after the Great Contagion, only to be rediscovered some five centuries ago. The newly fledged Realm and its mighty Empress moved to seize the continent as a religious duty.

It's no wonder that Lunars war so ferociously upon the Realm for the Caul's sake — when they look upon Imperial fortifications, upon Immaculate zealots treading sacred land, upon pilgrims intruding on the shrines to birth new heirs to the usurpers, they see a beloved sibling held hostage, abused, and degraded. Driven by fury at the Realm, they could hardly see it any other way.

## The Black Lion's Army

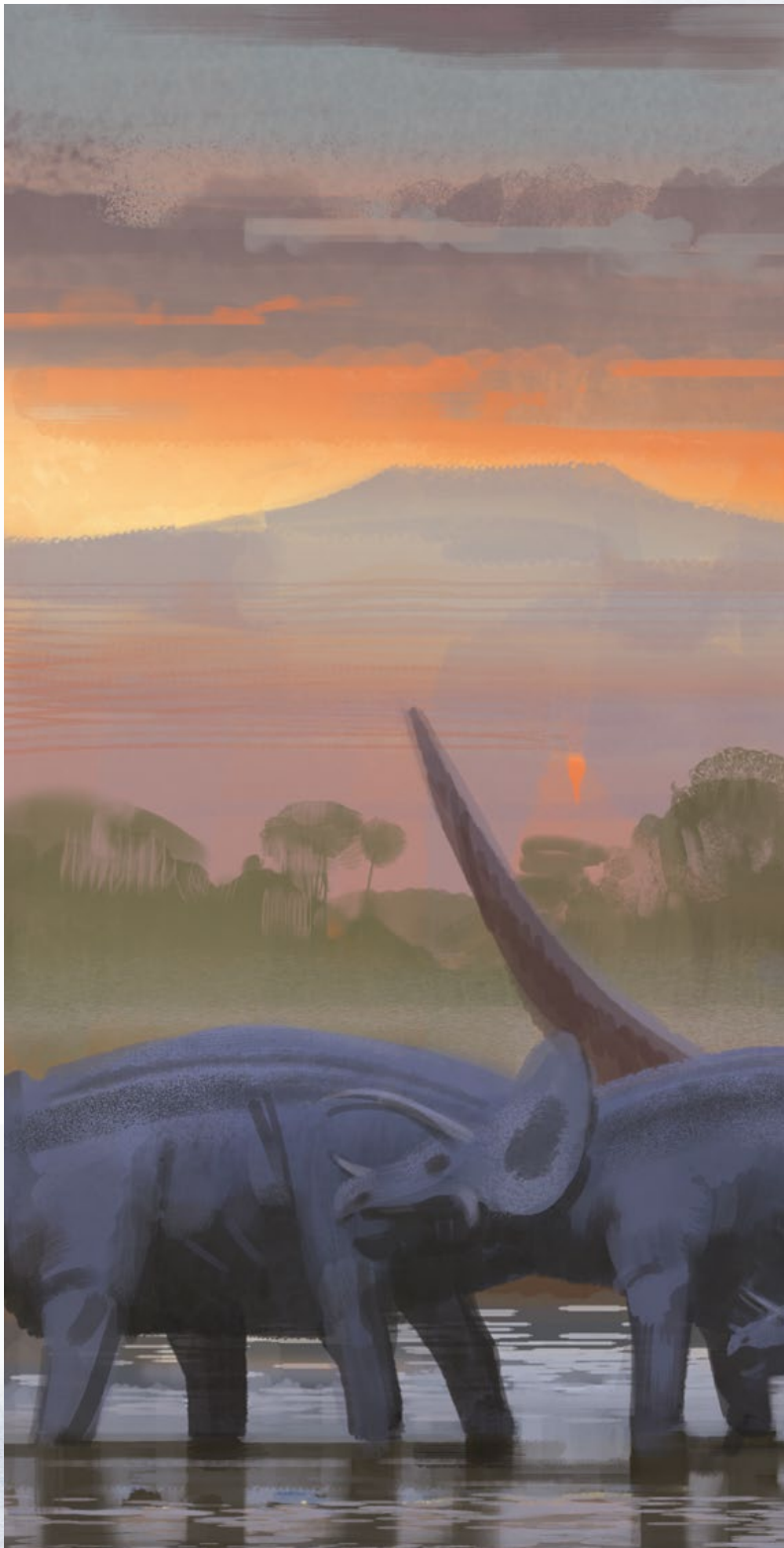
The Caul is sacred, but it's also a place of war. Every Lunar dwelling there is counted part of Sha'a Oka's army. Such is his esteem among the Silver Pact and so holy is the Caul to them that, despite the risks — many Lunars have perished in this crusade — few shirk the duty of defending it under his banner, whether in battle or some other fashion.

Like the weather, war in the Caul shifts unpredictably from calm to storm. Lunar raiders haunt the pilgrimage route between Faxai and Garianghis, harrying Dragon-Blooded the moment they step outside their walls; signposts in the Pass of Sekima vanish beneath scrub growth or snowdrifts, leading convoys and legions astray. Then, when opportunity arises, Sha'a Oka smashes foes with overwhelming might, storming shrine cities and holding them for years until the Empress or the martial orders send new forces to the Caul.

Sometimes this approach fails. The Realm's retaliation overwhelms Lunar forces; Sha'a Oka and his vanguard fall, allied clans fleeing into the wilderness for years. Eventually the Realm, lulled, withdraws its forces, and the cycle began again.

When the Great Houses called back the legions, Sha'a Oka was ready to seize the moment. Just before the most recent, wildly successful offensive, the Dragon-Blooded controlled much of the pilgrimage road between the shrine cities, and at times all of it. Sha'a Oka's offensive seized every city but Faxai, whose walls have endured for time out of mind. Between outcaste veterans, mercenaries, and martial orders, even the legions' absence hasn't wholly denuded the final shrine city's defenses.

Each other shrine city harbors one of Sha'a Oka's generals (p. XX). Some welcome guests to fight alongside them. Others prefer solitude, though grudgingly



abiding by the Pact's customs of hospitality. Even Third Daughter of the Leaves, for all that she's hardly spoken to another living soul since she seized Garianghis five years ago, has ordered her turtlewolves to admit sufficiently persistent Lunars to the city.

## The Caulborn

From the earliest days of the Caul's return, mortals have dwelt among its jungles, its mountains' slopes, its coasts, and its strange, ancient cities. Descended from fisherfolk from Western archipelagoes and the far Southwestern coast, the Caulborn know the Caul like no other.

There are innumerable Caulborn clans, with rituals and taboos varying according to geography, feuds with other clans, or disagreements over the order in which sacred stories must be told. Foreigners struggle to tell from which clan any individual Caulborn hails.



Caulborn live in sprawling multigenerational clans, primarily matrilineal, in every corner of the continent's piebald terrain. These include the Uroa of the hills, who carry their hearth-fires on their back each day in fire pots and rekindle a high flame each night; the Zeryesh of the deep forest, who wear nothing but peat and mud in summer; the Sukba of the outlying islands, who raise their children in sheltered lagoons where they learn to swim before they walk; the Caligo, who mount war-howdahs atop tremendous apes; and many more. Men and women typically live apart, meeting only at their labors (divided not by gender but by ritual) and at mealtimes.

The Caulborn speak a local tongue unrelated to the Threshold's language families, with many regional dialects so divergent as to be mutually unintelligible. Most who dwell in Faxai, Asura, and other ports speak Seatongue passably. Among themselves, Caulborn women speak in a secret tongue, spread across the island in half-a-dozen dialects; their men once had their own secret language, but traded it for a god's aid during a lengthy famine centuries ago.

Most Caulborn are insular to a fault, not speaking to outsiders unless they must, and typically evasive and noncommittal even then. Only among those a Caulborn has ritually named as kin (for reasons that run from saving a Caulborn's life to offering to share shelter during a cloudburst) will the other Caulborn be direct. But even they will generally be held at arm's length — not quite an outsider, but certainly not kin — unless they leave the outside world to join the Caulborn.

### Caulborn Beliefs

The Caulborn revere the Caul itself, treating gods and spirits as aspects of the continent rather than full-fledged divinities to be worshiped. Much of this faith revolves around taboos; each clan observes its own sacred bans to ensure the Caul's vitality and purity, and to avoid the dangers of its wilderness. The Amoda spurn the sun's light, waking and working by night. The Tancoli don't speak the names of living clansfolk, only those of the dead. The Sukba won't walk over an animal's footprints.

Talking to oneself in the wilderness is seen as dangerous, as is speaking to something one isn't sure is another person — the Caul is always listening, and its answers are unpredictable. Almost all clans abhor the notion of interring their dead in the earth, employing sky burial or giving their dead to the sea instead.

The Caul's ancient architecture is sacred to the Caulborn; even so much as leaving a mark on it is desecration and blasphemy. Such marks can wander and change, sometimes meaninglessly, sometimes malignantly. The Yazi tell of Ragara Dolara, who carved his name in a marker along the pilgrimage road despite his guide's warning. For the remainder of his pilgrimage, his name repeated itself in surface after surface — first faithfully, then increasingly jumbled, as Dolara's personality experienced similar erratic shifts. He persisted in his pilgrimage, but when he came to Melilune, he found his reflection holding a sharpened stone knife. Without a word, Dolara cut the double's throat, carved nonsensical symbols into its flesh, and vanished.

Caulborn in Faxai or otherwise separated from their clan are often cut off from their traditional ways of life. Most follow their traditions and taboos as best they can, but others can't freely practice their ways without incurring punishment, whether from Immaculate monks or members of other Caulborn clans. Some simply never have the chance to learn the fullness of their clan's traditions.

### Caulborn and the Realm

The Caulborn have little love for the Realm or the Dragon-Blooded who've descended upon their home for centuries. Only pilgrims who've progressed along their quest through the shrine cities enjoy true respect and openness from the Caulborn, with those who've completed their pilgrimage through the Way to Feng-Yi being accounted kin. Caulborn often act as guides for pilgrims, evasive and standoffish at first, but gradually warming over the course of the pilgrimage as the Dragon-Blood ties her Essence closer to the Caul.

The Caulborn have traditionally enjoyed a certain lenience compared to other satrapies' populations, lenience that's grown with the legions' withdrawal. Imperial decree forbids enslaving the Caulborn (mainly to ensure a continuing supply of guides) and restrains the Immaculate Order's hand. Its monks must permit the Caulborn their less-blasphemous rites and limit their proselytization to Faxai and the pilgrimage route, lest they inadvertently turn the Caulborn into willing soldiers of the Lunars.

However, these decrees aren't always observed, particularly since the Empress' disappearance. Immaculate monks have long suppressed Caulborn rituals in Faxai, and missionaries have begun visiting Caulborn clans further inland. Some have met with success — where Caulborn clans suffer mistreatment from spirits or Pact Lunars, Immaculates have won their trust by allying with them against these supernatural foes.

### Caulborn and the Silver Pact

Few Caulborn have dealings with Lunars, who in turn leave the Caulborn to their own devices, seeking their assistance only when necessary. At best, Caulborn are regarded as honored denizens of sacred land; Pact members new to the Caul are cautioned against treating Caulborn cruelly or disrespectfully. At worst, they're acceptable losses in the war against the Realm.

Sha'a Oka is nigh-universally revered by the Caulborn, and some Lunars have successfully befriended clans. But others are feared or hated by clans who've encountered them, such as Third Daughter of the Leaves, who seems utterly without compassion for the indigenous people, and Jangar Lai, who was killed by the Yazi clan's poisoners after inadvertently violating a paramount taboo while courting their favor. And some simply haven't invested time or effort into cultivating relations of any sort with them.

Some Lunars rally Caulborn followers, sending them forth to call as many of their kin as they can to their banners. Lunars wishing to better understand the Caul's mysteries might spend years winning trust from the Caulborn until they can study a clan's rituals and taboos. The callow martial artist Roaring Storm was made blood kin to the Caligo clan after defending their stone ape-idol from Immaculate missionaries. The spiteful Nuljan Wasp-Tongue stole the shape of a Zeryesh child, and spent years learning their witches' many curses.

A few Caulborn clans have formed permanent alliances with the Pact or sworn fealty to individual Lunars, such as the Ninga hawkfolk, who recognize Sandswept Garda-Empress as their matriarch. Some do so out of mutual enmity towards the Realm. Others revere these Lunars as living avatars of the Caul, like the esoteric cult of Skatha Venomchild.

## Beastfolk of the Caul

Most prominent among the Caulborn clans allied with the Silver Pact are those who've been transformed into beastfolk, great lineages blessed by Luna's Chosen.

The **Kongar** lionfolk have dwelt alongside Sha'a Oka longer than any other, descended from the first Caulborn to encounter him after he returned to Creation. They don't worship him, but they attest to his divinity. Naming him the Soul of the Caul, they record in their complex ideographic script the strange omens that precede his passage. Skillful metalworkers and carpenters, they have numerous urban settlements within the Caul's jungles, chief among them Morovath.

The **Ninga** hawkfolk of the Pass of Sekima have been Sandswept Garda-Empress' surrogate family since she first came to the Caul. They dwell amid the mountains in shelters woven from branches, leaves, wood, and cloth, living and hunting in common. They speak a twittering, keening language audible for miles, though certain words or phrases are forbidden to be spoken at certain times or seasons. Sandswept Garda-Empress lives among them, both a living goddess and the clan's matriarch.

#### BEAST-SOLDIERS OF THE CAUL

Kongar lionfolk have one-dot Claws, two-dot Unusual Hide (**Exalted**, pp. 165-166), and Imposing Features (p. XX). Ninga hawkfolk have a Musical Voice (p. XX) and five-dot Wings (**Exalted**, p. 167). Yamalu boarfolk have Pain Tolerance and two-dot Unusual Hide (**Exalted**, pp. 164, 166).

The **Yamalu** boarfolk lost their Lunar patron — the warrior Paren Thorn-Tusk — to an Immaculate's spear but have continued to embrace her teachings on martial virtue. Young boarfolk train strenuously with spear and shield from an early age, hoping to be chosen as the clan's leader in its yearly games of strength, wits, and courage. But Yamalu traditions are much older than Paren's martial creed — their taboo against eating meat and reverence of the silence that follows songs are as old as their bloodline.

Other beastfolk inhabit the Caul, unaffiliated with the Silver Pact. The xenophobic toadfolk of the Guchol swamp drag trespassers into the water to drown; the Enisi sturgeonfolk forswear all violence, living in lakebed monasteries; the roving, nocturnal Amoda mothfolk clan charts the stars' movements and believes the sun doesn't exist. Some beastfolk clans ascribe their nature to divine blessings, others to the Wyld. Some recount legends of how drinking from a certain spring or witnessing a legendary beast transformed their long-ago ancestors. Luna's protean touch lies heavy upon the Caul, and such miraculous transformations aren't unknown.

## Morovath, City of a Thousand Faces

Deep in the Caul's jungles, in a hidden valley only whispered of by outsiders, lies ancient Morovath.

Like the moon, Morovath shifts slowly through phases, buildings flickering from one place to another just out of sight, or between one eyeblink and the next. The Morovath of the full moon has tall, gleaming towers and shines with a light all its own; the Morovath of the new moon is a somber and forbidding place whose

grim cloisters seem to eat light, even during the day. Between those two extremes, districts of the city shift through light and darkness. Shining turrets unfurl as the moon waxes, until at half-moon the city divides itself perfectly into two halves; as the moon wanes, the towers slowly dwindle like shadows at midday, the city's glow fading slowly until only a small skein of districts at the edge still echo the full moon's glory.

Morovath is Sha'a Oka's personal headquarters for his war against the Realm. In the Palace of the Moon's Light, a massive amphitheater-manse of shining stone, his generals lay plans and debate strategy — debates sometimes as raucous as the war itself, with so many Lunars drawn together in a single cause.

Its origins shrouded in myth, Morovath was a bustling metropolis ruled by Lunar and Dragon-Blooded princes during the First Age, shattered in the Usurpation. When Sha'a Oka's lionfolk clan rediscovered it centuries ago, it was an empty shell. But it's grown cosmopolitan like no other Kongar city, peopled by a dozen clans, not to mention visiting Lunars and their Moon-Touched children.

Today, Morovath is governed by its own people, who meet in the Forum of the Waxing Peace to judge disputes and take plebiscites on matters of public import. When issues grow acrimonious, the Forum fills to capacity, and the voices echoing off the walls grow cacophonous. By Sha'a Oka's decree, the lionfolk keep the peace; others approach them to arbitrate disputes, and their word carries great weight, often swinging votes in the forum.

Morovath's art and culture follows the moon's changing phases. As the city's architecture and lighting waxes and wanes, its inhabitants don new garb to better blend in or stand out. The same songs are sung no matter which moon lights the sky, but their performance changes drastically by phase — a stirring battle anthem by the full moon might be a mournful dirge under the waning moon.

Having been on a war footing for centuries, Morovath has myriad forges, smiths, bowyers, and the like. Its many shrines and temples, dedicated to Luna's many aspects, host the armories and training grounds of the Black Lion's army. Every blade forged in Morovath, every arrow fletched, every technique taught, bears Luna's blessing.

The Dragon-Blooded know of a secret city hidden in the Caul's jungles. They've successfully sieged other cities of the Caulborn clans or the Silver Pact, but they've never pinned down Morovath. The jungle itself poses a significant obstacle to their efforts, as do sorcerous workings that turn away unfriendly scouts, urge trees to shuffle closer together to block paths, call down storms or plagues of biting insects, or worse.

**SHA'A OKA'S TERRITORY**

Morovath is *hidden*, *martial*, and *ever-changing*. No Lunar claims the Caul's shrine cities as their territory; to do so risks interfering in their sacred geomancy and incurring the Black Lion's wrath.

## The Shrine Cities

When the Dragon-Blooded hold the Caul's five shrine cities, they may undertake the sacred pilgrimage to Feng-Yi, attaining the unequaled miracle of ensuring a child will Exalt. The shrine cities are no less important to the Lunars, the fivefold heart of their sacred sibling-continent, but they know not what might happen were they to hold all five and pass into Feng-Yi.

Since the Caul's return, the Realm has barred the Lunars from Faxai; before it vanished, the contentious wars of the Shogunate prevented the Pact from ever holding all five cities. If such a pilgrimage occurred in the First Age, the surviving elders cannot reliably say what wonders it wrought.

The walled city **Faxai** has long been a thorn in the Pact's side, the Realm's seemingly unshakable foothold on the Caul for centuries. Here, every building must be elevated above the sacred soil on thick pillars; here lies the Earth Shrine, where every pilgrimage must begin.

With the Great Houses withdrawing their legions in preparation for civil war, Faxai's defenses are left to zealots and outcastes, yet still it endures. Some Lunars have tested its defenses in recent years; those who fell in such attempts are a harsh reminder that even with their numbers diminished, the Dragon-Blooded wield formidable might when unified against a common foe. Since his failure to claim Faxai in the onslaught five years ago, the Black Lion hasn't yet besieged it again — an overwhelming assault might claim the final shrine city, but it might bring unprecedented losses for his forces.

Plant-choked **Garianghis** is built around the Wood Shrine, overgrown by a vast tree that's engulfed the shrine's architecture. The last shrine city wrested from the Realm, it now belongs to Third Daughter of the Leaves and her monstrous brood of chimeric turtlewolves.

Dragon-Blooded pilgrims must pass through the Wood Shrine's gates in dreams. For Lunars who sleep in Garianghis, the entire city is a sacred gateway to a dream of the Caul as it was in the first days of Creation, untouched by human hands — the purest expression of Luna and Gaia's love. Luna is said to walk this dream-Caul each night, and many Lunars roam it in hopes of meeting them a second time. Reclusive and inhospitable as she is, Third Daughter doesn't bar fellow Lunars from lingering in the city to partake in this grace. She cares little for it herself, concerned more with obscure rituals she believes could use Garianghis' power to imprison every Dragon-Blood on the Caul in ceaseless nightmare.

Every night, **Houshou** burns itself to the ground. Every morning, it reappears unscathed. Of its inhabitants, only Skathra Venomchild — the shahan-ya entrusted with the city — and other Lunars of similar vitality can endure these terrifying flames. Others reside in the outer city, a loose ring of buildings a mile beyond the walls. Some Realm refugees still occupy these structures; hunting them is considered high sport by Skathra's adherents.

Of the Pact-held shrine cities, Houshou is the least visited; even those who can withstand the flame find the eccentric Venomchild disquieting. The ancient order of Caulborn monks who guard the Fire Shrine's gates, though less unsettling, are likewise uncanny; each has burned alive every night for years, only to return unharmed, and they've come to terms with pain and mortality. Caulborn and foreign pilgrims alike have been known to seek illumination in the monks' wisdom.

**Sekima** is a ruin of a city long since scoured entirely from the Caul. But, like Dragon-Blooded pilgrims, Lunars who enter the ruins begin to remember a life lived within Sekima before it was destroyed. Unlike Dragon-Blooded, that memory is malleable, and Lunars see evidence of one another's passage through the city. The changes they make are normally small — a teahouse changes ownership after a Lunar seduces away the heir, or the words of a ceremony differ once a Lunar suggests a new methodology.

Sandswept Garda-Empress means to use the memory of Sekima as a weapon and has spent more time within it than any other. The deeper her connections to Sekima's people grow, the more she lays her plans against whatever future pilgrims may trespass here. Woe betide such unfortunates, for if she's successful, the memory of Sekima will become a living hell, aggressive and unwelcoming.

**Melilune** is a city of reflection, its spires reflected in the lake beneath. During the new moon and eclipses, Lunars may pass freely into the reflected city — though it extends no further than the shrine city's boundaries, streets folding in on themselves to turn the visitor back inwards — and speak with the living reflections left behind by pilgrims to the Water Shrine.

The Black Lion entrusted Melilune to his adherent Fia-Shaw, but she spends too much time pursuing the Pact's foes by sea to hold it. Instead, she's assigned it to her student, the choleric seeress Vidatha Riverfisher, who's dwelt in that reflected city for years, gleaning the secrets of Dragon-Blooded pilgrims from lingering traces of their slain reflections.

### CAULBORN AND THE SHRINE CITIES

Each shrine city has been home to generations of Caulborn, and their understanding of the shrines rivals that of the Silver Pact and the Realm.

Uravé fishers explore Melilune's caverns, snaring blind cave fish and pale softshell crabs, and telling stories of the reflections that live in the water.

Caulborn voyage to Sekima to meet friends and lovers once more in its memory; some families live on both sides of the Sekima that is and the Sekima that's remembered.

Houshou is regarded warily by most clans, but its ashes are venerated for their sacred power, used in tattoos and medicine.

Garianghis is called home by the Dreaming Grove, a cult that seeks auguries and enlightenment in the city's dreams, though Third Daughter of the Leaves drove them from the city's borders when she claimed it.

In Faxai, the Caulborn must be subtle to escape the watching eyes of Immaculates but perform quiet midnight rituals that echo through eternity.

## The Wilderness

The Caul is more than shrine cities and the pilgrimage road, more than Caulborn villages and Morovath's shifting streets. The massive island-continent possesses diverse flora and fauna across grasslands, forests, jungles, mountains, lakes, rivers, and more. Along the pilgrimage road, landmarks and locations are mostly reliable, but the wilderness beyond the road's ancient way stones is difficult to navigate at the best of times, shifting when one looks away or leading unwary

### KAMA

Founded centuries ago by Western merchants, this port-of-call on the Caul's northeast coast was a jumping-off point on the Faxai-Wavecrest route. After the Realm conquered Kama, Sha'a Oka raided the city many times — but while he sometimes captured it, he never wholly destroyed it. So long as the hope of reclaiming Kama remained, it pressured the Realm strategos to spread her forces thin to reclaim and defend it, lest the Pact cement its hold over the port. Today it's a free city, its Imperial garrison routed by the Lunars' recent overwhelming offensive.

Various parties struggle for a share of authority over the newly independent port: Kama's merchantry, family elders, foreign traders and sea captains, outcaste mercenaries, Great House agents, and pirate lords.

travelers into danger. Only those who know the Caul's ways — who've lived there long enough to gain some sense of it — can reliably get from one place to another.

But no path in the Caul's wilderness is entirely trustworthy. Caulborn travel with bags of seeds, casting them ahead as they go, sometimes waiting an hour or more to consider how one seed fell before moving on or turning aside. Travelers who don't heed their guides may find themselves swept into a river that wasn't there a moment before, stumble into a forgotten temple laden with deadly traps, or lose their bearings only to find themselves 100 miles from where they believed themselves to be.

## Spirits and Fae of the Caul

When the Caul vanished, it took spirits with it as well as mortals. Elementals have repopulated the Gaia-touched continent in the centuries since its reappearance, springing forth from the sacred land in far greater numbers than anywhere else in Creation. Yu-Shan's attempts to reinstate a terrestrial hierarchy of gods on the Caul has met with less success, owing both to bureaucratic disorder over the continent's destiny and to the Silver Pact's ouster of any gods they encounter, lest their reports provide the Bronze Faction with actionable intelligence. All told, gods constitute a minority of the continent's spirits.

The Wyld makes its presence known in sporadic bordermarches, from which raksha have emerged and ordered themselves in courts — though if the Caul has birthed a truly powerful raksha noble, she's yet to make her presence known. Shadowlands, conversely, seem unable to open on the Caul, though some Caulborn ghosts still haunt the night, and a scant handful of foreigners' ghosts appear in Faxai or along the pilgrimage road. Unbound demons roam the Caul's wilderness, having slipped free of their hellish durance and found respite on land that isn't fully Creation.

The Caul's wild, untamed spirits can be perilous to unwary Dragon-Blooded. They don't fear the Immaculate Order as most Threshold spirits do and are thus more likely to escalate conflicts to violence than submit to self-assured Dragon-Blooded. The Caul's spiritual landscape is less threatening to Lunar visitors. Silver Pact witches and mystics have forged covenants with many of the continent's rogue pantheons and feral divinities, allying against the Immaculates who threaten both. But others — especially the Fair Folk — have no truck with Luna's Chosen, and the land grows even more trackless, deceptive, and threatening within their areas of influence.

# Other Dominions

## Black Winter Boneyard

Perilous and inhospitable, this icy shadowland teems with undead monstrosities raised by the necromancer Smiling Rat. Frostbitten zombies shamble an eternal patrol around its borders, spectral raitons perched on their shoulders to report back to the dominion's master. Those who brave this perimeter face phantasmal beasts, skeletal war engines, and inhuman monsters dredged from the Underworld's depths. The Boneyard is a bulwark against the Realm's Northern expansion, and belches forth raiding horrors when Dynastic or satrapial interests grow close enough to prey on, crossing the White Sea aboard rotten ships dredged from the deep.

Smiling Rat makes his warren at the shadowland's heart, honing his necromantic prowess through asceticism and self-mortification. He enjoys few students since the schism that turned much of the Northern Pact against him but is glad to pass his knowledge on to young necromancers, even those unaffiliated with the Pact.

## The Shattersea Bastion

The Shattersea Bastion, a fog-blanketed chain of decrepit Shogunate fortresses, sprawls across a series of small, rocky islands along the White Sea's northern



shore. The port city it once guarded is now a blasted ruin where no living thing dwells. The master assassin Shadow-Rending Razor dwells in this desolate fastness, commanding a cult dedicated to Luna's aspect as the Bloody Huntress. Her fanatical students pact with moon-gods from Luna's own courts, weighting their souls with dark blessings before departing to sow chaos and terror throughout the North. The nearest mortal settlement, a fishing village on the isle of Ironfell, has no idea Razor's school exists, though they worship many of the moon-gods who pact with the school.

## New Dakuo

Set amid wooded Northeastern foothills in the Saber River valley, New Dakuo is among the Shadow Fang Vanguard's (p. XX) oldest, most settled dominions. After the Contagion, a renegade detachment of the Shogunate's Bitter Justice Legion helped a Lunar Circle defend the city of Dakuo from the Fair Folk; the survivors forged a covenant to protect the region's surviving mortals together.

Today, New Dakuo's gray stone walls overlook the old city's diminished shadowland. New Dakuo is a fortress, its citizens drilled in warfare to serve in the ranks of the Vanguard's military. Roads lead to outlying fortified towns, from which Dakuin soldiers ride out to drive off bandits, slay wild beasts, and engage in war games with other Vanguard dominions.

As part of the covenant, the Lunar Rises-With-Fire and the Bitter Justice Legion's chumyo — currently Meraki Lasolesh — served as duumvirs, with the Vanguard exempting the legion's descendants from their vendetta. But Rises-With-Fire was slain several years ago by a Wyld Hunt; his Vanguard successor, the young Lunar Exquisitely Violent Axe, still struggles to win the Dakuin's acceptance as a leader, facing frequent insubordination and social unrest that threatens to boil over into outright conflict.

## The Company of the Green Rose

Ostensibly led by the outcaste Helm Beetle, the Company of the Green Rose formed a decade ago in the wake of Thorns' invasion of the Scavenger Lands. Originally assembled around a core of bandits and renegade soldiers from Thorns, and having recently swelled its ranks with refugees from the Mask of Winters' conquests, this mercenary company takes the field against Lookshyan interests where possible.

While in town, its soldiers harass Lookshyan travelers, decry Lookshyan imperialism, and foment discord in the Scavenger Lands over the General Staff's failure to act against Thorns' nascent undead regime.

Only a few trusted lieutenants know that Helm Beetle is actually the Lunar strategist Blackpetal Mothwing. Raised a farmer in Deepmeet, one of countless small River Province states impoverished from hiring Lookshyan mercenaries, Blackpetal regards Lookshy as the face of imperialistic oppression, much as Lunars born in the satrapies regard the Realm. Conscripted into the Confederation of Rivers' levies against Thorns' aggression two decades ago, she Exalted during the bloody Battle of Mishaka, watching her fellows die to protect the Lookshyan field forces' flanks. She leads the Company in the name of vengeance for those Lookshy's exploited and to further the Silver Pact's aims, seeking to erode Lookshy's hold on the River Province and bleed it until it collapses under its own weight.

Lookshy's General Staff and several key Directorate officials are aware of the Company's operations, but their suspicions as to its true aims remain uncorroborated. Taroketu Yani of Lookshy's ranger corps has dogged the Company's steps, gathering intelligence and seeding infiltrators among its ranks, but his efforts have yet to bear fruit.

## Mount Namas

Few locales in Creation have seen as much history as Mount Namas. Spirit courts of war and death have met atop its peak since prehistory, while a glorious city of many names grew and spread in its shadow across the First Age. Warring Shogunate factions laid waste to that city, much of which fell into a shadowland. After the Contagion, Tanisa Ring-Eater and Seven Obsidian Leopard established themselves in the ruins, worming their way past First Age defenses that the Shogunate never successfully dismantled.

Leopard spends much of his time amid the death-gods at the mountain's peak and the shadowland city's ghosts. Tanisa is more often found among the peoples who dwell among its foothills, who believe Mount Namas is where the souls of the dead gather to ascend to the afterlife as stars.

## The Eye of the Killing Storm

Horse nomads of the Southeastern steppes — from the Ebteng, whose centuries-long history is recounted in a cycle of poetic epics, to the God-Blooded Tchigin, born of a spirit of desert carrion-eaters — meet in The Eye of the Killing Storm, the sacred city from which they take their name. There they feast, negotiate treaties, and revere their bellicose pantheon. The city's streets are lined with shrines of iron and carved bone, both claimed from the Storm's fallen foes. The city's ancestral priesthood diligently records the spoils that each clan remits to the Eye, and organizes an annual festival to laud and bless the clan with the greatest spoils.

Blood Nail stands foremost among the Eye's gods. An old and powerful shahan-ya skilled in wielding swift, mobile forces in open war, he's a remote, cultic figure to the Killing Storm. Only a chosen few nomad warriors and priests attend upon him in the House of the Shattered Lance, his manse at the Eye's heart, where he trains Lunar adherents and plans war against Prasad. He gives no orders, only omens in the form of beasts, from which his priest-adjutants divine his intent. When the Killing Storm peoples ride out against the Dragon-Blooded, he's there to lead them.

The Killing Storm has long raided Prasad's southern tributaries, among other neighbors, but Prasad's expansion has brought them into conflict. Blood Nail has seized upon this opportunity, using the threat of Prasad to forge the disparate raiders of the Killing Storm into an army capable of toppling the Dragon Clans and then marching on the Realm's Southern satrapies, but not without great risk to his worshippers and himself. Not only do Prasadi soldiers clash with Killing Storm riders, but the Pure Way's monks have learned of their sacred city. Wyld Hunts have ridden down Blood Nail's adherents near the Eye, killing them or imprisoning them in the Inner Crucible Monastery, and plan to end the Killing Storm's Anathema worship altogether.

## Luz Liura

Amid a rocky plain within the Burning Sands stands an island of green, a bordermarch wherein a river flows in a circle without source or egress. Within that circle stands Luz Liura, the dominion of Klesamra Lotus-Seed. Mud-brick villages encircle Klesamra's central palace-city, staffed by her entourage of hermit crabfolk and hobgoblins.

A mere youth during the Great Contagion, Klesamra's experiences in the Shogunate's last days taught her to expect no safety from anything, to always be prepared for the next great disaster. She has pacted with several Southern raksha, causing consternation and controversy within the Silver Pact. Three fae nobles — Tethian Lion-Eye, Vespania of the Singing Wind, and the Red Tatterdemalion — maintain temples in Luz Liura and serve as Klesamra's agents plenipotentiary.

At her behest, they and their minions raid the Realm's southernmost holdings, sowing terror as they sup on victims' souls. Such atrocities might trouble others in the Pact, but Klesamra is willing to pay that cost for the Pact's survival.

## Lake Nyandi

Nestled high in the northern Firepeaks above the Twelveriver Sea, Lake Nyandi gleams like blue jade. Here the Irembe people dwell in stolen luxury. Their villages sparkle and shine with the treasure of a thousand raids upon the South's wealthy cities and trade routes. Folk dripping with jewelry walk beneath verandas draped in bolts of brilliantly colored silks and satins, then dine on roots and lake fish seasoned with exotic Western spices. None here know poverty or want. But neighboring peoples dare not raid them, for fear of their deadly waspfolk elite and their legendary ruler in their manse beneath the waters, the Lunar elder Golden-Leaf Liseli. The Irembe's ancestors sheltered Liseli long ago as the Lunar fled a Wyld Hunt, and the shahan-ya will not forget that kindness.

Liseli's waspfolk champions and descendants form a warrior caste distinct from the rest of the Irembe, called the Golden Band. Unlike their kin, they live austere existences in fortress-barracks constructed on promontories and cliff faces, emerging primarily to fly north and east to raid satrapies and desert trade routes. There are several waspfolk clans, each with its own fortresses; each also has its own holidays for rejoining kinfolk at Lake Nyandi for feasting, gifting treasures won in raids, and telling stories of far lands.

## The Fortress of the Fulgurite Spire

Dark and twisted, the Fortress of the Fulgurite Spire rises from the islands west of Bluehaven. This self-contained fortress-city, its walls encompassing farms and armories alike, is home to Ül the Burning Eye and several hundred komodo dragonfolk followers. Each season, Ül unleashes new strains of diseases among his dominion's populace, though sorcerous safeguards and pacts with disease-gods prevent fatalities and cure the ill once Ül has concluded each experiment. The shahan-ya extends these protections to visiting guests, but intruders find themselves assailed by plagues horrid beyond imagining.

Despite its proximity to the Realm's borders, the Fortress has never been successfully assaulted by the Imperial legions or the Wyld Hunt. Beyond its ancient weaponry and sorcerous defenses, the fortress itself *moves* during storms, dissolving into wind and lightning, then arcing dozens of miles to a new island.

## The Star Jasmine Pavilion

On a height above the Western port of Eldaj rise the stately, flower-wreathed domes and turrets of the Star Jasmine Pavilion. Here the shahan-ya Wings of Ivory — admired for his mastery of medicine, music, and social graces — dwells in luxury as a god, worshiped and fêted by the Eldaji. Occasionally he ventures forth to graciously fulfill some petition from the local prince or the people — ameliorating a plague, driving off pirates or Fair Folk, conducting negotiations with a neighboring isle. Otherwise he remains in his manse amid wealth and luxury, his every whim tended to by his ternfolk retinue and all manner of visiting entertainers.

Wings of Ivory never truly cared about the war with the Realm and traveled West to escape both the Wyld Hunt and the Silver Pact's pressure to get involved. Many shahan-yas reject him as a peer, though some value his traded favors and eloquent voice in council. Today he grows wroth at Houses Peleps and V'neef for bringing that conflict to his doorstep. They're learning to give his territory a wide berth.

The only things that thrived in Nexus' polluted rivers were catfish, and even they more crawled than swam through the grime below the water's surface. Yet even in the mud with the bottom feeders, Seven Devil Clever could see the Immaculate's anima, a dark and shimmering current that flowed against the river, illuminating a place the moon's light never touched.

A Dragon-Blood's searching eyes would only see a fish, however. Seven Devil Clever risked waggling a fin at the Immaculate as he floated in the river. With any luck, he and the other two shikari waiting above the water would give up the search, and she'd have a bit more breathing room for at least another day.

With a single deft motion, the Immaculate opened a pouch on his belt, thrust his hand in, and made a sweeping motion. Seven Devil Clever flinched, but then she caught the scent of corn and crawfish as the fragments floated to the bottom. Realization dawned too late, as all the bottom feeders suddenly swarmed, and the Immaculate caught sight of the one fish who apparently wasn't hungry.

Seven Devil Clever twisted in the muck, shimmering silver inside and out, until she was a river dolphin that she'd hunted far upstream from Nexus. Fear twisted in her gut, but the rage was there too, closer than catfish to the water's surface. She surged forward, crashing her argent-shining snout against the Immaculate's nose with a crunch that was as satisfying physically as it was spiritually.

For a brief moment, she considered fighting, swimming rings around him until she could land a telling blow. Then he reached out with a shining hand to slap a pressure point beneath her slick skin. Her rage sputtered out as her lungs filled with water, and Seven Devil Clever decided to go with her original plan of swimming the hell away.

With two powerful movements of her tail, Seven Devil Clever broke the surface and leaped high into the air. She took an arrow in her hide — the Wood Aspect had spotted her — thorns erupting from the barb and digging deep into her ribs. She snarled and shifted again, landing on Nexus' dirt streets as a fox.

She bit down on the arrow's shaft, winced at the taste, and yanked it out, along with a gob of her own flesh. When she looked back, the Immaculate stood on the bridge over Nexus district's river. He bowed stiffly out of respect, then assumed some graceful and elegant stance. His anima flared, and a stream of pure, fresh water ran from his feet to trickle and foam into the fetid rushes.

Right. Stick to the plan.

The early morning crowd parted easily for her, or perhaps for the three robed demigods charging in her wake. No matter how quickly she ran, they were faster. But this was her city, and no fox ever ran straight in a chase.

Seven Devil Clever's razor-keen eyes swept the streets for an escape route, finding a stack of crates climbing to a low roof. She raced up and over them, bounding across rooftops shrouded with early-morning mist. She could see every step, every perch, every route before she took it, and within minutes she was at her den, bursting through a third-story window and frightening every crook and petty thief within.

A query from her lieutenant was silenced by a bloodied finger. She waited and watched the window, and none dared move for an hour. Finally, Seven Devil Clever breathed, and her Band of the Fox breathed with her.

"Well," she said, standing gingerly. This wasn't defeat. She could feel her Essence growing each day, and more and more of the city's spirits agreed to her pacts as the Immaculates made their presence known. The gods' blessings would strengthen her gang, assuming the ruffians survived.

"Tyo, Shaina, Vere," she said, beckoning. "I've got a job for you. We're going to hunt the hunters."



*Chapter Four*

# Character Creation

## Step 1: Concept and Caste

Start character creation by talking with your Storyteller about her plans for the game, and discussing character concepts with your fellow players. Think about your character's origin, personality, skills, and the heroic archetypes that inspire her. Determine which of the three Lunar Castes (p. XX) fits her best — or whether you wish to begin play a Casteless. Decide whether she belongs to the Silver Pact, and whether she's affiliated with a shahan-ya. Once you have a rough idea of the details, sum them up in your *concept* — a brief description of your character.

## Step 2: Spirit Shape and Tell

Each Lunar has a spirit shape: an animal form symbolizing her truest self. Choose your character's spirit shape. It might embody one of her strongest traits, express a facet of her personality, or hold a deep personal or cultural meaning for her.

Additionally, each Lunar has a Tell (p. XX), a distinctive characteristic that's present in any form she shapeshifts into. It may be a marking like a scar or tattoo, an unusual physical quirk, a trait of her spirit shape, or a subtle supernatural display like an oversized shadow. Pick your character's Tell.

## Step 3: Attributes

Choose two Attributes from the appropriate list as your Caste Attributes, unless your character is Casteless.

- **Full Moon:** Dexterity, Stamina, Strength
- **Changing Moon:** Appearance, Charisma, Manipulation
- **No Moon:** Intelligence, Perception, Wits
- **Casteless:** Casteless don't choose Caste Attributes

In addition to your Caste Attributes, pick two others as Favored Attributes.

Each Attribute begins with one dot. Next, of the categories of Attributes — Physical (Dexterity, Stamina, Strength), Social (Appearance, Charisma, Manipulation), and Mental (Intelligence, Perception, Wits) — choose one as primary, another as secondary, and the third as tertiary. **At least one of your Caste or Favored Attributes must be in the primary category, and at least one must be in the secondary category.** For Casteless, only one Favored Attribute needs to be in the primary category, and you don't need one in the secondary category.

Distribute nine dots among your primary Attributes, seven dots among your secondary Attributes, and five dots among your tertiary Attributes. Attributes can't be raised above five.

## Step 4: Abilities

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.

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

## Step 5: Merits

Choose 10 dots of Merits.

### THE SOLAR BOND

Some Lunars have a deep spiritual tie to a Solar (p. XX) — or an Abyssal or Infernal. At character creation, you may decide that your Lunar definitely has a Solar Bond, or that she definitely doesn't. Alternatively, you can let the Storyteller decide. Tell her your choice, so she can plan accordingly.



## Step 6: Charms

Choose 15 Charms (p. XX). Most Lunar Charms require a minimum rating in their associated Attribute — if you don't qualify, you'll need to raise that Attribute's rating with bonus points.

You may choose Martial Arts Charms or Evocations in place of Lunar Charms. If you choose Terrestrial Circle Sorcery as a starting Charm, you may also learn spells in place of Charms.

## Step 7: Intimacies and Limit Trigger

Choose Intimacies (**Exalted**, p. 170) to represent your Lunar's beliefs and relationships. Intimacies can represent motivations, religious beliefs, world-view, friends and enemies, morals, idiosyncrasies, or other important parts of her life. Many Lunars have Intimacies expressing rage, and Ties relating to Luna, the Silver Pact, their shahan-yas, and inhabitants of Lunar dominions in which they dwell or with which they interact.

There's no maximum on how many Intimacies you may choose. 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 a positive Tie, and one must be a negative Tie; these may overlap with the previous two.

Choose a Limit trigger — a circumstance that exacerbates your Lunar's Great Curse (p. XX).

## Step 8: Bonus Points

You have 15 bonus points that can be spent any time during character creation to raise your character's traits.

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

See chart on following page.

## Step 9: Finishing Touches

Your character begins at Essence 1. Lunars have (15 + Essence) personal motes and (34 + [Essence x 4]) peripheral motes, for 16 personal motes and 38 peripheral motes at Essence 1.

## LUNAR EXALTATION

A mortal player character (**Exalted**, p. 125) that Exalts as a Lunar during play gains the following benefits:

- Her player selects two Favored Attributes (one of which must be a primary Attribute).
- All Lunars are Casteless upon Exaltation. Once she receives caste-fixing tattoos, her player chooses two Caste Attributes (one Caste or Favored Attribute must be a secondary Attribute).
- The player chooses a spirit shape, Tell, Limit trigger, and 10 Charms.
- At the story's end, the Lunar gains five Charms and two dots of Willpower for free, and assigns three dots among primary Attributes, three dots among secondary Attributes, and two dots among tertiary Attributes.

Your character begins with five Willpower, which can be raised with bonus points.

Your character begins 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 Ox-Body Technique (p. XX).

### Bonus Points

| TRAIT | COST |
|---|---|
| Caste or Favored Attribute | 3 per dot |
| Non-Caste, Non-Favored Attribute | 4 per dot |
| Ability | 2 per dot |
| Specialty | 1 |
| Merits | 1 per dot |
| Caste or Favored Charm | 4 |
| Non-Caste, non-Favored Charm | 5; 4 if Casteless |
| Spell (Intelligence Caste or Favored) | 4 |
| Spell (Intelligence non-Caste, non-Favored) | 5 |
| Evocation | 4 |
| Animal Latent Ability | 3 |
| Willpower | 2 per dot |

## GRIZZLED VETERANS

The rules above are for creating Lunars who've been Exalted for less than a year. For significantly more experienced Lunars, make the following changes:

- Your starting Essence is 2.
- Choose 13 dots of Merits.
- Choose 20 Charms.
- Spend 18 bonus points.

# Character Creation Summary

### STEP 1: CONCEPT AND CASTE

- Consult with the Storyteller and other players, and come up with a character concept.
- Pick a Caste. Note its anima powers.

### STEP 2: SPIRIT SHAPE AND TELL

- Pick your spirit shape.
- Pick a Tell.

### STEP 3: ATTRIBUTES

- Select two Caste Attributes from the relevant list (or none, if Casteless).
- Select two Favored Attributes, which can't be the same as Caste Attributes.
- Place one dot in each Attribute.
- Divide nine dots among primary Attributes, seven dots among secondary Attributes, and five dots among tertiary Attributes.

### STEP 4: ABILITIES

- Divide 28 dots among all Abilities. None may be raised above 3 without spending bonus points.
- Assign four specialties.

### STEP 5: MERITS

- Select 10 dots of Merits.

### STEP 6: CHARMS

- Select 15 Charms.

### STEP 7: INTIMACIES AND LIMIT TRIGGER

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

### STEP 8: BONUS POINTS

- Spend 15 bonus points.

### STEP 9: FINISHING TOUCHES

- Record Essence (1), personal motes (15 + Essence), peripheral motes (34 + [Essence x 4]), health levels (−0/1x2/−2x2/−4/Incapacitated) and Willpower (5).

### CASTES

**Full Moon:** Warriors, athletes, rugged survivors, and warlords whose physical prowess overcomes enemies and obstacles.

*Caste Attributes:* Dexterity, Stamina, Strength

**Changing Moon:** Tricksters, thieves, and leaders whose silver tongues beguile, deceive, and terrify.

*Caste Attributes:* Appearance, Charisma, Manipulation

**No Moon:** Witches, savants, healers, and craftsmen whose genius outwits rivals and solves the most difficult puzzles.

*Caste Attributes:* Intelligence, Perception, Wits

**Casteless:** Lunars who haven't chosen a Caste.

*Caste Attributes:* None

### BONUS POINT COSTS

| TRAIT | COST |
|---|---|
| Caste or Favored Attribute | 3 per dot |
| Non-Caste, Non-Favored Attribute | 4 per dot |
| Ability | 2 per dot |
| Specialty | 1 |
| Merits | 1 per dot |
| Caste or Favored Charm | 4 |
| Non-Caste, non-Favored Charm | 5; 4 if Casteless |
| Spell (Intelligence Caste or Favored) | 4 |
| Spell (Intelligence non-Caste, non-Favored) | 5 |
| Evocation | 4 |
| Animal Latent Ability | 3 |
| Willpower | 2 per dot |

Tula wheeled through the air above a snow-covered forest valley, not far from her secret encampment. From her vantage, she measured the flaws in her small army's hit-and-run wilderness exercises. As soldiers, they were green as her wings, distrustful of their arms, armor, and comrades. Still farmers at heart. If they relied on muscle instead of maneuverability to fight the Realm garrison, Cathak soldiers would scythe through them without slowing.

Tula remembered well.

She issued an "exercise halt" command by birdsong, but words were better for lecturing. She swooped down to the tree line to find a perch, and traded feathers for leathers and beak for mouth. Tula allowed them no time to goggle at her transformation; there weren't enough hours left in the season.

"Gather close!" she commanded, noting who was slow to obey. She addressed her squads as they came within easier shouting distance, calling out flaws in their teamwork. "Vahi, look before you break cover. Maccus, you got to keep moving. Shreya and Lali, stop running ahead of Calder." Tula pointed to the vulnerable straggler. "Your squadmate. Probably caught or killed. Never..."

*Never going home to his family*. Tula wasn't sure it was what they needed to hear. It wasn't what she'd meant to think. But she thought it all the time.

She'd helped Calder's family herd cattle more than once. The women who'd just let him "die" were his cousins. They'd been pranksters when they were younger. Now they were so serious. Now they looked at her like someone new. Someone with the power and experience to stand against the tax collectors and their cruel Cathak enforcers. Tula wasn't sure she wanted to be someone new.

She still cared, like they did. She still felt like a farmer at heart, with hands itching for honest work. She was still as young and hopeful, even stubborn, as she'd ever been, as they all were. The difference was that, unlike her, none of them had ever really been alone.

Tula remembered what it was like.

She remembered the roar of flame and the crack of lightning. She remembered the panic in her comrades' eyes, the tense silence of once-boisterous bandits, the rank smell of fear in their hideout. Tula wished she could remember Ajit's smile as well as she could remember his blood-drenched grimace. She'd have given anything to taste Karu's cooking again, instead of the smoke that billowed from her flesh. It was hard to recall Blue Spring's courage instead of her begging and wailing, cut short with a meaty chop while Tula squeezed her eyes shut.

She remembered being alone, too afraid to call out. She remembered being trapped and wishing for freedom. She remembered fear and shame bleeding away as her heart beat faster, louder, demanding that she become —

Tula was someone new, now. The sweaty, mud-spattered recruits in their hand-me-down leather armor didn't need Tula the Rider or Groundbreaker or Brewer. They needed the Reaver, and the Reaver would use them all up if it meant cutting a hole in House Cathak. The Reaver would rest when the battle was done, and Tula would console their families, one by one. But she couldn't think of them now. There weren't enough hours left in the season.

"Never forget, your job's not winning," she said, improvising a speech, projecting her voice and confidence across the camp. "Your job's losing less than the enemy, every time. Don't be aggressive; be protective. Don't be greedy; be stingy. Your squadmates are part of you, now. Never let them out of sight. You'll never forgive yourself if you do."



*Chapter Five*

# Traits

## New Merits

### Heart's Blood (• to •••; +•) — Story

**Prerequisite:** Lunar Exalt

This Merit depicts a Lunar with several animal forms at character creation. One dot provides the shapes of around six relatively weak animals, comparable to one-dot Familiars (**Exalted**, p. 161), and two or three stronger animals, comparable to two-dot Familiars, from a single region.

Two dots provide the shapes of one to two dozen weaker animals, six stronger animals, and one or two extremely powerful animals, comparable to three-dot Familiars, from a single region.

Three dots provide the same benefits as two dots, plus the shapes of two to three additional stronger or extremely powerful animals.

For an additional dot, the Lunar can select animal forms from any number of regions.

### Stolen Faces (• to •••••) — Story

**Prerequisite:** Lunar Exalt

This Merit depicts a Lunar who's taken human shapes at character creation. Each dot can provide five human shapes with no significant social standing — a peasant farmer, bandit, dock worker, street urchin, etc. — or a single human shape whose social, economic, or political status is a valuable asset, e.g., a Dynast, Guild factor, clan elder, queen's favored daughter, etc.

## Supernatural Merits

### Antennae/Snaketongue (•) — Innate

**Prerequisite:** Enhanced Sense (Smell)

Twitching feelers, a flickering tongue, or similar appendages let the mutant scent her prey's location. She ignores penalties for being unable to see characters within close range if she can smell them.

### Bioluminescent (0 or ••) — Innate

The mutant radiates light, equivalent to glowing anima (p. XX). She can suppress this for a scene with a miscellaneous action.

With the two-dot version, she can create a blinding flash once per scene as a miscellaneous action, rolling

### EXISTING MERITS

**Allies:** A Lunar's Solar mate (p. XX) is a five-dot Ally.

**Backing:** Good standing in the Silver Pact is represented with Backing, letting Lunars leverage renown into support from fellow Chosen.

**Command:** Lunars commonly lead beastfolk armies, which possess Might 1 (**Exalted**, p. 207). Such battle groups cost an additional dot.

**Mentors:** Pact Lunars often have a shahan-ya as a three-dot Mentor. In games where all players are students of one shahan-ya, the Storyteller might give them this Merit for free.

**Retainers:** Many Lunars retain the services of Moon-Touched (p. XX), which are two-dot Retainers.

(Appearance + Presence) against the (Wits + Awareness) of everyone within close range. Characters who fail are blinded (**Exalted**, p. 168) until their next turn's end.

### Bounding Legs (•••) — Innate

The mutant's powerful legs add two dice on jumping-based rolls. This only applies to combat movement if she leaps to a position at least one range band higher or lower.

### Burrower (••) — Innate

The mutant can dig through earth with spade-like paws or similar adaptations. She adds two dice on feats of strength related to tunneling or excavating. She can take cover (**Exalted**, p. 199) with (Strength + Athletics) by digging into soil or loose earth, even in completely open terrain, gaining light cover and the concealment needed to attempt Stealth. Tunneling takes too long to accomplish in combat; she must resurface to take move actions.

### Carapace/Shell (••) — Innate

**Prerequisite:** Unusual Hide ••

The mutant has bulky armor of bone or chitin, a turtle's shell, or pangolin-like armored plates. Soak from Unusual Hide is doubled but counts as armored soak. It explicitly stacks with soak from worn armor. She gains (Unusual Hide) Hardness.

*Drawback*: The mutant counts as wearing medium armor, and suffers a –1 mobility penalty in addition to any from other armor.

### Centaur (••) — Innate

**Prerequisite:** Extra Limbs

The mutant has a horselike lower body or similar anatomy. She always enjoys the attack and Defense bonuses for fighting mounted, and can make impaling attacks with lances (**Exalted**, p. 203). If ridden by another character, she provides a +2 Speed Bonus.

*Drawback:* The character's Extra Limbs only benefit move actions.

### Constrictor (••) — Innate

The mutant has clinging tentacles, a strangling tail, or similar features. She doesn't lose rounds of grapple control when her victim attacks her but misses or deals no damage. She can spend a round of control to drag her victim even if she doesn't restrain him that round.

### Deadly Weaponry (•) — Innate

**Prerequisite:** Claws/Fangs/Hooves/Horns or other natural weapons

#### MUTANTS AND MARTIAL ARTS

Natural weapons aren't unarmed attacks for Martial Arts but are compatible if the Storyteller deems them similar enough to a style's weapons. An eaglewoman could practice Tiger style with claw-like talons; a narwhalman might use his tusk as a spear with White Reaper style.

This mutation depicts especially dangerous natural weapons: long claws, piercing tusks, a stinging tail, etc. One of the mutant's natural attacks gains one of the Balanced, Chopping, Disarming, Flexible, Piercing, or Smashing tags. With four-dot natural weaponry, she applies two tags.

This mutation can be purchased multiple times to enhance different natural weapons, but can't enhance the same natural weapon multiple times.

### Echolocation (•••) — Innate

**Prerequisite:** Enhanced Sense (Hearing)

The mutant can "see" out to short range using hearing, ignoring penalties or increased difficulties due to blindness, darkness, poor visibility, etc. She can't discern color or fine detail, and solid obstructions like walls block echolocation.

An alternative version of this mutation only functions while submerged in water but extends to medium range.

### Enhanced Toxin (Varies) — Innate

**Prerequisite:** Any natural poison

*This Merit may be repurchased multiple times.*

The mutant applies one of the following to her natural poisons, and any poisons created by Charms:

*Blinding* (••): Characters damaged by the poison while crashed are blinded (**Exalted**, p. 168) for one day.

*Hallucinogenic* (•): Crashed victims don't take lethal damage, instead losing Willpower equal to the damage roll. A character reduced to zero Willpower this way or damaged by the poison while at zero Willpower gains the Madness Derangement (**Exalted**, p. 168) at Minor intensity, or strengthens existing Madness by one step.

*Paralytic* (••): Crashed victims can't take movement actions while suffering the poison's effect.

*Potent* (••): The poison's base duration is increased by two intervals and can't be reduced below one interval by opposing rolls unless enhanced with magic.

*Necrotic* (•): Poisoned characters must also roll against a flesh-rotting disease with virulence 3, morbidity 3, and a one-week interval.

### Entangling Limbs (•••) — Innate

The mutant has grasping tentacles, prehensile hair, or other ensnaring appendages. She can flurry while grappling. If she makes a gambit as a savaging attack, the Initiative roll's difficulty is reduced by one.

### Extreme Adaptation (••) — Innate

The mutant has thick blubber, a water-storing hump, or similar environmental adaptations. She adds two dice on rolls against environmental hazards and poisons of a specific environment and reduces such hazards' damage by one die.

### Fins (• to •••••) — Innate

The mutant has fins, webbed hands, or a fishlike lower body. While swimming, she adds (Fins) dice on move actions and ignores difficult terrain.

*Drawback*: The mutant suffers a (Fins/2, rounded up) penalty on land-based movement. With 3+ dots, she treats all land as difficult terrain.

### Frightening Voice (••) — Innate

The character has the paralyzing cry or growl of a born predator. She ignores penalties for flurrying threaten rolls with attacks.

### Hypermobility (••) — Innate

Flexible joints let the mutant contort and compress her body. She adds one die on rolls to squeeze through tight spaces or establish or resist control of a grapple, and on Dexterity rolls where her flexibility benefits her, like taking cover or hiding in tight spaces.

### Imposing Features (••) — Innate

The mutant has a majestic crest, mane, plume, or similar feature. Characters that can see her and have no Tie towards her suffer −1 Resolve against her instill rolls to create Ties toward herself.

### Inhuman Visage (••) — Innate

The mutant has distracting facial markings or an unreadable, inhuman face. She gains +1 Guile. She loses this bonus against characters that have spent at least a season interacting with her, or that have a specialty relevant to understanding her moods.

*Drawback*: The character's unreadability inflicts a −1 penalty on rolls to instill positive Ties toward herself or convince others of her honesty.

### Ink Sacs/Smokescreen (••) — Innate

The mutant can blind pursuers with ink sacs, an acrid spray, or similar diversions. Once per scene, when she makes a disengage roll, she can release this diversion. If successful, each enemy that opposed her is blinded (**Exalted**, p. 168) until he clears his eyes as a miscellaneous action.

### Long Reach (•••) — Innate

The mutant has unnaturally long or extendable limbs. Her unarmed attacks or one of her natural weapons gains the Reaching tag. She can use it to attack an enemy at short range by paying two Initiative and incurring a −1 Defense penalty until her next turn.

### Lure (•) — Innate

The mutant has an anglerfish-like lure, bushy tail, startling eye markings, or similar features. She can roll distract gambits with ([Appearance or Manipulation] + Larceny). Beneficiaries of such gambits receive one additional Initiative.

### Musical Voice (•) — Innate

The mutant's voice has the inhuman timbre of a songbird, trumpeting elephant, or rattling snake. Penalties on her influence rolls from noisy environments are reduced by three, and her voice counts as an exceptional instrument (**Exalted**, p. 580).

*Drawback*: The character suffers a −3 penalty on efforts to disguise her voice or mimic others' voices.

### Natural Missile (••; +0, •, ••, or •••) — Innate

The mutant has acid spit, barbed hair-darts, an elastic tongue, or a similar ranged attack. This is a light weapon with the Archery (Short) or Thrown (Short) tag, and the Bashing and Natural tags. The Subtle tag can be added for free, the Lethal tag can be added for one dot, and range can be extended to medium for two dots.

### Natural Shield (••) — Innate

Bony plates, enfolding wings, or similar features let the mutant fend off attacks. Her unarmed attacks or one of her natural weapons gains the Shield tag, but not the associated damage penalty. She ignores the Defense penalty for flurrying full defense actions.

### Night Vision (••) — Innate

The mutant's eyes are adapted to darkness, halving penalties or increased difficulty, rounded down, from darkness or low-light environments.

### Pheromones (• or •••) — Innate

The mutant exudes potent pheromones. With three-dot Pheromones, characters within close range suffer −1 Resolve against her inspire rolls to create a specific emotion, chosen when this mutation is purchased. One-dot Pheromones only affects her choice of humans or a single animal species.

### Prehensile Tongue/Trunk (••) — Innate

The mutant has a prehensile trunk, tongue, or similar appendage. It's a fully functional limb — though it suffers a −1 offhand penalty — and a light weapon with the Bashing, Brawl, Disarming, Flexible, Grappling, and Natural tags.

### Serpentine (••••) — Innate

Instead of legs, the mutant has a serpentine lower body or similar anatomy. She ignores penalties for being prone.

*Drawback*: The mutant suffers −2 penalty on jumping-based movement.

### Silent Movement (•••) — Innate

Soft paws, velvety feathers, or similar adaptations muffle the mutant's movement. Rolls to detect her purely through hearing suffer a −2 penalty.

### Slippery (••) — Innate

The mutant secretes slime or mucus, adding two dice on rolls to oppose being grappled or escape physical restraints.

*Drawback*: The mutant suffers a −1 penalty on rolls to establish grapple control.

### Spinnerets (•••) — Innate

Like a spider, the mutant can spin lines of adhesive silk. These are exceptional equipment (**Exalted**, p. 580) for weaving, climbing, laying snares, swinging between handholds, etc. They're also exceptional equipment for lifting or suspending heavy objects — a feat of strength rolled with (Stamina + applicable Craft), using (higher of Stamina or Craft) instead of Strength to determine if the feat can be attempted.

The mutant can make ranged attacks with webbing. They're light weapons with the Bashing, Thrown (Short), Disarming, Flexible, Grappling, and Subtle tags. If she's grappling an enemy from beyond close range, she can only take restrain or drag actions, and a character can sever the thread — ending the grapple — with a difficulty 3 gambit.

### Thermal Vision (•) — Innate

**Prerequisites:** Enhanced Sense (Vision)

The mutant's specialized sensory organs can perceive heat. She converts Enhanced Sense's dice to successes on rolls to detect something significantly hotter or colder than its surroundings: tracking an assassin's movements through pitch blackness, identifying a disguised zombie among mortals, etc.

### Toxin Sacs (••) — Innate

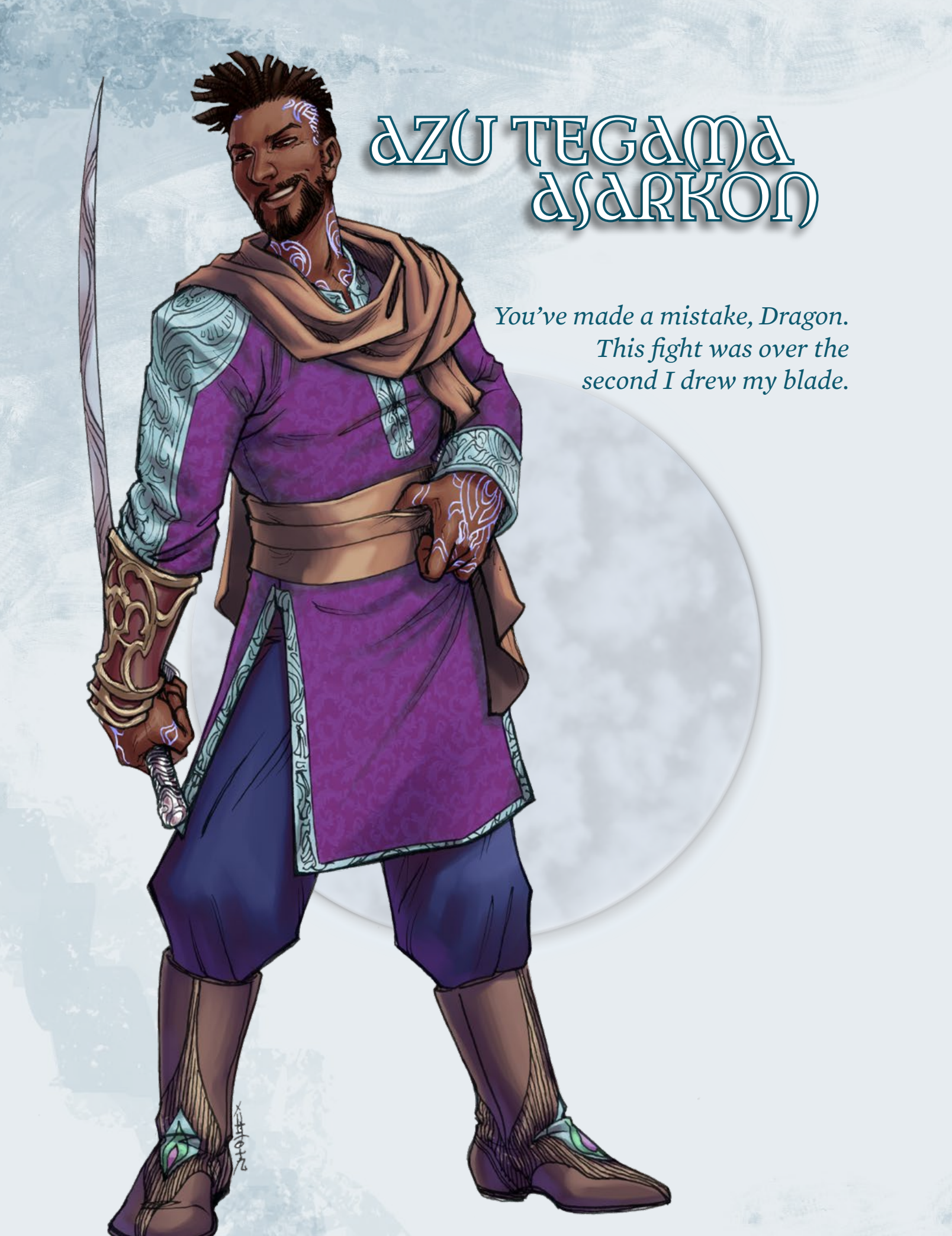
**Prerequisite:** Venomous

The mutant generates (Stamina) doses of venom per day. If she rolls Join Battle with no doses remaining, she gains one.

### Vibration Sense (•) — Innate

**Prerequisite:** Enhanced Sense (Touch)

The mutant can sense nearby vibrations. She applies Enhanced Sense's benefits on rolls with any sense to detect concealed characters within medium range moving on the same surface as her (or within four range bands, to detect Legendary Size characters).



# AZU TEGAMA ASARKON

*You've made a mistake, Dragon.*
*This fight was over the*
*second I drew my blade.*

# Full Moon Caste

The moon's radiance pierces night's depths, illuminating unspeakable horrors that stalk their prey under cover of darkness. Though monsters may skulk in the shadows' safety, the Full Moons will hunt them down wherever they cower, dragging them into the cold light of Luna's judgement.

Implacable hunters and terrifying warriors, the Full Moons are Creation's ultimate survivors and the Silver Pact's warlords, their mighty bodies empowered by divine fury. No matter what shape they wear, they triumph over any obstacle in their path, whether rending foes limb from limb as a river dragon, scaling sheer cliffs with a mountain goat's hooves, assassinating tyrants with a scorpion's venom, or wielding a daiklave with superhuman might and speed in their own human shape.

When the Lunars remade their Castes, they knew there'd be much bloodshed in the coming age, and made the Full Moons a Caste of peerless warriors with the might, speed, and endurance to slay any foe and guard the Lunars against those who'd hunt them. Full Moons are often their Circle's greatest combatants, leading them in battle and protecting Circlemates from harm.

Many who choose to become Full Moons are warriors, soldiers, hunters, athletes, bodyguards, hired killers, couriers, nomads, and others whose mortal livelihoods depended on physical prowess. Others aspire to the warrior ideal the caste embodies, coming from the ranks of revolutionaries, generals, zealots, strategists, or bold but untested youths.

**Spirit Shapes:** Full Moons tend towards spirit shapes symbolizing physical prowess, ferocity, or martial excellence. Often these are predators — bears, wolves, mustelids, birds of prey, sharks, snakes, great cats — but prey animals of immense size, endurance, or fearlessness, like aurochs and elephants, also find a place under the Full Moon.

**Anima Banner:** Full Moon Caste Marks are brilliant silver disks. Their anima banners begin as a steady, constant glow limning them in soft white or silver light, growing brighter and fiercer as they rise in intensity. Their iconic animas might depict their spirit shapes or monstrous forms derived from them, mighty weapons, vast silver-fanged maws, stylized war-banners, countless limbs radiating outwards, or similar displays.

**Anima Effects:** Mighty warriors, the Full Moons' animas suffuse them with physical power, bolster their will against fear, and grant incredible battle prowess (p. XX).

**Caste Attributes:** Full Moons hone their bodies unto physical perfection, choosing Caste Attributes from Strength, Dexterity and Stamina.

**Associations:** The season of summer, the element of fire, the color white, the Maiden of Battles.

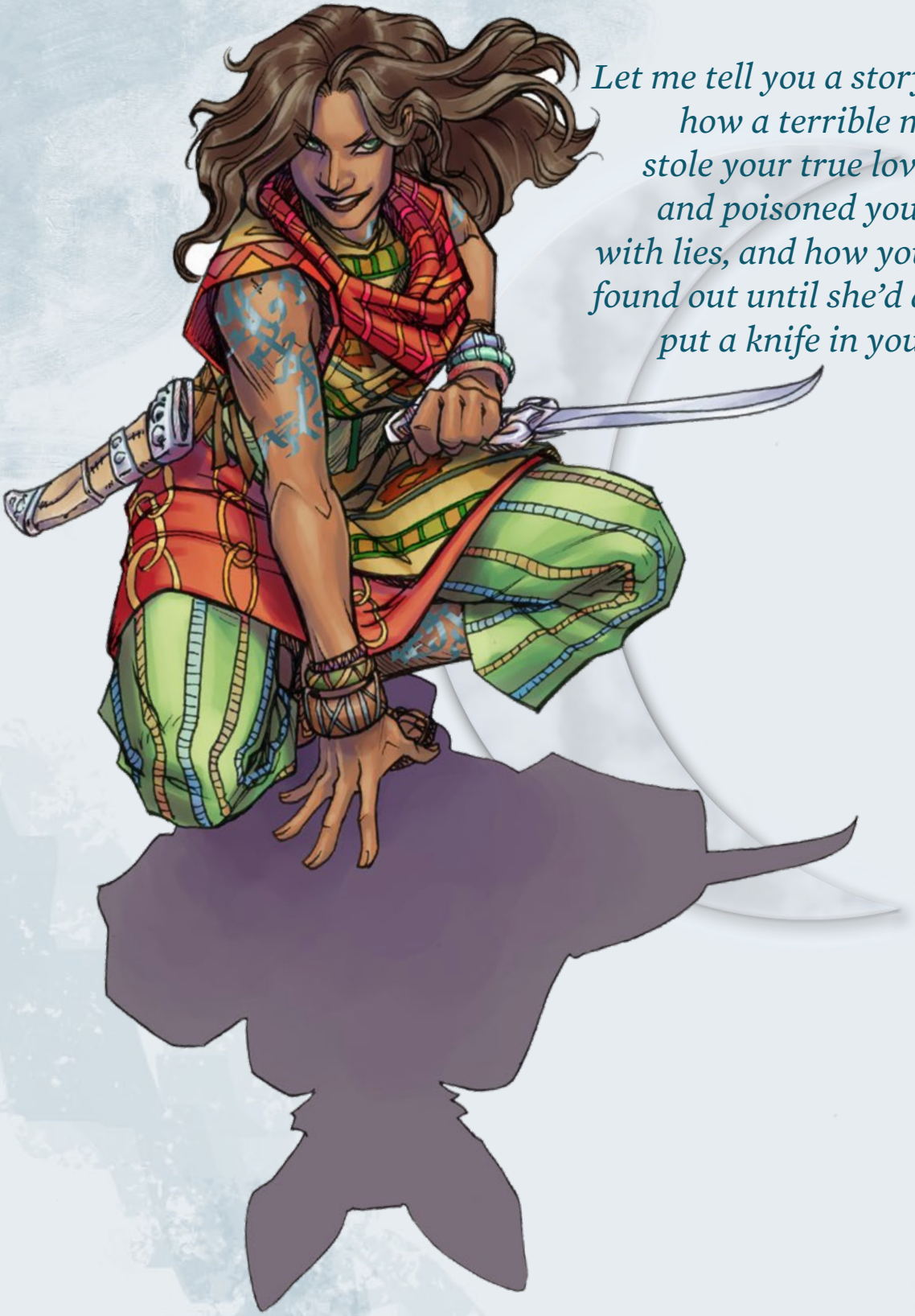
**Sobriquets:** Children of the Indominable Moon, Luna's Champions, Nightfangs, the Frenzied (derogatory).

**Concepts:** Slave rebellion leader, former gladiator, master assassin, shipwrecked survivor, merciless warlord, orphan seeking vengeance for her murdered parents, bandit chief, dauntless hunter feeding a starving village, benevolent warrior-queen, sagacious martial artist.

### THE FRENZIED

In Immaculate fables, the Full Moons are monsters drunk on power stolen from the moon, rampaging through villages and cities slaughtering man and beast alike to gorge on their heart's blood. Only the mighty Dragon-Blooded stand between the innocent and these inhuman abominations' savage appetites, driving them back into the tainted lands whence they came. For their insatiable hunger and lunatic rage, these Anathema are called the Frenzied.

# Sazay Shadow-Dancer



*Let me tell you a story about how a terrible monster stole your true love's face and poisoned your heart with lies, and how you never found out until she'd already put a knife in your back.*

# Changing Moon Caste

The moon's brilliance shifts as it wanes and waxes, showing a different face each night. Ephemeral moonlight fascinates and enraptures the unwary, promising mystery and denying revelation. Luna's Tricksters take their divine patron's lessons to heart, triumphing over enemies with honeyed tongues, magnetic personalities, and mysterious duplicity.

The Changing Moons are silver-tongued devils, beautiful seducers, inspiring warlords, and sly charlatans. They slip unnoticed through tightly guarded checkpoints in the skins of trusted couriers or animals beneath sentries' notice, infiltrate enemies' courts wearing faces stolen from confidantes and conspirators, and whisper into the ears of princes and tyrants in the guises of trusted advisors, beloved spouses, or favored children. Few can match their cunning, ingenuity, or charm, and many have fallen prey to their tricks without ever realizing it.

When the Lunars remade their Castes, they knew it would take subtlety and subterfuge to undermine the hegemony of the Shogunate and its Sidereal patrons. They made the Changing Moons a Caste of tricksters, spies, and seducers to bedevil the usurpers and sow chaos amid whatever order they tried to establish from their stolen thrones. Some Changing Moons act as their Circle's envoys to mortal society; others keep to the shadows, assisting Circlemates through subterfuge and deception.

Those who choose to become Changing Moons are often diplomats, chieftains, con men, priests, merchants, actors, libertines, demagogues, spies, artists, and anyone else whose tongue was their most formidable asset in mortal life. Others are drawn to the allure of becoming a divine trickster: criminals, dissidents, contrarians, misfits, and cynics.

**Spirit Shapes:** Changing Moons tend toward spirit shapes symbolizing grace, beauty, deception, and cunning. Serpents, birds, sleek cetaceans, and svelte cats such as cheetahs and panthers are common, as are the more graceful and clever ruminants, mustelids, reptiles and insects.

**Anima Banner:** Changing Moon Caste Marks are glittering silver crescents. Their anima banners shift between bright silvers, dark blues, and shadowy purples, growing brighter and changing more rapidly as they grow in intensity. Their iconic animas might depict their spirit shapes, eye-catching displays of rainbow fire, whirling silver masks, choirs of beast-headed spirits singing exultant psalms, or similar displays.

**Anima Effects:** Cunning tricksters, the Changing Moons' animas lend captivating allure, cloak them in mystery, and let them insinuate themselves into the good graces of even their staunchest foes (p. XX).

**Caste Attributes:** Changing Moons rely on social graces, choosing Caste Attributes from Charisma, Manipulation and Appearance.

**Associations:** The season of spring, the element of air, the color purple, the Maiden of Serenity.

**Sobriquets:** Children of the Shifting Moon, Luna's Tricksters, Night-thieves, the Face-Stealers (derogatory).

**Concepts:** Eloquent ambassador, escaped slave, respected courtesan, professional sophist, temple dancer, information broker, cult leader, rabble-rousing firebrand, plucky street rat, wandering skald, folk hero, king of thieves, scheming courtier, master spy

### THE FACE-STEALERS

In Immaculate fables, the Changing Moons are masters of deception and betrayal, fomenting chaos and turmoil, and insinuating themselves into society with foul shapeshifting. Only the wise Dragon-Blooded can see through their lies to put an end to their destruction of lives and theft of souls. For their atrocities committed in the skins of the innocent, these Anathema are called the Face-Stealers.

# Silent Pearl



*No one living knows*
*the demon's secret name,*
*they say? How rude;*
*they seem to have*
*forgotten about me.*

# No Moon Caste

The moon turns its face away, plunging Creation into deep darkness that teems with inscrutable mysteries. None can say where its light falls on the night of the new moon; does it illumine the Wyld that laps at Creation's edge, or the invisible world of spirits? Luna's Shamans are seekers of knowledge, uncovering wisdom hidden by the night and traveling beyond the world to learn the secrets of spirits and monsters.

No Moons are lorekeepers and storytellers who learn and pass on the collective wisdom of both mortal societies and the Silver Pact, as well as mystics and shamans who intercede with gods, demons, and stranger things on humanity's behalf. They travel Creation and beyond on hooves, wings, or fins borrowed from countless beasts, offer guidance to chieftains and princes in the guise of trusted advisors or wandering wise women, and petition gods with the voices of their favored priests.

When the Lunars remade their Castes, they knew even the brightest minds could not recreate the fallen First Age's lost glories. Instead, they made the No Moons a Caste of mystics, shamans, and witches who would plumb the Age of Sorrows' darkness to unearth the secret wisdom they needed to survive. No Moons guide their Circles with sagacious insight, using skill as healers, sorcerers, and artificers to aid their Circlemates.

Those who choose to become No Moons often come from mortal origins that revolve around the life of the mind: savants, philosophers, midwives, artisans, monks, bureaucrats, physicians, and seers. Others become Nightwitches to master forbidden wisdom: heretics, iconoclasts, infernalists, visionaries, charlatans, and those whose curiosity outweighs their caution.

**Spirit Shapes:** No Moons tend toward spirit shapes symbolizing wisdom, mystery, or communion with spirits and otherworldly forces. Serpents, turtles, insects, cats, owls, raitons, and creatures from the ocean depths are common.

**Anima Banner:** No Moon Caste Marks burn as empty circles, glittering with silver light. Their anima banners are dreamlike veils of dark blue and purple, tinted with silver radiance at their edges. As a banner's intensity rises, the blues and purples grow darker while the silver grows brighter and more prominent. A No Moon's iconic anima might depict her spirit shape, congeries of alien eyes, whirling mandalas of silver runes, vast shadows of uncertain form, or similar displays.

**Anima Effects:** Mystics and witches, the No Moons' anima lets them shroud themselves in shadows, sense places of spiritual significance, and channel great power into their mental or sorcerous prowess (p. XX).

**Caste Attributes:** No Moons excel in mental acumen, choosing Caste Attributes from Perception, Intelligence, and Wits.

**Associations:** The season of winter, the element of water, the color blue, the Maiden of Secrets.

**Sobriquets:** Children of the Hidden Moon, Luna's Shamans, Nightwitches, the Ogres (derogatory).

**Concepts:** Master storyteller, clan shaman, medicine woman, ingenious craftsman, a local god's favored priest, scavenger prince, enigmatic advisor, exorcist, heretical hermit, seeker of lost lore, unorthodox strategist, wandering prophet.

### THE OGRES

In Immaculate fables, the No Moons are hideous, grotesque beasts so twisted and disturbing they can only work their evil in the darkest nights. Driven by an insatiable lust for power, they forge pacts with demons and forsaken gods so terrible their names can't be spoken in any but the brightest light without fear of summoning them. Only the righteous Dragon-Blooded can root these deformed creatures out of their fetid swamps and twisted groves, ending their threat to the innocent and the pure. For their demonic magics and blasphemous dealings, these Anathema are called the Ogres.

# TULA THE REAVER

*I've worn poverty and hunger like chains.*
*All my people have. From now on, we live free.*



# Casteless

The full moon, the new moon, and every phase in between are all the same moon, each a different aspect of Luna's glory lighting the night sky. It's with this protean potential, inchoate and manifold, that Luna blesses Casteless Lunars. Theirs is the freedom to discover who they truly are, and to decide who they'll be.

Every Lunar is Casteless when she Exalts. Some are found swiftly by the Silver Pact and receive the moonsilver tattoos that let them define their caste. For them, Castelessness is a brief and transitory period, though still a meaningful one.

Others remain Casteless much longer, even until the end of their lives, embracing it as their true nature. Some go undiscovered by the Silver Pact or refuse its envoys' entreaties. Others forgo the chance to take on the moonsilver tattoos, wishing to reflect fully on their innermost nature before making a decision that will be forever written on their souls. Some simply refuse the choice, dissatisfied with the threefold roles of warrior, trickster, or witch.

The prowess of Casteless Lunars isn't defined by any archetype; all can attain excellence in whatever endeavors they devote themselves to. Lacking the focus of a Caste, they cultivate wider breadths of talent with greater ease.

**Spirit Shapes:** The Casteless show no tendency toward any spirit shape.

**Anima Banner:** Casteless Lunars' Caste Marks are inconstant, shifting with the moon's phases. Their anima banners are chaotic swirls of blues, purples, silvers and whites, growing more vibrant and intermingled as their intensity rises. Their iconic animas can display a wide variety of manifestations; for some, this changes after they're tattooed and choose a Caste.

**Anima Effects:** Shifting and unconstrained, the Casteless' animas ease their transformations. They can also call upon the Lunar Castes' anima powers, transitioning between the moon's phases (p. XX).

**Caste Attributes:** The Casteless lack Caste Attributes but have greater aptitude at mastering unfavored Attributes.

**Associations:** The season of autumn, the element of wood, the color gray, the Maiden of Journeys.

**Sobriquets:** Children of the Unfettered Moon, Luna's Wanderers, Nightwalkers, the Moon-Mad (derogatory).

**Concepts:** Young chieftain, Silver Pact iconoclast, thrill-seeking explorer, devotee of Luna, farmgirl fleeing the Wyld Hunt, scapegoat for another's crimes, exiled Dynast, child of two cultures, far-wandering sea captain, animal handler, criminal stealing to survive.

### THE MOON-MAD

In Immaculate fables, the Casteless are Anathema new to their wickedness, those who give in to moral weakness or an impious character and practice forbidden rites to steal a measure of Luna's divinity. They still seem human, but their souls are gone, devoured from within by the devil that wears their face. In time, they might succumb to the terrifying rage of the Frenzied, the insidious urges of the Face-Stealers, or the blasphemous ambitions of the Ogres. Only the pious Dragon-Blooded can stop these lunatic souls before they grow in power and wickedness. For their unthinkable transgressions and the inhuman evil they've unleashed, these Anathema are called the Moon-Mad.

## Anima Banner

A Lunar's anima banner blazes forth into visibility as she expends Essence. **For every five motes of Peripheral Essence she spends in an instant, her anima banner rises one level.**

| ANIMA LEVEL | EFFECTS |
|---|---|
| Dim | The Lunar's anima is invisible. This is its default level when she's not spending Essence. |
| Glowing | The Lunar's anima outlines her body in glowing light. Her Caste Mark appears, shining through anything placed over it. Her Tell and moonsilver tattoos become obvious to all who see her. Stealth and disguise rolls suffer a −3 penalty. |
| Burning | The Lunar's anima shines in an argent aura around her. Objects touched by it may be left damp and warped, as if exposed to the night air and elements for many days. Her Caste Mark is subsumed into her anima, reappearing at dramatic moments. Stealth is impossible. |
| Bonfire/Iconic | The Lunar's anima ignites into a brilliant bonfire stretching high into the sky, visible for miles around. Upon reaching bonfire, and at suitably dramatic moments, her anima manifests a personalized iconic display: a stylized depiction of her spirit shape, a quicksilver mirror depicting warped reflections, whirling blades inlaid with an intaglio of luminous runes, phantasmal limbs holding symbols of power, etc. Her anima completely illuminates her surroundings within short range. Stealth is impossible. |

It takes 15 minutes for the anima banner to recede from bonfire to burning or from burning to glowing, and half an hour to recede from glowing to dim.

## Anima Effects

For one mote, a Lunar can:

- Make her Caste Mark appear for as long as she desires.
- Make her Tell obvious for as long as she desires.
- Discern the moon's phase and the precise time of day.

### Full Moon

- For five motes, the Full Moon adds (Essence, maximum 5) non-Charm dice on movement rolls and feats of strength and gains (higher of Essence or 3) natural soak until her next turn. This is free at bonfire anima.
- She adds (highest physical Attribute/2, rounded up) non-Charm Resolve against threaten rolls and other fear-based influence.
- Once per day, when she lands a **decisive** attack that resets her Initiative, she may pay 10 motes, one Willpower to roll Join Battle, adding (highest physical Attribute) non-Charm dice.

### Changing Moon

- For five motes, the Changing Moon lends her words hypnotic allure, adding (Essence/2, rounded up) non-Charm dice on an influence roll. Anyone who perceives the influence will hear her out; leaving or interrupting her before she's finished costs one Willpower to resist for the scene. This power's cost is Mute and is waived at bonfire anima.
- At dim anima, she gains +1 non-Charm Guile and adds (Essence/2, rounded up) non-Charm dice on Stealth and disguise rolls.
- Once per day, she can pay three motes, one Willpower when she makes an influence roll to ignore negative Ties her targets have towards her (or her current shape). These Ties can't be used to bolster Resolve or in Decision Points.

### No Moon

- For five motes, the No Moon shrouds herself in a shadowy penumbra until her next turn, imposing a −2 penalty on vision-dependent rolls against her, including most attacks. This is free at bonfire anima.
- For three motes, she senses the location and general nature of a nearby place of power or occult significance — a demesne, manse, spirit sanctum, shadowland, Wyld zone, otherworldly gateway, sorcerous working, etc. She adds (highest mental Attribute) non-Charm successes on rolls to navigate towards it. The Storyteller

should choose not the closest such locale, but the one that's most interesting and narratively relevant.

- Once per day, while her anima is at bonfire, she can reflexively expend it completely to either gain one Willpower, add (Essence + [highest mental Attribute]) sorcerous motes to a spell she's shaping, or add a free full Excellency (which counts as Charm dice) on a mental Attribute-based roll other than Join Battle.

**Casteless**

- At dim anima, the cost of shifting into human shapes is discounted by two motes.

- At bonfire anima, the cost of shifting into animal shapes is discounted by two motes. This doesn't apply to Charms like Towering Beast Form or Emerald Grasshopper Form.

- Once per day, she may use the once-per-day power of any Lunar Caste. She can't use it again until she's used the powers of all three Castes, or the session ends — e.g., a Casteless who uses the Full Moon power must use the Changing Moon and No Moon powers before she can use the Full Moon power again that session.

# Shapeshifting

The Lunars are peerless shapeshifters, clothing themselves in the skins of fierce beasts or stolen faces. Their protean power evinces their predatory nature; before a Lunar can take a shape, she must claim it with a sacred hunt (p. XX).

### WHAT ARE ANIMALS?

Lunars are limited to taking human and animal forms — they can't become magical beasts, spirits, or other strange creatures. Creation is home to many animals extinct or fictional on Earth, and the difference between them and magical beasts isn't always obvious. If not specified, the Storyteller determines whether a creature is an animal. Intrinsic supernatural powers, like a fogshark's ability to swim through mist, are disqualifying. Beyond that, the Storyteller's decision should be guided by whether the creature could exist (or have existed) in the real world. If she thinks so, it's probably an animal.

A Lunar may enter an animal or human shape she possesses as a miscellaneous action, committing four motes for the transformation's duration. This can be flurried, but not with attack actions. She may reflexively revert back to her true human form by releasing this commitment.

Note that some Lunar Charms refine or expand on the default shapeshifting powers presented here.

## Animal Shapes

Taking an animal shape has the following effects:

- The Lunar's Essence, Willpower, base Initiative, health levels, Attributes, Abilities, specialties, Resolve, and Guile are unaffected.

- She loses any mutations she possesses intrinsically (but not those granted by magic), except for mutations tied to her Tell (p. XX).

- When she takes an action for which the animal has a listed dice pool, she may use that pool. Any dice over her base (Attribute + Ability + specialty) count as Charm dice, potentially preventing her from using a form's full dice pool. If the animal's pool is lower than hers, or it has no listed pool, she uses her own pool, although the Storyteller may assess penalties if her shape is ill-suited to that action.

- She uses the animal's natural weapons, including their listed dice pool and damage value. (Note that she uses the same pool for **withering** and **decisive** attacks). Any dice over her Brawl-based pool count as Charm dice, but damage doesn't count against the amount she may add with the Strength Excellency. If her Brawl pool is higher than a natural weapon's attack pool, she uses it, and her **withering** attack rolls gain +1 Accuracy.

- She may attempt feats of strength that the animal is capable of performing. If its listed Strength rating is lower than hers, she's limited to the lower value. If it doesn't list a Strength rating for feats of strength, it's assumed to have Strength 1.

- She may use the animal's Evasion and Parry instead of her own. Any amount over her own base values counts as a Charm bonus.

- She may use the animal's natural soak and Hardness instead of her own. This doesn't count



against the maximum soak she can add with the Stamina Excellency.

- She gains the animal's innate special abilities and Merits. Dice or successes added by these count as Charm bonuses.
- She may unlock an animal shape's mundane latent abilities (but not magical abilities) for six experience points or three bonus points each. Once she's unlocked a latent ability for one form, it's unlocked for all forms capable of using it. She doesn't need to unlock latent abilities to use distract, disarm, and unhorse gambits.
- Her ability to communicate is limited by the animal's anatomy. Most can't speak human languages, forcing her to use body language (**Exalted**, p. 221).

Changing into animal shapes with Legendary Size or Minuscule Size requires Towering Beast Form (p. XX) or Emerald Grasshopper Form (p. XX), respectively. A Lunar lacking these Charms can still claim such animals' shapes or choose one as her spirit shape but must learn the appropriate Charm before she can turn into such forms.

### MUTANT FORMS

A Lunar can take the shapes of mutated humans or animals, like beastfolk and Wyld mutants. She gains their Supernatural mutations in their forms but must commit additional motes equal to the total dot value of Supernatural mutations that form possesses. This doesn't apply to mutations granted to forms after the Lunar claims them.

## Human Shapes

A Lunar who takes on a human's shape can't be distinguished from him unless her Tell is spotted or magic like Eye of the Unconquered Sun (**Exalted**, p. 273) is used against her. Taking human forms doesn't alter her traits. A wandering strongman's muscular form is still dependent on her own Strength; a beautiful noble's form is less advantageous if she lacks the poise and self-confidence represented by a high Appearance. She doesn't gain her prey's knowledge, memories, or magic.

In human forms other than her own, the Lunar loses any mutations she possesses intrinsically (but not

### SHAPESHIFTING AND GUILE

Characters can notice a Lunar acting out of character with read intentions and profile character actions even if they can't see through her disguise. Characters who uncover contradictory information won't necessarily assume she's a shapeshifting impostor — they might think she's suffering profound trauma, keeping a secret, or afflicted by a curse or madness, or they might offer some other explanation for her behavior.

those granted by magic), except for mutations tied to her Tell (p. XX).

## Sacred Hunts

A Lunar begins with her own human shape and spirit shape, and any forms granted by the Heart's Blood and Stolen Faces Merits (p. XX). Gaining new forms requires a sacred hunt.

The hunt begins when the Lunar's player declares her intention to take a specific quarry's shape. She must then hunt and kill her prey. There's no minimum time she must spend hunting, but she must declare her intention beforehand — she can't declare a sacred hunt mid-combat. Others may assist her, but she must kill her prey herself, either directly or through traps, poison, etc. She then claims her prey's shape by drinking its heart's blood — the blood that flows through its heart, or the nearest analogue.

When a Lunar claims a human's shape, she must form a Tie toward him if she doesn't have one already. She doesn't need to keep this Tie to retain his shape, but claiming human forms isn't done lightly or without emotional consequences.

The Storyteller can choose to skip combat (**Exalted**, p. 212), and should do so when a Lunar hunts prey that can't offer meaningful resistance. Likewise, the Storyteller may let a Lunar perform sacred hunts over downtime to claim new forms that pose no obstacle to her.

### HUNTERS HUNTED

When a Lunar claims a fellow Lunar's shape by killing him, she claims all his human and animal shapes. If she uses a Charm to claim his shape without killing him, she only takes his current shape at the time she concludes the hunt. She can likewise claim shapes from other shapeshifters capable of taking on human or animal shapes, like powerful Moon-Touched (p. XX).

Some Charms grant alternative sacred hunts. These have different requirements for claiming forms, although all require a declaration of intent beforehand.

## The Tell

Every Lunar has a Tell, a distinctive mark that appears in any form she takes. It might be an animal feature, like a leopard's tail or a ram's horns; a physical trait, like a blind eye or scar; a nonvisual trait, like a pungent scent or a trilling voice; or a subtle supernatural display, like a shadow that moves independently. If a Tell is inapplicable to a specific form, it shifts into a more suitable form while remaining distinctively identifiable. If a Lunar whose Tell is goat-like eyes becomes an eyeless animal, she might manifest distinctive eyelike markings.

The Tell's nature is to go unnoticed. Nontrivial characters can attempt a difficulty 7 (Perception + Awareness) roll to notice a Lunar's Tell. Characters who've previously detected the Lunar's Tell receive three bonus dice. Magic that enhances attempts to see through disguises applies on this roll. Success lets them notice the Tell, or, if they've noticed it before in a different form, identify her as the same individual. On failure, that character can't roll again while the Lunar remains in that shape. If a shapeshifted Lunar acts uncharacteristically, witnesses knowledgeable enough to recognize the discrepancy may roll to detect her Tell again with one to three bonus dice. The Storyteller should award higher bonuses for more egregious discrepancies, and for onlookers who verify their suspicions with read intentions or profile character actions.

While circumstances may penalize rolls to notice a Lunar's Tell, it's never completely impossible to detect unless she knows Subtle Silver Declaration (p. XX). Once her anima reaches the glowing level, her Tell becomes obvious.

A Lunar whose Tell is a physical feature may take a mutation to represent it. Such a Tell can be noticed normally by onlookers, but not the fact that it's a feature they've seen on the Lunar's other forms; making that connection requires a roll, as above.

## Shapeshifting Complications

### Equipment

When a Lunar enters animal form, any items she's wielding, wearing, or carrying that she can't use in that shape vanish Elsewhere. This includes almost all

### SHAPESHIFTING AND THE ORICHALCUM RULE

Storytellers can and should ignore or alter rules interactions that are detrimental to enjoyable gameplay. If some combination of animal traits and Charms or other effects is overpowered or just plain not fun, the Storyteller should change it to fit their game's needs.

artifacts, although moonsilver armor reshapes itself to accommodate any form the Lunar takes, and some other artifacts possess comparable powers. Banished items return once the Lunar takes a shape that's compatible with them.

#### Martial Arts

Martial Arts are incompatible with animal shapes. Lunars in animal forms can't use Martial Arts to attack or parry or activate Martial Arts Charms. Any Martial Arts Charms active when they enter an animal shape end.

#### Damage and Debilities

Changing shapes doesn't heal damage or undo crippling injuries, diseases, poisons, shaping effects, etc. A Lunar who loses an arm in one form will lack it in any shape she enters.

#### Size and Space

Changing shapes requires adequate space to complete the transformation. If a Lunar is confined to a space that can't accommodate the shape she wishes to take, she must flurry her shapeshifting action with a feat of demolition to create the necessary room. If unsuccessful, she can't shapeshift.

If a Lunar finds herself inside a character, she can't change into a shape larger than he is or otherwise harm him by shapeshifting inside him (though she can attack from within).

## The Solar Bond

In the First Age, the Lunars forged soul-deep bonds between themselves and the Solars. Not all Lunars have Solar mates (and vice versa), but for those who do, the experience of meeting one is unmistakable — the Lunar instantly recognizes him as her bonded mate, and forms a Minor Tie toward him with an emotional context chosen by her player, if she doesn't have one already.

Lunars' feelings for their Solar mates run the gamut of human emotions, both positive and negative, but they're all passionately felt. If a Lunar's Tie for her Solar mate is ever fully eroded, she forms a new Minor Tie toward him with a player-chosen context at the scene's end.

A player who wants to guarantee her Solar mate will be a prominent and positive figure in her Lunar's life should take the Allies Merit (p. XX). Otherwise, his appearances and role are up to the Storyteller — they can be friends, rivals, enemies, lovers, and more.

If a Lunar's Solar mate dies, he still counts as her mate until she meets his next incarnation. In the Time of Tumult, some Lunars have discovered their mates reincarnated as Abyssals or Infernals. This doesn't change the bond's effects, though it often complicates the Lunar's relationship with her reborn mate.

## Moonsilver Tattoos

When the Lunars remade their Castes, they devised the moonsilver tattoos as a means of self-determination and protection. When a Casteless Lunar is tattooed, she chooses her Caste, exchanging her anima powers for that Caste's and choosing two Caste Attributes. (If she wants to choose an Attribute she already has Favored and pick another Favored Attribute, that's fine). The experience point discount for Caste Attributes and their Charms doesn't apply retroactively; likewise, the Casteless discount isn't retroactively lost.

Lunar tattoos take various forms — spiraling geometric patterns, rough-hewn angular runes, markings patterned after animals, etc. In addition to fixing the Lunar's Caste,

### SOLARS AND THE BOND

Most Solars that encounter their Lunar mates experience a similar recognition and emotional connection, using the same rules as Lunars. That not all Solars do is a testament to the Lunar's greater capacity to change their nature. The same is true for Abyssals and Infernals, although they have a tendency toward negative Ties on first meeting their mates. A player may always opt not to reciprocate the bond if her Lunar mate is a Storyteller character. If she's a player character, the two players should discuss whether they're interested in a narrative of unreciprocated feelings beforehand.

they render her immune to exposure to the Wyld and to shaping effects inasmuch as they alter solely the body, such as a demon's petrifying gaze. She can commit one mote to conceal her tattoos indefinitely, rendering them unnoticeable as long as her anima remains dim.

Moonsilver tattoos aren't artifacts and can't grant Evocations. Tattooing a Casteless Lunar normally requires no roll — if the tattooing Lunar has the moonsilver and the necessary knowledge, it simply happens. The Silver Pact teaches the art of tattooing freely to any interested Lunar; mastering it doesn't cost experience points. In high-pressure situations where failure could have interesting consequences — like fleeing a Wyld Hunt — Storytellers might require an (Intelligence + [Craft or Occult]) roll, with failure indicating the tattooing hasn't been completed and will take more time.

# Character Advancement

Lunars earn five experience points at each session's end.

| TRAIT | EXPERIENCE COST |
|---|---|
| Non-Caste, Non-Favored Attribute increase | current rating x4 (−1 if Casteless) |
| Caste/Favored Attribute increase | current rating x3 |
| Ability increase | current rating x2 |
| New Ability | 3 |
| Specialty | 3 |
| Purchased Merit | new rating x3 |
| Willpower | 8 |
| Non-Caste, Non-Favored Lunar Charm | 10 (9 if Casteless) |
| Caste/Favored Lunar Charm | 8 |
| Martial Arts Charm | 10 |
| Spell | 10 (8 if Intelligence is a Caste/Favored Attribute) |
| Evocation | 10 |
| Animal Latent Ability | 6 |

## Lunar Experience

In addition to experience awarded each session, Lunars can earn Lunar experience. Lunar experience can be spent on any cost *except* learning Lunar Charms.

Players can earn one Expression Bonus and one Role Bonus per session, each of which grants two Lunar experience, for a maximum of four Lunar experience per session.

### Expression Bonus

Players can gain 2 Lunar experience once per session by:

- Expressing, supporting, or engaging a Major or Defining Intimacy such that it reveals something about the character, develops her personality, or provides a character moment that everyone at the table enjoys.
- Facing significant challenges, danger, or harm in the course of protecting or upholding a Major or Defining Intimacy.
- Being significantly impeded, endangered, or harmed by a Flaw (**Exalted**, p. 167).

### Role Bonus

Players can gain 2 Lunar experience once per session by:

- Intentionally ceding the "spotlight" of a scene's focus to another player character so that he can express his Caste's role in an interesting and dramatic fashion, or directly supporting him in such a moment.
- **Full Moon:** Defeating a powerful enemy; removing a major impediment to her or her Circle's goals through physical prowess; traversing hostile environments or enduring great physical abuse for a Major or Defining Intimacy's sake; protecting or rescuing someone she has a Major or Defining Tie toward from danger.
- **Changing Moon:** Inflicting a significant setback or defeat on an adversary by influencing him or those around him; exploiting a cultural tradition or legal system to support a Major or Defining Intimacy; advancing her or her Circle's goals by fundamentally changing or teaching a significant lesson to a culture; accomplishing a major character or story goal by solving a problem she created.
- **No Moon:** Learning something that helps advance a Major or Defining Intimacy; banishing, binding, purifying, or curing a dangerous supernatural force; creating a lasting and meaningful work of magic, like an artifact or sorcerous working; resolving a meaningful dispute or conflict between mortals and the supernatural.

- **Casteless:** Overcoming a significant enemy or obstacle in a way that reveals something new about the character or leads her to learn something about herself; advancing or protecting a Major or Defining Intimacy by completing a sacred hunt; removing a major impediment to her or her Circle's goals through shapeshifting; protecting a Major or Defining Intimacy to an institution or community in which she's made a place for herself.

## Training Times

Raising traits with experience points isn't instant. These training times are rough guidelines that assume characters spend significant portions of their time training or gaining practical experience through the application of their skills. Characters can train multiple traits at the same time if it makes sense. The listed training times can be reduced for characters trained by talented mentors or devoting their time fully to training.

| | |
|---|---|
| Non-Caste, Non-Favored Attribute | (new rating) months |
| Caste/Favored Attribute | (new rating + 1) weeks |
| Ability | (new rating) weeks |
| Specialty | two weeks |
| Purchased Merit | (new rating) weeks |
| Willpower | one month |
| Lunar Charm | (Attribute + Essence minimum) days, or (Attribute minimum) days if Caste/Favored |
| Martial Arts Charm | (Martial Arts + Essence minimum) days |
| Spell | (Circle x 2) weeks |
| Evocation | (Essence minimum x 4) days |
| Animal Latent Ability | one week |

## Raising Essence

A Lunar's Essence rises as she grows and matures. For a player character, this increases once she's spent a certain amount of experience. (Lunar experience doesn't count towards this total). Once she's done so, she must generally seek enlightenment through seclusion or meditation in the wilderness, otherworldly lands, or places sacred to Luna before increasing her Essence. At the Storyteller's discretion, her Essence may increase instantly in a dramatic, character-defining moment.

| ESSENCE RATING | EXPERIENCE POINTS |
|---|---|
| Essence 2 | 50 |
| Essence 3 | 125 |
| Essence 4 | 200 |
| Essence 5 | 300 |
| Essence 6+ | Only available at Storyteller's discretion |

Characters made using the rules for experienced Lunars (p. XX) reduce these values by 50 points.

# The Great Curse

When Lunars face great stress and strain, the Great Curse whispers to all that is monstrous in them, setting it free. Its influence is measured by Limit. As a Lunar's Limit rises, dark passions haunt her heart; she grows keenly aware of how easily she could embrace monstrosity. This is solely a matter of roleplaying until she reaches Limit 10. Once a Lunar gains 10 Limit, she enters Limit Break. Lunars gain Limit in the following ways:

- Once per scene, when a Lunar acts against a Major Intimacy, she rolls one die, gaining Limit equal to the successes (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 a Lunar acts against a Defining Intimacy, she rolls two dice, gaining Limit equal to the successes (or one die, if she's already rolled for acting against a Major Intimacy).

- Each Lunar has a Limit trigger, a specific condition under which she gains Limit. When it's met, she rolls three dice, gaining Limit equal to the successes.

A Lunar loses one Limit when she accomplishes a legendary social goal (**Exalted**, p. 134). Her Limit resets at a Limit Break's end.

## Limit Triggers

A character's Limit trigger is an especially stressful, frustrating, or traumatic situation. Lunar Limit triggers often relate to their rage — things that rouse the Lunar's anger, or a consequence of rage.

Sample Limit triggers include:

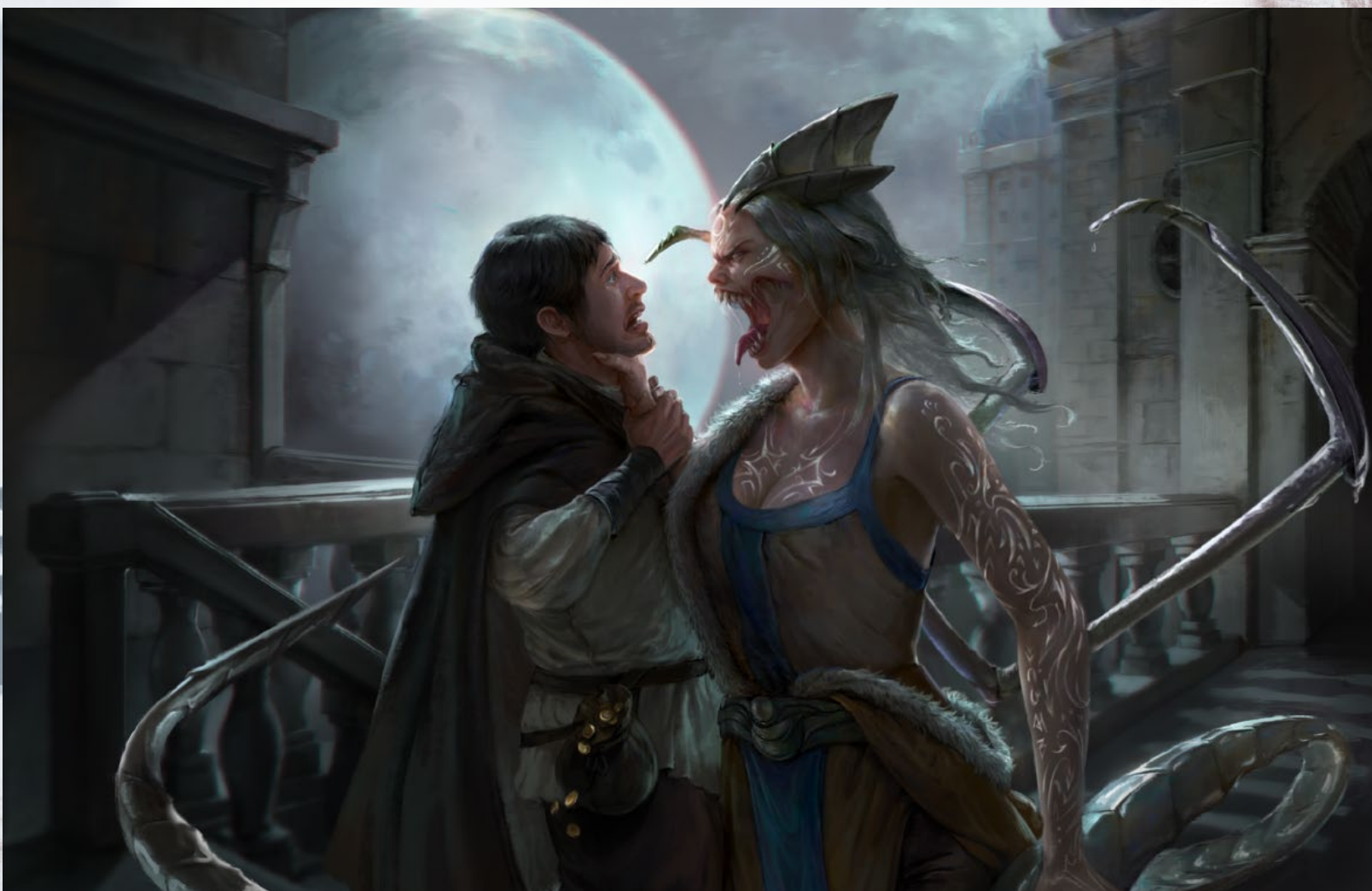
- The Lunar destroys, abandons, or sacrifices something valuable to her.
- Someone insults or deliberately frustrates the Lunar.
- The Lunar discovers a significant obstacle in the way of one of her or her Circle's goals when success seemed almost certain.
- The Lunar offers advice or wisdom but is not heeded.
- The immorality or transgressions of others hinder the Lunar.
- The Lunar drives away someone for whom she cares.
- An adversary exploits the Lunar's mercy or compassion.
- The Lunar must endure deprivation, poverty, or extreme physical hardship due to an adversary, or to achieve one of her or her Circle's goals.
- Someone the Lunar wishes would pay attention to her rejects, humiliates, or ignores her.

## Monstrous Urges

When the Lunar reaches Limit 10, she's overtaken by a Monstrous Urge. This may occur immediately or be delayed until a suitable moment, at the Storyteller's discretion. The Storyteller can choose a Monstrous Urge from those below or create a new one, although she should discuss the choice with the Lunar's player to ensure it sets the Lunar up for dramatic moments and character development.

All Monstrous Urges share the following features:

- Each compels the Lunar to behave in a certain way. This counts as a Defining Intimacy.
- If the Lunar's Monstrous Urge could let her treat influence as unacceptable (**Exalted**, p. 220), she must do so.
- Each Monstrous Urge lasts either for one scene or one session but may end early if a specific condition is met. If a Monstrous Urge 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 Monstrous Urge ends, the Lunar's current Willpower resets to a value equal to her permanent Willpower.
- Once a Monstrous Urge ends, the Lunar's Limit resets to 0.

### Avaricious Hoard-Beast Craving

The Lunar casts off all limitations that fetter her needs and desires. Her player designates some type of object she values, craves, or wishes to amass — currency, jewels, liquor, artwork, burnt offerings, drugs, etc. She seeks these out at every opportunity, taking them whenever she has the chance. No matter how much she amasses, she must always seek more. If someone attempts to part her from her hoard, she must forcefully defend it, and will employ violence to retrieve any piece of her hoard stolen from her.

**Duration:** Session. This ends if the Lunar harms someone toward whom she has a positive Tie as a result of it.

### Bellowing Tyrant Proclamation

The Lunar swells with overbearing pride. Everyone she perceives must be made to acknowledge her authority or superiority. Those who don't, or who fail to make their understanding of their own inferiority sufficiently explicit, must be convinced otherwise. This can take many forms — verbally berating someone, challenging him to a duel or competition, flaunting power or wealth, loudly proclaiming oneself a Lunar — so long as they cause others to submit.

**Duration:** Session. This ends if the Lunar suffers a significant defeat or setback as a result of trying to prove her superiority.

### Enraged Behemoth Rampage

The Lunar's rage boils over into violent fury at the slightest provocation. If she encounters a physical barrier obstructing her goals — a locked door, the guards of a noble she wishes to court, a booby-trapped corridor — she'll attack it until it no longer impedes her. If she experiences an unpleasant sensory stimulus, she'll lash out until it ceases. She can refrain from physically harming the objects of her positive Ties, instead attempting to intimidate them into obedience.

**Duration:** Scene. This ends if the Lunar sees that her actions have caused a Storyteller character toward whom she has a positive Major or Defining Tie to fear or reject her.

### Laughing Devil Spirit

The Lunar destroys illusions of stability and security, a trickster-mentor revealing harsh truths. She conveys these lessons by intervening in Storyteller characters' lives to sow discord, create problems, and incite chaos. If she has multiple potential victims, she'll begin with those whose power or privilege afford them the greatest safety or stability — wealthy merchants, mighty warriors, and powerful sorcerers are more satisfying to humble than impoverished peasants or slave laborers.

**Duration:** Session. This ends if the Lunar's interventions inadvertently create a significant obstacle to her or her Circle's goals.

### Sinner-Devouring Judgment

The Lunar embodies divine retribution, a monster out of cautionary tales. If she witnesses someone engaging in any activity that she deems immoral based on her Principles or violating the customs of a culture to which she belongs or toward which she has a positive Tie, she must punish them. The punishment's severity must be at least commensurate to the violation, and must come rapidly, before the Limit Break ends.

**Duration:** Session. This ends if someone the Lunar seeks to punish convinces her that her own actions have violated one of her Major or Defining Intimacies.

### Stalking Barghest Omen

The Lunar's predatory instincts fixate on someone unfortunate enough to catch her interest, watching his every movement from the shadows. Her player designates a Storyteller character (either present or nearby). She devotes herself to pursuing and observing him from a distance with as much stealth and subtlety as possible and making him fear whatever pursues him. She can't directly interact with him, except to menacingly reveal her presence at suitably dramatic moments, but she can leave hints or signs of her hunt. If her prey evades her, she must continue pursuit. If the Storyteller deems it infeasible for her to catch him again, or simply uninteresting, he may have her player designate a new character as her prey.

**Duration:** Session. This ends if the stalked character confronts the Lunar and defeats her in combat or causes a significant setback or complication for her.

### Terror-Spreading Cruelty

The Lunar's cruelty runs rampant, an unbound embodiment of horrific monstrosity. She pursues goals in the manner most likely to terrorize as many people as possible. Should she fight off a bandit gang to protect a

village, she will inflict as much pain and fear on them as she can and leave their mutilated corpses as a warning to future raiders. If she courts a prince's favor by training his soldiers, she'll browbeat them while training them in demoralizing strategies, possibly spreading rumors of their horrific devil-might throughout the prince's kingdom and neighboring lands.

**Duration:** Session. This ends if the Lunar is confronted by a significant enemy who seeks to defeat her because of the terror she's spread.

### Untamed Primal Hunger

The Lunar's hunger drowns out all else. Her player chooses a category of living creature — an animal species, all animals whose shapes she lacks, Dynasts, anything currently bleeding, etc. She's driven to hunt her chosen prey and devour it thoroughly (killing it first is optional). If someone interferes with her hunt, she'll violently subdue them. She can refrain from harming individuals toward whom she has positive Ties, but a Tie toward a group isn't sufficient. The Storyteller can veto a choice if it wouldn't be possible to encounter any creatures falling under it that session.

**Duration:** Session normally; scene if enough of the chosen prey are in the current scene that devouring them all is narratively engaging. This ends if a character toward whom the Lunar has a positive Major or Defining Tie is harmed because of her insistence in the hunt, or her feeding on prey instead of protecting him.

### Vainglorious Siren Promenade

A living divinity, the Lunar craves the worship and adulation she's owed by right. Everyone she sees must adore, love, or obsess over her. Those who don't, or who fail to sufficiently fawn over her, must be won over by whatever means she chooses to employ — artistic performances, lavish gifts, seduction, demagoguery, healing ailments, destroying hated edifices, working spectacular miracles, etc.

**Duration:** Session. This ends if the Lunar's attempts to win over a significantly dangerous adversary give him an advantage over her or her allies.

Sazay wasn't herself tonight. She was attending an extravagant party in Kulinth's royal palace, and to suit local fashions she'd worn the complacent face of a man named Glimmering Shroud, who had "earned" the title of dewan by managing the kingdom's treasury. Sazay could have replaced someone less well-protected to fit in, but she couldn't resist hunting down one so self-important and hateful, or claiming such an appropriate name. Sazay imagined that when she recounted the tale of Kulinth's liberation from the Realm, the palace's roaring fireplaces would provide a pleasing contrast to the dewan's shivering, bloody death on the ice of Mare's Tail Lake.

The Realm's most powerful representative, satrap Cathak Vanida, was enjoying the warmth of the prince's palace and the company of a small salon of Kulinthian luminaries. Kulinth's own Prince Asmund wasn't part of the salon, which was the way they both liked it. Glimmering Shroud wouldn't be speaking with either of them directly; Vanida was too sharp and Asmund too hot-tempered. Instead, Sazay delved into the affairs and gossip that passed for entertainment among the rich and comfortable.

In life, Glimmering Shroud had collected enemies and lackeys aplenty. To the former, Sazay let slip "accidental" hints of loyalty to Vanida or Asmund, morsels that would polarize the jackals eager to oppose the dewan. To those who loved Glimmering Shroud — or at least his wealth and influence — Sazay showed hints of vulnerability, even fear. They loved the dewan more for it, and would cry for vengeance upon discovering his death.

To finish, Sazay searched for a rarity: the honest aristocrat, brave and true. She wasn't hard to find, standing alone near the snow-blotted windows. Castellan Mitali Vogl was cousin to a local Guild factor, with none of her cousin's business acumen. Yet Vogl was well-bred and eternally loyal to Asmund.

Vogl saw Glimmering Shroud reflected in the window and turned, wary. "Ah, dewan. I hope the evening finds you well. Your outfit seems little protection against the snow."

"The snow's out there," said Sazay, smiling coyly. "You're still in cloak and bracers. Expecting a battle to break out in the sitting room?"

Vogl coughed, embarrassed. "No, no. Just...comfortable in them."

"I don't blame you." Sazay lowered Glimmering Shroud's voice. "If I were close to the prince, I'd watch my back around Vanida's people."

Vogl frowned. "...I've heard of you, dewan, and your games. Peddle your rumors elsewhere."

"Of course," said Sazay, and bowed, before backing out of sight.

As she left, Sazay took with her the memory of her presence, fading into the evening buzz of half-recalled gossip and inconsequential conversations. She left behind only the seed of suspicion, planted by a forgettable hand. She gave Vogl a few minutes to digest the gossip, then returned with a forced-looking smile.

"Ah, dewan," said the castellan, less wary than before. "I hope the evening finds you well. Your outfit seems little protection against the snow."

"I dress to fit in with Vanida's clique," Sazay said, with a touch of fear clear even to Vogl. "If I didn't..."

Vogl frowned. "...do you have reason to watch your back around them?"

Sazay flashed Glimmering Shroud's glassiest smile and asked, "Can I trust you, castellan?"

Vogl rested a hand on Glimmering Shroud's shoulder. "Of course, Shroud. What do you need?"

"I fear I've uncovered something...something the satrap doesn't want anyone to know. No, don't ask me. Come and...meet me at Mare's Tail Lake," begged Sazay. "Please. As soon as the blizzard ends."

*And before the ice melts,* she thought, giddy with secret laughter.



*Chapter Six*

# Charms

## Excellencies

The simplest manifestations of Lunar power are Excellencies. Lunars can add dice to an (Attribute + Ability) roll for one mote per die using that Attribute's Excellency. She may also use Excellencies to raise her static values — Evasion, Parry, Resolve, and Guile — paying two motes per +1 bonus.

Normally, Lunars can't add more than (Attribute) dice to a roll or raise a static value by more than (Attribute/2, rounded down). Automatic successes count as two dice toward this limit. However, a Lunar can increase her dice cap with stunts, adding her rating in a second Attribute — one appropriate to the stunt — to her rating in the action's Attribute to determine her total dice limit. When stunting a Dexterity roll for a footrace by describing how her striking looks catch rivals off guard, she could add up to (Dexterity + Appearance) dice. If she stunted Guile by describing how her logical thinking revealed no emotion, she could raise it by up to ([Manipulation + Intelligence]/2). As always with stunts, the Storyteller must approve the player's description (**Exalted**, p. 187).

Furthermore, the Strength and Stamina Excellencies have additional uses. The Strength Excellency can add dice to a Strength-based **withering** damage roll before soak, while the Stamina Excellency can raise soak. This costs one mote per damage die or point of soak, maximum (Attribute/2, rounded down). While damage rolls and soak can't be stunted, players can still raise the dice caps for these with a suitable description per the usual stunt rules, although this doesn't add any other benefits of stunting. These limits only applies to Excellencies, not to other magic that adds damage or soak. Players must declare these Excellencies before rolling.

**Gaining Excellencies:** Lunars automatically gain the Excellency of each of their Caste and Favored Attributes they have at 3+, *or* for which they know at least one Charm. For each other Attribute, they must either have it rated at 5 or know two Charms to unlock its Excellency.

## Restrictions

Lunar Charms can generally only enhance actions or static values based on their associated Attribute, unless otherwise indicated. When a Simple or Reflexive Lunar Charm creates an action, it must usually be rolled using that Charm's Attribute. A Charisma Charm that enhances persuade rolls can't benefit Manipulation- or Appearance-based persuade rolls, unless it says otherwise.

### STUNTS AND STORYTELLING

The Lunar Excellency's stunt requirement isn't meant to be overly restrictive — as long as the player's description of how she works a second Attribute into her action makes sense, it's valid. Storytellers should be generous in assessing this, especially with players unfamiliar or uncomfortable with stunting. However, players shouldn't always be adding their highest Attribute to their dice caps regardless of whether it makes sense.

Playgroups that don't use the stunting rules can still use Lunar Excellencies as-is: as long as a player describes what her character does in a way that supports adding the second Attribute and isn't boring the table, she can raise her dice cap.

Some exceptions exist. If a Charm enhances or creates an action or static value that's normally not rolled with that Charm's Attribute — e.g., Strength Charms that enhance the damage of a Dexterity-based attack roll or create a clash — it can be used with the Attribute normally associated with that action or value. Additionally, some Charms allow the Lunar to substitute one Attribute for another for certain actions. They can enhance such actions with Charms of both Attributes.

Lunar Charms can be freely combined with Martial Arts Charms and Evocations.

## New Keywords

**Protean:** A Protean Charm gains greater power when the Lunar uses it while shapeshifted into certain animal or human forms. (Her own human shape doesn't count.)

**Totemic:** Lunars with certain spirit shapes may learn a Totemic Charm as a Charm of a different Attribute than it normally belongs to, using different minimum Attributes and potentially enjoying Caste or Favored Attribute discounts. Totemic Charms have alternative prerequisite Charms from this second Attribute, unless they have no prerequisite Charms, or their prerequisites are Totemic themselves. This extends to the Attribute minimums of any automatic upgrades or repurchases of the Charm, but not to any dice rolls or other calculations involved.

## Universal

Universal Charms count as Favored for all Lunars.

### Chimera-Soul Expression

**Cost:** —; **Mins:** Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar's true self transcends definition, manifesting as a chimerical combination of beasts. She permanently enhances her spirit shape with aspects of a second animal, applying six dots of mutations based on that animal, which count toward determining what Protean Charm benefits her spirit shape receives. These mutations also automatically apply when she uses Hybrid Body Transformation. The Lunar treats both animals as her spirit shape for Totemic Charms.

**MUTATIONS**

Mutations are Innate or Purchased Merits (**Exalted**, p. 158), mundane or supernatural, that alter or improve a character's physical body, such as Ambidextrous, Giant, or Wings.

### Hybrid Body Transformation

**Cost:** 4m; **Mins:** Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** None

The Lunar shifts into hybrid form, combining her human self and her spirit shape. Upon purchasing this Charm, her player chooses six dots of mutations reflecting her spirit shape. While in her true human form, she may use this Charm to gain all the chosen mutations. This doesn't count as being in an animal form for Protean Charms.

Players can freely describe the visual appearance of their Lunars' hybrid forms — their features might be purely animalistic, like a tiger's head or dragonfly wings, or indirect reflections of a spirit shape, like multiple arms for a spider or an articulated neck for a giraffe. Players can include purely cosmetic traits, like changed skin color or animal ears, that aren't represented by mutations.

### Beast-Form Empowerment

**Cost:** —; **Mins:** Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Hybrid Body Transformation

The Lunar's hybrid form grows increasingly bestial, reflecting more of her spirit shape's nature. She chooses an additional six dots of mutations reflecting

**UPGRADING MUTATIONS**

A player can upgrade a mutation she already possesses with mutation-granting Charms by allocating dots equal to the difference between her current rating and the new one. If a hawkwoman Lunar uses Hybrid Body Transformation to upgrade her three-dot Wings to five-dot Wings, that only count as two dots of mutation.

her spirit shape to those she gains when using Hybrid Body Transformation.

This Charm's mutations are incompatible with those conferred by Chimera-Soul Expression. If the Lunar knows both, she must choose which one applies its mutations when she uses Hybrid Body Transformation.

### Shifting Beast Nature

**Cost:** —; **Mins:** Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Hybrid Body Transformation

The Lunar's spirit shape expresses itself in myriad forms. Upon purchasing this Charm, her player designs an alternative hybrid form, selecting another set of six dots of mutations reflecting her spirit shape (or twelve dots, if she knows Beast-Form Empowerment). When she uses Hybrid Body Transformation, she can enter either of her hybrid forms, and can change between them as a miscellaneous action while that Charm is active. She may switch between hybrid forms reflexively upon using Deadly Beastman Transformation (p. XX).

### Life of the Hummingbird

**Cost:** 5m; **Mins:** Essence 1
**Type:** Reflexive
**Keywords:** Mute
**Duration:** (Essence) hours
**Prerequisite Charms:** None

Sipping blood from a fresh kill, the Lunar briefly borrows its skin. After killing a human or animal, she temporarily takes on its shape as though she had its heart's blood. This Charm ends if she leaves that shape.

With an Essence 2 repurchase, she can use this Charm after drinking fresh blood from a live human or animal (potentially after wounding it with a **decisive** attack).

### Many-Faced Moon Transformation

**Cost:** 3m, 1wp; **Mins:** Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar wears ten thousand faces, yet she's always herself. She alters her current form's appearance: increasing or reducing her height by 10 inches; increasing or decreasing her weight by up to 10%; altering her apparent age; changing or removing sexual characteristics; changing skin tone, eye color, and hair color and length; and/or cosmetic changes like adding scars or birthmarks. She can alter both human and animal forms.

The Lunar can conceal her identity with this transformation. She makes an ([Appearance or Intelligence] + [Larceny, Performance, or Presence]) disguise roll instantly, ignoring penalties for lacking equipment or disguising her race, sex, or body type. However, she can't imitate specific individuals.

Changes made with this Charm are permanent. A second use, the Willpower cost of which is waived, can undo such changes.

### Quicksilver Second Face

**Cost:** —(+2i); **Mins:** Essence 1
**Type:** Permanent
**Keywords:** Perilous
**Duration:** Permanent
**Prerequisite Charms:** None

Reveling in protean grace, the Lunar dances between shapes. She can pay a two-Initiative surcharge to shapeshift reflexively on her turn, without the usual miscellaneous action Defense penalty. She may do so multiple times in one turn, but not in the middle of an action — e.g., she can't make an attack roll in one shape, then shift into another before rolling damage. This isn't compatible with Charms that let her shapeshift into certain forms, like Towering Beast Form or Emerald Grasshopper Form.

An Essence 2 repurchase lets the Lunar reflexively shapeshift outside her turn. Among other things, this can help defend against attacks.

### Perfected Hybrid Interaction

**Cost:** 1m per dot of mutation; **Mins:** Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Hybrid Body Transformation

The Lunar mingles many shapes freely. Upon purchasing this Charm, her player chooses four dots of mutations reflecting animal forms she possesses. Using this Charm lets her gain any or all of them for one mote per dot of mutation. Mutations added to animal forms don't count when determining what Protean effects apply.

This Charm may be purchased (Essence) times, with each repurchase granting four additional dots of mutations. The Lunar can replace previously selected mutations with new ones when repurchasing it.

### GIANT PROPORTIONS

Lunars' Charms can temporarily grant or suppress the Giant mutation (**Exalted**, p. 161). If a character loses Giant, damage contained in its –0 health level goes with it. If she regains Giant, that damage remains in that health level. Natural or magical healing still apply to this damage while Giant isn't active. The same is true for other effects that work similarly, such as combining Changing Phases Transformation and Ox-Body Technique.

#### Changing Phases Transformation

**Cost:** —; **Mins:** Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Perfected Hybrid Interaction, any five Physical Attribute Charms

The Lunar changes her hybrid form's nature to embody a new manifestation of physical prowess. Upon purchasing this Charm, her player designs an alternate set of Attributes that she uses whenever Hybrid Body Transformation is active, redistributing up to two dots among Stamina, Strength, and Dexterity. A Lunar who normally has Strength 3, Dexterity 3, Stamina 3 might shift them to Strength 3, Dexterity 5, Stamina 1 when she takes on her stealthy hybrid form.

If this lowers an Attribute below the minimum needed for any of the Lunar's Charms, she loses access to those Charms while in hybrid form. Conversely, the Lunar may learn Charms whose minimums she meets only with her shifted Attributes but can only access them in hybrid form (or if she subsequently raises her true Attributes to meet their minimums). Similarly, she gains Excellencies if her altered traits qualify for them or loses them if they don't (p. XX).

A Lunar with Shifting Beast Nature may repurchase this Charm to design a new set of altered Attributes for her second hybrid form.

#### Constant Quicksilver Rearrangement

**Cost:** 3m, 1wp; **Mins:** Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Quicksilver Second Face (x2)

Unbound by form's constraints, the Lunar unleashes a menagerie against her foes. She waives the cost of changing shapes and lowers Quicksilver Second Face's cost to one Initiative. This applies only to basic shapeshifting actions, not Charms like Towering Beast Form or Emerald Grasshopper Form.

An Essence 4 repurchase extends this Charm's duration to one day.

#### Behemoth-and-Flea Mastery

**Cost:** —(+1wp); **Mins:** Essence 5
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Constant Quicksilver Rearrangement; Emerald Grasshopper Form *or* Towering Beast Form

Once per scene, the Lunar may pay a one-Willpower surcharge when she uses Quicksilver Second Face to reflexively activate Towering Beast Form (p. XX) or Emerald Grasshopper Form (p. XX). Additionally, while Constant Quicksilver Rearrangement is active, reduce both Charms' costs by four motes.

Waive this Charm's Willpower surcharge and once-per-scene limitation if the Lunar uses Towering Beast Form while already in a Legendary Size shape, or Emerald Grasshopper Form while in a Minuscule Size shape.

## Appearance

### Heart's Blood

#### Heart-Drinking Allure

**Cost:** —; **Mins:** Appearance 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar need not shed blood to taste her lover's heart. When she performs a sacred hunt to take the shape of a human who has a Major or Defining Tie of love or lust toward her (or her current shape), she may conclude it with a voluntary act of physical intimacy instead of killing him.

### Influence

#### Glance-Oration Technique

**Cost:** 3m; **Mins:** Appearance 1, Essence 1
**Type:** Supplemental
**Keywords:** Mute

## PHYSICAL INTIMACY

Charms that refer to physical intimacy encompass any form of intimate contact, such as a passionate embrace or kiss, in addition to sex. It need not be romantic in nature; platonic expressions of affection count. The Storyteller should "fade to black" if any player at the table feels uncomfortable with depicting explicit intimacy "on screen."

**Duration:** Instant
**Prerequisite Charms:** None

Through perfect control of her body and demeanor, the Lunar is capable of great expressiveness even without speech. She uses body language to convey an influence roll or a single sentence, ignoring the Resolve bonus for using body language (**Exalted**, p. 221). She can convey far more than usual through body language, though highly abstract concepts or complicated technical information remain beyond her.

### Argument-Eclipsing Shadow

**Cost:** 5m; **Mins:** Appearance 2, Essence 1
**Type:** Reflexive
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Glance-Oration Technique

The Lunar needn't speak to voice her disapproval. When she perceives a character making an influence roll, she distracts him with alluring beauty or wordless menace. He suffers a −(Lunar's Appearance − his Resolve) penalty, minimum −1, on the roll. If he botches, he forms a Minor Tie of desire or fear toward her, as appropriate.

### Reflection Gazes Back

**Cost:** 3m; **Mins:** Appearance 3, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Argument-Eclipsing Shadow

## APPEARANCE VS. RESOLVE

When Lunar Charms like Argument-Eclipsing Shadow compare Appearance to a target's Resolve, it's calculated the same way as Appearance bonus dice on influence rolls (**Exalted**, p. 218): Bonus dots of Appearance count toward the Lunar's rating, but the target uses his base Resolve.

Those who seek to understand the Lunar see only what she chooses to reveal. When a character the Lunar is aware of rolls to read her intentions, she reflexively makes an influence roll to threaten him, seduce him, or instill in him a Tie of fear or desire toward her. Each 1 on the opposing character's roll adds a non-Charm die to the Lunar's roll. If the opposing character fails his read intentions roll, his 1s also subtract from his Resolve.

### Predator-and-Prey Mirror

**Cost:** 3m; **Mins:** Appearance 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Glance-Oration Technique

The Lunar adopts the bearing of predator or prey at her leisure. While using this Charm, she may freely shift between these two postures:

**Predator:** Characters perceive the Lunar as their natural predator — she seems an auditor to a corrupt bureaucrat, or a bandit to a humble farmer.

**Prey:** The Lunar presents herself as timid, vulnerable, and valuable. Anyone unfamiliar with her perceives her as an easy mark until she proves otherwise.

Regardless of the option chosen, the Lunar can leverage its impact as though it were a Minor Intimacy.

### Perfect Symmetry

**Cost:** 5m; **Mins:** Appearance 4, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Glance-Oration Technique

The Lunar's posture and body language reflect unassailable self-assurance. She gains a bonus dot of Appearance, which can raise her Appearance above 5. She waives Glance-Oration Technique's cost.

### Feral Smile Tactic

**Cost:** 3m; **Mins:** Appearance 2, Essence 1
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** None

The intensity of the Lunar's mien awakens instinctual panic. She doubles 9s on a roll to instill a Tie of fear toward herself (or her current form) or threaten her target.

**Protean:** Characters with a Tie of fear toward the Lunar's current shape lose one Initiative (which she doesn't gain) if her roll beats their Resolve in combat, even if they resist with Willpower.

### Outburst-Provoking Posture

**Cost:** 4m; **Mins:** Appearance 3, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Feral Smile Tactic

Strutting haughtily past her rivals, the Lunar drives them to frothing incoherence or stuttering rage. A successful influence roll also instills a Tie of her choice of irritation, anger, or disgust toward the Lunar (or her current shape) in targets of her choice. Affected characters suffer a −2 penalty to social and mental rolls for the scene.

### Terrifying Bestial Visage

**Cost:** 5m; **Mins:** Appearance 3, Essence 1
**Type:** Reflexive
**Keywords:** Protean
**Duration:** One scene
**Prerequisite Charms:** Feral Smile Tactic

Every detail of the Lunar's bearing radiates predatory menace. She adds (higher of Essence or 3) dice on rolls to threaten others or instill Ties of fear toward herself (or her current form). A character affected by such a roll can't initiate hostilities against her that scene unless another character does or he spends one Willpower. Even then, he suffers a −(Lunar's Essence) penalty to Join Battle.

**Protean:** In predatory animal shapes, the added dice are non-Charm.

### Peacock Quill Flourish

**Cost:** 3m; **Mins:** Appearance 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar's elegant calligraphy beckons memories of her radiant visage to her reader's mind, swaying him with the indelible impression she's left. She adds bonus dice from Appearance (**Exalted**, p. 218) on a Charisma- or Manipulation-based influence roll made through writing, the Infallible Messenger spell, or similar means of communicating without being seen. The influence's target must have previously seen the Lunar — either in her true form if she writes as herself, or in the shape of the person she claims to be.

#### WRITTEN INFLUENCE

Simple or Reflexive Lunar Charms that create influence rolls are incompatible with written influence unless otherwise noted. Charms that enhance influence apply to both spoken and written influence.

### Seductive Moonlit Dream

**Cost:** 3m; **Mins:** Appearance 2, Essence 1
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar embodies passion, drawing eyes and weakening wills. She doubles 9s on an instill roll to create a Tie of lust or attraction toward herself (or her current form), or a persuade or bargain roll for seduction.

**Protean:** Characters with Ties of lust, love, desire, etc. toward the Lunar's current human shape treat their Resolve as 1 lower when determining how many bonus dice her Appearance adds (**Exalted**, p. 218).

### Alluring Scent Technique

**Cost:** 4m; **Mins:** Appearance 3, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Seductive Moonlit Dream

The Lunar exudes alluring pheromones, tantalizing those around her. Characters of the same species as the Lunar's current shape within short range (or further, depending on wind conditions) are affected based on what kind of Ties they have toward her (or her current form):

*No Tie:* Affected characters without Ties toward the Lunar are fascinated and treated as though they had Minor Ties of curiosity toward her.

*Positive Tie:* The Lunar may leverage the positive Ties of affected characters as though they had an emotional context of desire. Against characters of incompatible sexual orientation, she instead applies the "No Tie" effect.

*Negative Tie:* Affected characters with negative Minor Ties can't use them to increase Resolve or in Decision Points against the Lunar's influence. Stronger negative Ties are unaffected.



### Attention-Demanding Presence

**Cost:** 5m; **Mins:** Appearance 4, Essence 1
**Type:** Simple
**Keywords:** Mute
**Duration:** One scene
**Prerequisite Charms:** Alluring Scent Technique

Magnifying her presence, the Lunar stands at the center of attention. Any characters that can see her suffer a −(Lunar's Appearance − his Resolve) penalty, minimum −1, on Perception rolls, except those opposing her Stealth. A character that botches a penalized roll forms a Minor Tie of desire or fear, as appropriate, toward the Lunar (or her current shape). However, the Lunar takes a −3 penalty on Stealth rolls.

### Mysterious Stranger Intimation

**Cost:** —; **Mins:** Appearance 4, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Alluring Scent Technique

The Lunar exudes enticing mystery and the allure of the unfamiliar, drawing curious stares and fascinated admirers. She gains +1 Guile against characters affected by Alluring Scent Technique. Against characters who don't know her or have any Ties toward her (or alternatively, who don't know or have Ties toward her current shape), that Charm's effect extends to medium range and isn't limited to characters of the same species. Such characters are driven to act on their curiosity, with the exact method depending on the Lunar's presentation and their own Intimacies. If the Lunar enters a teahouse dressed in foreign garb, other patrons might attempt to read her intentions; if she wears a tiger's shape, bystanders might observe from a safe distance. A character may pay one Willpower to resist this effect (but not the effects of Alluring Scent Technique) for the scene.

### Divine Paramour's Embrace

**Cost:** 4m; **Mins:** Appearance 4, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Perfect Symmetry, Seductive Moonlit Dream

Those who have a place in the Lunar's heart are empowered by it. When she rolls to seduce a single target, he may opt not to resist, letting her succeed automatically. If he does, he's comforted and affirmed

**SOLAR MATES**

Charms that refer to a Lunar's Solar mate also include Abyssal or Infernal mates.

by the Lunar's affections; following at least a minute of physical intimacy, the Lunar may transfer up to (his positive Tie toward her + 1) Willpower to him.

Once per story, when the Lunar's Solar mate benefits from this Charm, he loses one Limit.

An Appearance 5, Essence 3 repurchase lets the Lunar transfer Willpower instantly, without requiring physical intimacy — her affectionate words embolden her beloved.

### Devil-Queen Rapture

**Cost:** —; **Mins:** Appearance 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Glance-Oration Technique

Creation is a mirror wherein the Lunar is reflected, basking in her transcendent glory. When she succeeds on an influence roll with any Attribute to threaten or seduce one character, she gains motes equal to the number of dice added by her Appearance (**Exalted**, p. 218). This can't exceed the number of motes she spent enhancing the roll and doesn't stack with other Charms that award motes for successful influence rolls.

### Hunted Stag Majesty

**Cost:** 3m, 2i; **Mins:** Appearance 3, Essence 2
**Type:** Reflexive
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Reflection Gazes Back

When the Lunar is ambushed (**Exalted**, p. 203), she reflexively makes an (Appearance + [Performance or Presence]) persuade or threaten roll — a flash of seductive beauty undermines her assailant's nerve, or her fearsome bearing makes him think twice. If successful, the ambush automatically misses. If the attacker's Resolve is beaten but he resists with Willpower, he makes the ambush normally, but this Charm's Initiative cost is refunded.

### Irresistible Silver Spirit

**Cost:** 3m; **Mins:** Appearance 3, Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Alluring Scent Technique

Such is the Lunar's effortless allure that she radiates desirability through the most innocuous acts. She adds an automatic success on an influence roll to seduce someone or instill a Tie of love, lust, etc., toward herself (or her current shape), and conceals her efforts from her target and onlookers. They won't recognize that she attempted to influence her target unless they successfully read her intentions or profile her that scene.

### Honeyed Lips Inquiry

**Cost:** 6m, 1wp; **Mins:** Appearance 4, Essence 2
**Type:** Simple
**Keywords:** Mute, Protean
**Duration:** Instant
**Prerequisite Charms:** Irresistible Silver Spirit

Enthralled by the Lunar's beauty, her paramours heedlessly reveal whatever she wishes to hear. She makes an (Appearance + [Performance or Presence]) persuade or bargain roll to seduce a single character. If successful, each extra success lets her ask him a question that scene which he must answer completely and truthfully, unless doing so would oppose one of his Defining Intimacies. He may avoid answering questions for one Willpower each, although the Lunar can repeat questions.

The Lunar can only use this Charm on a given character once per story.

**Protean:** If the Lunar seduces her target in a human shape he has a positive Defining Tie toward, he can't withhold answers even if revealing them violates a different Defining Intimacy unless he spends Willpower.

### Lion-Mouse Inversion

**Cost:** 4m, 1wp; **Mins:** Appearance 3, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Predator-and-Prey Mirror

Trembling in fear before a harmless songbird or confidently approaching a snarling wolf, the Lunar changes the way others perceive her interlocutor. As she interacts with someone, she makes a special (Appearance + [Performance or Presence]) instill roll with (Manipulation) bonus dice against all characters

who witness the interaction, ignoring multiple-target penalties. Affected characters perceive the object of the interaction as per the appropriate effect of Predator-and-Prey Mirror (p. XX) and can't spend Willpower to resist. The character the Lunar interacts with gains +2 Resolve against this influence and can resist normally.

### Argent Muse Approach

**Cost:** 4m, 1wp; **Mins:** Appearance 4, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Reflection Gazes Back

Even as gods and princes speak, all eyes are on the Lunar. When another character makes an influence roll against targets that can see the Lunar, she uses her striking looks to assist him, beguiling them with alluring beauty or intimidating them into agreement. The roll gains (Lunar's Essence) non-Charm dice and rerolls 1s until they cease to appear. A successful roll also instills a Minor Tie of desire or fear, as appropriate, toward the Lunar (or her current shape).

### Kneeling Lion Auspice

**Cost:** 6m; **Mins:** Appearance 4, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Argent Muse Approach

Who can gainsay a prince to whom even the lion bows? When the Lunar makes an instill roll to give others a positive Tie toward someone with whom she has a positive Tie, she adds (Intimacy) non-Charm successes. Affected characters treat any negative Ties toward the designated character as one step lower in intensity for the scene.

If the Lunar uses this Charm to benefit her Solar mate, affected characters must enter a Decision Point and invoke an Intimacy equal to or greater in intensity than her Tie to him in order to resist.

### Eye-Catching Appeal

**Cost:** 5m; **Mins:** Appearance 4, Essence 2
**Type:** Reflexive
**Keywords:** Mute, Protean
**Duration:** Instant
**Prerequisite Charms:** Attention-Demanding Presence, Reflection Gazes Back

Standing out as the most prominent figure in any room, the Lunar's magnetic allure draws attention away from her allies. When a character that can see her rolls read intentions against another character, she makes a special (Appearance + [Presence or Socialize]) persuade roll opposing him. If successful, she catches his attention, redirecting his read intentions roll to target her unless he spends one Willpower. He's considered to have failed his read intentions action against the original target, and is subject to the reset rules (**Exalted**, p. 223).

**Protean:** If the Lunar uses this Charm in a shape that her target has a positive Major or Defining Tie toward, he must enter a Decision Point and call on an Intimacy of equal or greater intensity to resist.

### Myriad Graces Appeal

**Cost:** 3m; **Mins:** Appearance 4, Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Feral Smile Tactic, Glance-Oration Technique, Seductive Moonlit Dream

When the Lunar stunts to add a second Attribute to her Appearance to determine how many Charm dice she can add on an influence roll and applies a full Excellency, she also adds that Attribute to her base Appearance to determine how many non-Charm bonus dice her Appearance adds (**Exalted**, p. 218). This can't raise the Appearance bonus above (higher of Appearance or 5).

### Incomparable Paragon Assurance

**Cost:** 5m, 1wp; **Mins:** Appearance 5, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** One day
**Prerequisite Charms:** Myriad Graces Appeal, Perfect Symmetry

The Lunar gazes inward to see her soul's beauty, letting it shine forth into the eyes of others. After five minutes of meditation, she gains a bonus dot of Appearance, which can raise her Appearance above 5. She applies bonus dice from Appearance on inspire and bargain rolls made with any Attribute.

### New Friend Aroma

**Cost:** —(+1m); **Mins:** Appearance 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Mysterious Stranger Intimation

Awash in enticing pheromones, the Lunar draws potential companions into her orbit. When she uses

Alluring Scent Technique (p. XX), she may commit an additional mote to alter its effect against all characters that don't know her and don't have a Tie toward her. The Tie they're treated as having toward her is one of friendship instead of curiosity. They'll attempt to initiate friendly interactions with her, in a manner consistent with both their own Intimacies and the Lunar's presentation. If she walks through a harbor dock, a brash seafarer might attempt to strike up a conversation, while a shy fishmonger might slip her a note with her cod. In a wild animal's shape, observers might attempt to tame her, though they'll employ appropriate caution. A character can pay one Willpower to resist this effect for the scene (but not the Tie imposed by Alluring Scent Technique).

#### Obsession-Building Presence

**Cost:** 4m, 1wp; **Mins:** Appearance 4, Essence 2
**Type:** Reflexive
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Perfect Symmetry

The Lunar's visage lingers in onlookers' memories, whispering terror and temptation. She resets a failed persuade or bargain roll to seduce a single target, or a failed threaten roll against a single target. If the target uses the same Intimacy that he did against the first roll to bolster his Resolve against her renewed roll, its Resolve bonus is reduced by one.

This Charm can only be used once per scene.

**Protean:** If the Lunar uses this Charm to reset a seduction attempt in a human shape her target has a Major or Defining Tie of lust, love, etc., toward, or resets a threaten attempt in any shape he has a Major or Defining Tie of fear toward, he also suffers −2 Resolve against the renewed roll.

#### Perfect Fear Scent

**Cost:** 6m, 1wp; **Mins:** Appearance 4, Essence 2
**Type:** Simple
**Keywords:** Protean
**Duration:** One scene
**Prerequisite Charms:** Terrifying Bestial Visage

Embodying the perfect predator, the Lunar's scent awakens deep-seated prey instincts and panic responses. Anyone that can see or smell her suffers −1 Resolve against her threaten rolls, and against fear-based Charms that compare her Appearance to his Resolve. Affected characters also suffer a −(Lunar's Appearance − his Resolve) penalty, minimum −1, on rolls to attack or speak against the Lunar.

A character may resist this Charm for a scene for one Willpower and (Lunar's Appearance − his Resolve) Initiative, minimum one.

**Protean:** In predatory animal shapes, this Charm can be used reflexively upon winning Join Battle.

#### Inchoate Horror Embodiment

**Cost:** 4m, 1wp; **Mins:** Appearance 4, Essence 2
**Type:** Simple
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Perfect Fear Scent

The Lunar becomes a rippling dark mirror that reflects the deepest fears of those who gaze into it. She makes an (Appearance + Presence) threaten roll against one character, instinctively shifting through many frightening forms that ensure her influence aligns with the target's strongest fear-based Tie. She needn't be aware of this Intimacy, nor does she learn what it is. This Charm can target fears other than a person or animal — e.g., a Dynast whose greatest fear is poverty might see the Lunar as a Ragara banker come to collect. If the Lunar's target lacks fear-based Ties, she recoups this Charm's Willpower cost.

If the Lunar is using Shifting Penumbra Stance (p. XX), she may target multiple characters with this Charm. Each sees his greatest fear in her unknowable semblance.

**Protean:** If the Lunar is already in a shape that is her victim's greatest fear, the cost of resisting increases by one Willpower.

#### Wasp-and-Termite Dance

**Cost:** 5m; **Mins:** Appearance 4, Essence 2
**Type:** Reflexive
**Keywords:** Mute, Totemic (Charisma)
**Duration:** Indefinite
**Prerequisite Charms:** Perfect Symmetry

The Lunar fosters perfect understanding among comrades, wordlessly communicating with sign language, expressive dance-like motions, or pheromones. She and any number of willing characters within long range can communicate amongst themselves as per Glance-Oration Technique. This transcends language barriers, but characters unfamiliar with each other may suffer penalties on initial communication until they've grown accustomed. The Lunar may reflexively add or remove characters from this group.

Outsiders can only detect the communication if they're specifically watching for it or have superhuman or

magically enhanced senses, rolling (Perception + Awareness) against the Guile of a character communicating in this way. Success lets them notice the communication, but not understand it.

If the Lunar includes her Solar mate in the communication, they have the option of speaking directly to each other's souls, enabling the communication of complex ideas and extending the range of communication to (Essence x10 miles), which other characters can't detect.

**Totemic:** Lunars with hive-dwelling spirit shapes may learn this as a Charisma Charm, with Guiding the Flock (p. XX) as its prerequisite.

### Moon Beckons Tide

**Cost:** 5m, 1wp; **Mins:** Appearance 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Attention-Demanding Presence

The Lunar releases a sigh of dreamy silver anima, calling a willing paramour to her side. She makes a special (Appearance + Presence) persuade roll with (Essence) automatic successes against a character with a Tie of love, lust, etc., toward her within (Essence x3) miles, convincing him to seek out the Lunar. She can either specify a known character or reach out aimlessly, letting the Storyteller choose a qualifying character within range, if one exists. Affected characters become aware of her general location and condition, adding (Intimacy) bonus dice on Athletics, Ride, Sail, and Survival rolls to reach her. If no such characters are in range, she recoups this Charm's Willpower cost.

With an Appearance 5 repurchase, the Lunar may describe a companion she would like to attract rather than choosing someone with a Tie toward her. Her description can encompass physical details, skills or talents, particular Intimacies, and social class or profession — "a farmer who resents the Realm's presence," "a beautiful woman at least six feet tall," "a master thief fluent in Flametongue," etc. — but not supernatural ability, membership in particular groups, or other traits. She can't choose a specific character, and the Storyteller should veto descriptions so narrow they could only apply to one person. If no such characters are in range, the Lunar has the option of calling the character who comes closest to matching her description instead of recouping Willpower.

### Resplendent Soul Reflection

**Cost:** 5m, 1wp (2m); **Mins:** Appearance 4, Essence 3
**Type:** Simple
**Keywords:** Mute
**Duration:** One scene
**Prerequisite Charms:** Attention-Demanding Presence, Reflection Gazes Back

The Lunar reveals the inner beauty of others, letting them fall in love with themselves. Touching a reflective surface no longer than one range band in any direction (or a portion of a larger reflective surface), she suffuses it with anima. Treat any character's reflection that appears in the surface as though it were using Attention-Demanding Presence against that character only, with an Appearance equal to the higher of his Appearance or the Lunar's own Appearance.

While using this Charm, the Lunar may pay two motes to make an Appearance-based influence roll against a character via his reflection, which speaks to him in a voice that only he can hear. Influence that would create a Tie toward her instead creates a Tie toward the targeted character. She can't be identified as the source of such influence.

### Totem Beast Embodiment

**Cost:** 1wp; **Mins:** Appearance 4, Essence 3
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Incomparable Paragon Assurance

The Lunar clothes herself in the Essence of one of the beasts that dwells in her blood, assuming the role it plays in a particular culture. When stunting an influence roll with any Attribute, if her stunt's description invokes an animal whose shape she possesses and its cultural significance to her targets, she adds a free full Excellency. For instance, if the Lunar targets members of a nomadic clan that fears wolves because they prey on the nomads' flock, she could enhance a threaten roll by adopting a lupine posture or wolfish grin.

This Charm can only be used once per day.

**Protean:** If the Lunar is in the shape of the invoked animal, waive this Charm's cost.

### Divine Terror Avatar

**Cost:** 4m, 3i, 1wp; **Mins:** Appearance 5, Essence 3
**Type:** Reflexive
**Keywords:** Perilous
**Duration:** One scene
**Prerequisite Charms:** Perfect Fear Scent

A monster born of nightmares, the Lunar strikes fear even into the hearts of the enemies of the gods. Characters with Ties of fear toward her (or her current shape) as well

as trivial opponents can't attack or make threaten rolls against her. In combat, they lose two Initiative (which she doesn't gain) at the end of any turn in which they don't move away from her. If most of a battle group's members have a Tie of fear toward her, it suffers a –(Intimacy) penalty on rout checks made while it can see her.

This can be resisted by entering a Decision Point and invoking an Intimacy of equal or greater intensity than the Tie of fear and spending one Willpower. Characters can't do so while crashed.

This Charm's Willpower cost is waived if Perfect Fear Scent is active.

#### Visage Great and Terrible

**Cost:** 7m, 1wp; **Mins:** Appearance 5, Essence 3
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Irresistible Silver Spirit, Perfect Fear Scent

Suffusing herself with incandescent allure, the Lunar sears her image into her victim's mind. A successful bargain or persuade roll to seduce one character or a successful threaten roll against one character is reinforced against others' attempts to overturn it (**Exalted**, p. 221). The Willpower cost of initiating a roll to overturn the influence and of rejecting the influence in a Decision Point increases by one. The target ignores Resolve penalties, except those from Intimacies, against rolls to overturn the influence, and 1s on such rolls subtract successes.

#### Passion-Unbinding Bacchanalia

**Cost:** 10m, 1wp; **Mins:** Appearance 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Visage Great and Terrible

The teeming throng of humanity isn't so far removed from the panicked stampede or the rutting herd as they might like to think. The Lunar strips away civilization's façade to unleash these primal passions. She makes an (Appearance + [Performance or Presence]) inspire roll with (Essence) automatic successes to create either fear or lust.

Inspiring fear causes mass panic to break out among affected characters. The object of their terror can be the Lunar, but might be something else, depending on how she stunts. Affected characters flee the object of their terror in a panicked mob, stopping only when they reach extreme long range from it.

Inspiring lust causes affected characters to engage other affected characters who consent in courtship rituals or physical intimacy, ignoring etiquette and social decorum. Someone who can't find a consenting partner instead engages in artistic or athletic displays to attract one. Unlike fear, lust won't cause characters to desist from urgently pressing activities they're already engaged in, such as combat — instead, they'll wait until that activity concludes before engaging in their affections.

Characters with Willpower 5+ may resist this influence like a normal inspire action. Those with less must enter a Decision Point and invoke a Major or Defining Intimacy to resist.

#### All-Consuming Obsession

**Cost:** 5m, 1wp; **Mins:** Appearance 5, Essence 4
**Type:** Simple
**Keywords:** Psyche
**Duration:** Instant
**Prerequisite Charms:** Visage Great and Terrible

The Lunar's presence forces all other thoughts aside. She rolls against one target to instill a Tie of fear or lust toward herself (or her current shape). Success also renders her victim unable to form new memories that don't relate to the Intimacy, reducing his waking hours to a daydream haze or half-perceived nightmare.

This lasts until the instilled Intimacy is fully eroded. However, while the victim can see the Lunar, he can't voluntarily erode the Intimacy and gains +3 Resolve against attempts to do so. Even while the Lunar isn't present, he must spend one Willpower to voluntarily erode it.

#### Eternal Companion's Embrace

**Cost:** 15m, 2wp; **Mins:** Appearance 5, Essence 4
**Type:** Simple
**Keywords:** Psyche
**Duration:** Instant
**Prerequisite Charms:** Irresistible Silver Spirit, Moon Beckons Tide

Those who've known the Lunar's sweet succor can never find satisfaction in the arms of any other; their hearts belong to her forevermore. She makes an (Appearance + [Performance or Presence]) bargain or persuade roll with (current temporary Willpower) bonus dice to seduce a character with a Tie of love, lust, etc., toward her (or her current form). If successful, she also inflicts the Obsession Derangement (**Exalted**, p. 168) with an intensity equal to that of his Tie to her, even if he resists with Willpower. The Lunar,

and physical or emotional intimacy with her, are the object of his obsession. He must immediately make a Willpower roll against the Derangement.

Each time the victim fails a Willpower roll against this Derangement, the Storyteller chooses one of his Ties based on lust, desire, or romantic love for someone other than the Lunar to erode by one step, beginning with Minor Ties and working up. Once all such Ties are gone, subsequent failures create or strengthen a Principle of "I will not share intimacy with anyone but the Lunar."

The Lunar's victim must pay two Willpower each time he wishes to voluntarily erode his Tie of love or lust toward her. Influence rolls to weaken that Tie face the rules for overturning influence (**Exalted**, p. 221). If the victim fully erodes this Tie, he may begin eroding the Derangement at a rate of one level of intensity each month, paying three Willpower each time he does so.

This Charm can only be used against a character once per story.

#### Soul-Scarring Monstrosity

**Cost:** 15m, 2wp; **Mins:** Appearance 5, Essence 4
**Type:** Simple
**Keywords:** Psyche
**Duration:** Instant
**Prerequisite Charms:** Divine Terror Avatar, Inchoate Horror Embodiment

The Lunar's dreadful mien evokes unfathomable horror, the face of every monster her victim has ever imagined. And then, when she's gone, he sees that awful visage still, leering at him from high in the trees, from dark alleyways, in the faces of his wife and children. The Lunar makes an (Appearance + Presence) threaten roll with (current temporary Willpower) bonus dice against one character with a Tie of fear toward her (or her current shape). If successful, she also inflicts the Paranoia Derangement (**Exalted**, p. 169), with an intensity equal to that of his Tie to her, even if he resists with Willpower. Subsequently, the first time he's unable to perceive the Lunar, he must roll Willpower against that Derangement, fearing she could be anywhere.

The victim's paranoia centers around the Lunar, causing him to see her hiding in every shadow or wearing his friends' and families' faces. Each time he fails a Willpower roll against the Derangement, the Storyteller chooses one of his positive Ties to erode by one step, beginning with Minor Ties and working up, as his ability to trust others is poisoned by his dread certainty



that they could be just another disguise for the Lunar. Once all such Ties are gone, subsequent failures create or strengthen a Principle of "I'm never safe."

The Lunar's victim must pay two Willpower each time he wishes to voluntarily erode his Tie of fear toward her. Influence rolls to weaken that Tie face the rules for overturning influence. If the victim fully erodes this Tie, he may begin eroding the Derangement at a rate of one level of intensity each month, paying three Willpower each time he does so.

This Charm can only be used against a character once per story.

#### Beauty to Break All Hearts

**Cost:** 10m, 1wp; **Mins:** Appearance 5, Essence 5
**Type:** Simple
**Keywords:** Protean
**Duration:** Indefinite
**Prerequisite Charms:** Eternal Companion's Embrace

The Lunar embodies a divine cynosure, ever-present in the hearts of those that love and desire her. Characters with Major or Defining Ties of love, lust, etc., toward her suffer –1 Resolve against her instill, persuade, bargain, and inspire rolls with any Attribute (including written influence), and must pay an additional Willpower to resist them. This also applies when such Ties lower their Resolve against seduction-based Charms that compare the Lunar's Appearance to their Resolve.

Such characters suffer a –(Intimacy) penalty on rolls opposing the Lunar or a known ally of hers if they believe the Lunar would disapprove of their action. They can't attack or otherwise harm the Lunar or her allies at all unless they enter a Decision Point and spend one Willpower to do so for one scene.

Affected characters can't voluntarily erode such Ties unless they encounter evidence that the Lunar has directly harmed them or one of their Defining Intimacies. Influence rolls to weaken these Ties fail automatically unless supported by such evidence.

**Protean:** In a human shape that a character has a Major or Defining Tie of love, lust, etc., toward, the Lunar applies this Charm's effects against that character while he can see her.

#### Devil Body, Terror Face

**Cost:** 10m, 1wp; **Mins:** Appearance 5, Essence 5
**Type:** Simple
**Keywords:** Protean
**Duration:** Indefinite
**Prerequisite Charms:** Soul-Scarring Monstrosity

Creation itself shudders as the Lunar casts off the veil of humanity concealing the primal monstrosity coiling at the core of her Essence. Characters with Major or Defining Ties of fear toward her double those Intimacies' Resolve penalties against the Lunar's threaten rolls with any Attribute (including written influence) and must pay an additional point of Willpower to resist them. The increased penalty also applies when these Ties lower the characters' Resolve against fear-based Charms that compare the Lunar's Appearance to their Resolve. The characters can't voluntarily erode these Ties unless they successfully harm the Lunar or cause her to suffer a notable setback or defeat. Influence rolls to weaken these Ties fail automatically unless supported by evidence of such a setback or defeat.

Affected characters also suffer nightmares of the Lunar, and must succeed on a (Wits + Integrity) roll at difficulty (Lunar's Essence) each time they sleep to regain Willpower from rest.

While using this Charm, the Lunar may use Perfect Fear Scent for three motes, and Divine Terror Avatar for two motes and two Initiative.

**Protean:** In a shape that a character has a Major or Defining Tie of fear toward, the Lunar applies this Charm's effects against that character while he can see her.

### Subterfuge

#### Subtle Silver Declaration

**Cost:** —; **Mins:** Appearance 1, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar conceals the marks of her divinity to better walk among humanity. While at dim anima, her Tell (p. XX) is perfectly concealed from characters who've never seen it before. Even magic can't pierce this concealment, excepting Eye of the Unconquered Sun and comparable effects. Characters who've seen the Lunar's Tell before can still roll to detect it, but their 1s subtract successes.

At glowing anima, the Lunar's Tell isn't automatically revealed, instead requiring a roll to detect. If a character hasn't seen the Lunar's Tell, 1s subtract successes from his roll.

With Appearance 4, Essence 4, 1s and 2s on rolls to detect the Lunar's Tell at dim anima subtract successes.

At glowing or above, characters that haven't seen her Tell are likewise penalized by their 1s and 2s, while those who have seen it are penalized by 1s.

### Shifting Penumbra Stance

**Cost:** 5m, 1a; **Mins:** Appearance 3, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Subtle Silver Declaration

Wreathing herself in anima, the Lunar steps outside certainty to enter the lands of mystery. She rolls (Appearance + [Larceny, Presence, or Socialize]) as a special disguise, shrouding herself in a shifting congeries of light. Characters whose (Perception + Awareness) rolls are beaten by her roll can't discern any details about her identity or what manner of creature she is, unsure whether she's a god, demon, or something stranger. Read intentions and profile character rolls can still reveal information unrelated to her identity. Those who beat the Lunar's roll can only tell she's one of the Lunar Exalted — any details of her identity beyond that remain concealed.

### Essential Mirror Nature

**Cost:** 3m, 1wp; **Mins:** Appearance 3, Essence 1
**Type:** Simple
**Keywords:** Protean, Totemic (Manipulation)
**Duration:** One day
**Prerequisite Charms:** Shifting Penumbra Stance

The Lunar vanishes into the halls of the Scarlet Dynasty and the demon-ridden bowels of Hell with equal ease. Her Caste Mark and anima banner take on an appearance suitable to a different type of Exalt, though she can't mimic effects like a Dragon-Blood's anima flux. Her anima banner doesn't reveal her Tell or moonsilver tattoos (p. XX) while disguised. Her iconic anima still displays her personalized imagery, but assumes an appearance suiting the type of Exalt she's mimicking.

Alternatively, the Lunar can manifest supernatural sensory displays, such as seeming to hover inches above the ground or smelling of sulfur, instead of mimicking another type of Exalt. Appropriately chosen displays add (Essence) non-Charm successes on rolls to disguise herself as a spirit, fae, or similar supernatural being.

Magic like Burning Eye of the Deliverer (**Exalted**, p. 358) that automatically sees through magical disguises can't contest this Charm, save for Eye of the Unconquered Sun.

**Protean:** While in another Exalt's shape, the Lunar waives this Charm's cost if she mimics his anima banner, and its duration is extended indefinitely while she remains in his shape. At bonfire anima, she displays his iconic imagery.

**Totemic:** A Lunar whose spirit shape mimics the appearance of a plant or animal may learn this as a Manipulation Charm, with One of the Herd and Shifting Silver Masquerade (p. XX) as its prerequisites.

### Moon's Hidden Face

**Cost:** 2m; **Mins:** Appearance 2, Essence 1
**Type:** Reflexive
**Keywords:** Mute, Totemic (Manipulation)
**Duration:** Indefinite
**Prerequisite Charms:** Subtle Silver Declaration

The Lunar wears her humanity like a cloak over her ever-shifting divine monstrosity. One or more of her mutations gain the Subtlety Merit (**Exalted**, p. 166). She may optionally disguise a concealed feature as a garment or accessory while not in use, e.g., disguising Unusual Hide as a fur cloak.

**Totemic:** A Lunar whose spirit shape has Camouflage may learn this as a Manipulation Charm, with Inexplicable Mystery Incarnation (p. XX) as its prerequisite.

### Changing Plumage Mastery

**Cost:** —; **Mins:** Appearance 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Many-Faced Moon Transformation

The Lunar shifts her semblance to suit her needs. She may reflexively invoke any of the following benefits:

**Faceless Trickster Approach:** The Lunar assumes a forgettable countenance, imposing a −2 penalty on Investigation rolls to ascertain her identity. Characters who haven't met her personally but have seen her in passing can't remember doing so, finding her unremarkable.

**Ogre-Prince Inversion:** The Lunar gains the Hideous Merit (**Exalted**, p. 162). If she already has it, she may instead suppress it.

**Seven-Colored Silkworm Flourish:** The Lunar alters the appearance of worn mundane clothing and accessories as a miscellaneous action, or reflexively when she shapeshifts. This usually requires no roll, though

assuming particularly lavish outfits or imitating bespoke clothing might require an (Appearance + Craft) roll. The clothing reverts to its true form if removed.

**Stolen Scent Perfume:** The Lunar can commit two motes to replace her body's scent with that of any form she possesses. The substitution is perfect, as though she'd changed into that shape (p. XX).

### One of the Herd

**Cost:** 3m; **Mins:** Appearance 2, Essence 1
**Type:** Simple
**Keywords:** Totemic (Manipulation)
**Duration:** One scene
**Prerequisite Charms:** None

Subtly mimicking those around her, the Lunar vanishes into bustling crowds or herds of animals. While she's within short range of a group of four or more characters — a mercenary company, a Dynastic estate's household servants, a wolf pack — and behaves like other members of the group, observers can't distinguish her from other group members unless they perceive her Tell. This Charm ends if she takes an overt action, including Joining Battle or blatantly displaying supernatural power.

**Totemic:** A Lunar whose spirit shape mimics the appearance of a plant or animal may learn this as a Manipulation Charm.

### Scent-of-All-Nations Attitude

**Cost:** 5m; **Mins:** Appearance 2, Essence 1
**Type:** Simple
**Keywords:** Totemic (Manipulation)
**Duration:** Indefinite
**Prerequisite Charms:** Many-Faced Moon Transformation, One of the Herd

Though she travels many lands, the Lunar is never a stranger. Anyone who encounters her assumes that she's a fellow member of his polity or ethnicity, inferring significance in subtle aspects of her bearing and overlooking differences in appearance, dress, language, or mannerisms that contradict this impression. She may thus benefit from positive Ties others have toward members of their own culture and evade negative Ties rooted in xenophobia. If a character's successful read intentions or profile character action against the Lunar reveals information that contradicts this belief, he realizes that his first impression was mistaken, although not that she magically deceived him.

Alternatively, the Lunar may appear as a member of a specific nationality or ethnicity to all who see her. This is more difficult to see through; read intentions or profile character rolls that would reveal contradictory information suffer a –(Lunar's [higher of Appearance or Manipulation]/2) penalty.

**Totemic:** A Lunar whose spirit shape mimics the appearance of a plant or animal may learn this as a Manipulation Charm.

### Enticing Butterfly Trick

**Cost:** 5m, 1wp; **Mins:** Appearance 3, Essence 2
**Type:** Supplemental
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Changing Plumage Mastery

The Lunar trails pheromones like heady perfume, beguiling and distracting pursuers. When she takes a conceal evidence or conceal tracks action, she also makes an (Appearance + Presence) instill roll with (Appearance) bonus dice to create a Tie toward herself (or her current shape). Characters casing the scene or tracking her must first contend with this influence. A character whose Resolve is beaten suffers a –(Lunar's Essence) penalty and his 1s subtract successes, even if he spends Willpower to resist.

### Subtle Chameleon Practice

**Cost:** 10m, 1wp; **Mins:** Appearance 3, Essence 2
**Type:** Reflexive
**Keywords:** Mute, Protean
**Duration:** One scene
**Prerequisite Charms:** Changing Plumage Mastery

The Lunar becomes a living mirror of her surroundings, shifting her skin's color and texture to blend in. She adds (Appearance) dice on Stealth rolls and doesn't need hiding places to enter concealment. Any situational dice her surroundings add on Stealth rolls become non-Charm successes.

Attacking or moving to a different range band suppresses this Charm's benefits until the end of the next turn in which the Lunar doesn't attack or change range bands. This Charm ends if the Lunar is hit by an attack.

**Protean:** In animal shapes with Camouflage, moving between range bands doesn't suppress this Charm's benefit while in that animal's native environment.

### Mirror Slip Trick

**Cost:** 1m, 1wp; **Mins:** Appearance 4, Essence 2
**Type:** Simple
**Keywords:** Mute
**Duration:** Indefinite
**Prerequisite Charms:** Subtle Chameleon Practice

The Lunar dwells in Creation's secret corners — dreams, shadows, and even reflections. While touching a reflective surface, she can physically enter it, becoming a living reflection. She doubles 9s on Stealth rolls within the mirror. She can perceive the outside world and speak with characters in it but has no physical presence and can't leave the mirror without ending this Charm. She's vulnerable to attacks capable of striking dematerialized foes.

If the mirror is shattered or damaged beyond usability, this Charm ends; the Lunar is forcefully ejected and loses five Initiative. However, this Charm renders the reflective surface supernaturally durable, adding (Essence) to the difficulty of feats of strength to destroy it.

Alternatively, the Lunar can use this Charm with Instant duration to escape a mirror or similar surface she's been magically trapped in.

With an Appearance 4, Essence 3 repurchase, the Lunar can pay five motes to travel from the reflective surface she inhabits to another such surface within short range (medium range if she has Appearance 5, Essence 5) as her move action. She must be able to see her destination but doesn't need an unobstructed path. This movement doesn't require a new Stealth roll.

### Cuckoo's Nest Hospitality

**Cost:** 5m, 1wp; **Mins:** Appearance 4, Essence 2
**Type:** Simple
**Keywords:** Totemic (Manipulation)
**Duration:** One day
**Prerequisite Charms:** Scent-of-All-Nations Attitude

The Lunar is peer to both mendicants and queens, effortlessly insinuating herself into any stratum of society. All observers assume she occupies a specific social role: She might carry herself with the haughty confidence of a prince, swagger with a criminal's disrepute, humble herself into a semblance of poverty, etc. Any contradiction between her appearance or actions and her presumed social role are overlooked or rationalized away. She may leverage this assumption as though it were a Minor Intimacy, in addition to any other relevant Intimacies characters might have.

Rolls to read the Lunar's intentions or profile her suffer a −([higher of Appearance or Manipulation]/2, rounded up) penalty if they'd reveal contradictory information. Characters who succeed on such a roll realize they were mistaken, but not that the Lunar magically deceived them.

**Special activation rules:** After the first time the Lunar uses this Charm in a day, the Willpower costs of all subsequent activations that day are waived.

**Totemic:** A Lunar whose spirit shape mimics the appearance of a plant or animal may learn this as a Manipulation Charm.

### Fickle Lady's Shifting Star

**Cost:** —; **Mins:** Appearance 3, Essence 3
**Type:** Permanent
**Keywords:** Totemic (Manipulation)
**Duration:** Permanent
**Prerequisite Charms:** Essential Mirror Nature

Clothing herself in soul-deep lies, the Lunar outwits the eyes of prophets. While using Essential Mirror Nature, divination, magical scrying, and similar effects can't provide information that contradicts her disguise, giving false results where necessary. A Sidereal who divines her future can't predict events that betray her true identity; a city father's Charms identify her as a resident of his city if she's disguised as such; an enchanted gateway that rejects all but its maker will open to her if she's disguised as him. Such effects still provide accurate information to the extent they can do so without contradicting the Lunar's disguise. Magic that enhances mundane efforts to contest disguises is unimpeded by this Charm.

**Totemic:** A Lunar whose spirit shape mimics the appearance of a plant or animal may learn this as a Manipulation Charm.

### Dreams-and-Expectations Stance

**Cost:** 10m, 1wp (5m); **Mins:** Appearance 4, Essence 3
**Type:** Reflexive
**Keywords:** Mute, Stackable, Totemic (Manipulation)
**Duration:** One day
**Prerequisite Charms:** Cuckoo's Nest Hospitality, Essential Mirror Nature

Casting off the constraints of selfhood, the Lunar becomes a mirror of Essence, reflecting the unspoken hopes and fears of those who peer into her. She must use this Charm the instant she comes into someone's view, causing him to perceive her as the person he most desires to see then (even if she isn't currently in a human shape). She needn't know the hoped-for individual's identity, nor does she learn it. She reflexively rolls to disguise herself with (Appearance + [Larceny, Presence, or Socialize]), doubling 8s; the target can't roll to contest it unless he has magically enhanced senses *and* the Lunar acts grossly out of character for the assumed persona.



Alternatively, the Lunar may choose to appear as the person an observer most *expects* to see when she uses this Charm.

**Special activation rules:** The Lunar may stack this Charm to appear as multiple different people to different observers. Uses past the first cost only five motes, although these discounted activations end if the original activation ends.

**Totemic:** A Lunar whose spirit shape mimics the appearance of a plant or animal may learn this as a Manipulation Charm.

### Ideal-Made-Flesh Apotheosis

**Cost:** 5m, 2wp; **Mins:** Appearance 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Dreams-and-Expectations Stance, Incomparable Paragon Assurance

Meditating on the boundaries between self and other, and the mysteries that lie between, the Lunar embodies the sublime. After an hour of meditation, she gains a bonus dot of Appearance, which can raise her Appearance above 5. While using this Charm, she waives Incomparable Paragon Assurance's Willpower cost.

### Shadow Wisp Sublimation

**Cost:** 5m; **Mins:** Appearance 4, Essence 3
**Type:** Reflexive
**Keywords:** Mute
**Duration:** One scene
**Prerequisite Charms:** Enticing Butterfly Trick, Shifting Penumbra Stance

The Lunar may walk undetected through a kennel of watchdogs or lounge safely on a behemoth's tongue. She becomes completely undetectable by smell and taste. Rolls to detect her using only those senses automatically fail, while attempts to track her gain no benefit from superhuman or magically enhanced scenting.

### Moon-in-Well Emanation

**Cost:** 20m, 1wp; **Mins:** Appearance 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Mirror Slip Trick

Reaching into a mirror, the Lunar pulls her reflection into reality. After several minutes of meditation in her true human shape, she draws her reflection into existence as an immaterial god that's physically

identical to her but reversed left-to-right. It has the following traits:

- It shares one Minor, one Major, and one Defining Intimacy with the Lunar, chosen by her. She may grant the spirit specific memories relevant to these Intimacies, if she wishes. If she doesn't, it's a blank slate, not retaining any memories of spirits created with previous uses of this Charm.
- It has the Lunar's Attributes, Abilities, specialties, innate Merits, Willpower, and health track.
- It has Essence (Lunar's Essence – 2, minimum 1), and a Personal Essence pool of (50 + [god's Essence x10]) motes.
- It knows Materialize (**Exalted**, p. 509), which costs half its mote pool, rounded up, and one Willpower; and Hurry Home, letting it return to the Lunar if she's within short range of a reflective surface. It can also use Mirror Slip Trick for free.

The first time Moon-in-Well Emanation is used, the Lunar's player and the Storyteller should collaboratively design (Lunar's Essence) additional spirit Charms for the reflection. It gains additional Charms as the Lunar's Essence rises, and one Charm at the end of any story in which it played a meaningful role. Spirits created by subsequent activations retain these Charms, rather than receiving new ones.

While the spirit exists, the Lunar casts no reflection. If it dies, the Lunar doesn't regain her reflection until one week passes or the story ends, whichever comes first. If it's killed by magic capable of permanently destroying spirits, she doesn't regain her reflection until one season passes or the story ends, whichever comes first. She can't use this Charm without her reflection.

### Clover Can't Be Found

**Cost:** 6m, 1wp; **Mins:** Appearance 5, Essence 4
**Type:** Reflexive
**Keywords:** Mute, Protean
**Duration:** One day
**Prerequisite Charms:** Shadow Wisp Sublimation, Subtle Chameleon Practice

The Lunar controls how others perceive her, including whether they perceive her at all. When a character rolls opposing the Lunar's Stealth, to see through her disguise, or to spot her Tell, he suffers a –(her Appearance – his Resolve) penalty, minimum –1, and his 1s subtract successes. Those most driven to seek the Lunar are the most blinded to her presence — Ties of fear or lust toward the Lunar and Intimacies that support finding or pursuing her penalize Resolve against this effect.

**Protean:** In animal shapes with Camouflage, this Charm's penalty subtracts successes, not dice.

### Shifting Constellation Raiment

**Cost:** —; **Mins:** Appearance 5, Essence 4
**Type:** Permanent
**Keywords:** Totemic (Manipulation)
**Duration:** Permanent
**Prerequisite Charms:** Dreams-and-Expectations Stance, Fickle Lady's Shifting Star

Clothing herself in unwritten prophecies and uncertain futures, the Lunar confounds the wisdom of seers and augurs. While using Dreams-and-Expectations Stance, she gain the benefits of Fickle Lady's Shifting Star against all divinations, without needing to use Essential Mirror Nature.

Additionally, while using Dreams-and-Expectations Stance, if Fickle Lady's Shifting Star would interfere with a magical effect, the Lunar may opt to have it provide whatever result the opposing character most desires or expects to see, instead of one consistent with her disguise. That character can recognize such results as false with an ([Intelligence or Perception] + Occult) roll against the Lunar's total disguise successes; success reveals the true result.

**Totemic:** A Lunar whose spirit shape mimics the appearance of a plant or animal may learn this as a Manipulation Charm.

### Silver Ripple Mirage

**Cost:** 6m, 1wp (1m); **Mins:** Appearance 5, Essence 5
**Type:** Simple
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Mirror Slip Trick (x2)

Infinitely elusive and ephemeral, the Lunar sloughs off corporeality and inverts her nature, becoming a living reflection. While using Mirror Slip Trick, she may use this Charm to emerge from a mirror in a dematerialized form. She's quasi-visible, reflected in ripples of air and droplets of water vapor: Material characters can see her (but not perceive her using other senses) without needing magic, but suffer a –5 penalty on Perception rolls against her without magic.

For one mote, a Lunar using this Charm can become tangible for a single action, letting her attack materialized characters or interact with physical objects (but

rendering her vulnerable to counterattacks and clashes). Characters who lack magic for attacking dematerialized enemies can still attack her by directing their attack against a reflective surface within close range of her, wounding her but leaving the mirror unmarred. If no reflective surfaces exist, the Storyteller should be generous in letting opponents create one with gambits or stunts.

When this Charm ends, the Lunar may reflexively use Mirror Slip Trick for free to enter a reflective surface within close range.

## Warfare

### Glorious Battle Presence

**Cost:** 4m; **Mins:** Appearance 2, Essence 1
**Type:** Supplemental
**Keywords:** Totemic (Strength)
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar leads her pack from the front line, inspiring them with her might. She rerolls (Strength) failed dice on an Appearance-based command roll. If this leaves her roll without any 1s and with at least one 10, she gains one Initiative.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

### Wolf Devours Shepherd

**Cost:** 4m; **Mins:** Appearance 2, Essence 1
**Type:** Reflexive
**Keywords:** Totemic (Strength)
**Duration:** Instant
**Prerequisite Charms:** Glorious Battle Presence

Chaos breaks across the battlefield as the Lunar comes into view. When an enemy takes a command action targeting a battle group that can see the Lunar, he suffers a –(her Appearance – his Resolve) penalty, minimum –1. If he fails, he loses Initiative (which the Lunar doesn't gain) equal to the 1s on his roll and the battle group suffers a –3 penalty on all actions until its next turn ends.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

### Panicked Herd Incitement

**Cost:** 5m; **Mins:** Appearance 3, Essence 1
**Type:** Reflexive
**Keywords:** Protean, Totemic (Strength)
**Duration:** Instant
**Prerequisite Charms:** Wolf Devours Shepherd

Radiating bestial menace, the Lunar sows fear through the ranks. When an enemy battle group that can see her makes an (Attribute + Ability) roll, it takes a –(her Appearance – its Resolve) penalty, minimum –1. If the roll fails, the battle group loses one Magnitude as terrified soldiers break away.

**Protean:** In shapes that most of the battle group's members have a Major or Defining Tie of fear toward, this Charm subtracts successes instead of dice.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

### Victorious Beast-King Spirit

**Cost:** 3m; **Mins:** Appearance 2, Essence 1
**Type:** Supplemental
**Keywords:** Totemic (Strength), Uniform
**Duration:** Instant
**Prerequisite Charms:** Glorious Battle Presence

The Lunar's battle prowess renews the courage of those who fight beside her. If she hits with an attack, she reflexively makes an Appearance-based rally or rally for numbers action, adding bonus dice equal to the 10s on the attack and damage roll.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

### Diving Hawk Inspiration

**Cost:** 1m; **Mins:** Appearance 2, Essence 1
**Type:** Supplemental
**Keywords:** Totemic (Dexterity)
**Duration:** Instant
**Prerequisite Charms:** Victorious Beast-King Spirit

Hastening into the thick of battle, the Lunar leads her forces into the fray. For each 10 on her Join Battle roll, she can add a success to an allied battle group's Join Battle roll. She may divide these successes among multiple battle groups. If she wins Join Battle, she reflexively makes an Appearance-based order action.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Dexterity Charm, with Cunning Beast-Warrior Reflexes (p. XX) as its prerequisite.

### Pride-Scattering Approach

**Cost:** 2m; **Mins:** Appearance 3, Essence 2
**Type:** Reflexive
**Keywords:** Protean, Totemic (Strength), Uniform
**Duration:** Instant
**Prerequisite Charms:** Panicked Herd Incitement

As soldiers look upon the Lunar, they know she's something beyond what they've trained to fight, a monster that will rip through their ranks and devour their hearts. What choice is there but to flee? This Charm can be used before the Lunar or an allied battle group attacks an enemy battle group that can see her, adding one success on the damage roll. If this causes a rout check, it's at +1 difficulty; on failure, rally rolls to avoid dissolution take a −3 penalty.

**Protean:** In shapes that most of the battle group's members have a Major or Defining Tie of fear toward, 1s on the group's rout check subtract successes.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

#### Rank-Sundering Carnage

**Cost:** 4m, 3i; **Mins:** Appearance 4, Essence 2
**Type:** Reflexive
**Keywords:** Perilous, Totemic (Strength), Withering-only
**Duration:** Instant
**Prerequisite Charms:** Victorious Beast-King Spirit

Cutting a swath across the battlefield, the Lunar creates openings for her warriors to rush in. After landing a **withering** attack, she can use this Charm to grant an allied battle group a dice bonus on its next damage roll equal to half her successes on the **withering** damage roll, rounded up. This bonus is lost if the battle group doesn't attack on its next turn.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

#### Argent Battle Exemplar

**Cost:** 2m; **Mins:** Appearance 4, Essence 2
**Type:** Reflexive
**Keywords:** Totemic (Strength), Uniform
**Duration:** Instant
**Prerequisite Charms:** Rank-Sundering Carnage

The Lunar leads the charge, her divine might and boundless courage a beacon to her forces. After landing an attack, she may spend any number of attack roll extra successes to reflexively order a battle group to attack the same enemy on its next turn, using the expended extra successes instead of rolling. Spent extra successes aren't added to **withering** damage rolls or available for other effects.

This Charm's cost is waived if used after attacking a battle group.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

#### Silver-Maned Warlord Glory

**Cost:** 5m, 1wp; **Mins:** Appearance 5, Essence 3
**Type:** Reflexive
**Keywords:** Totemic (Strength)
**Duration:** One scene
**Prerequisite Charms:** Argent Battle Exemplar

Shining like a blood moon over the battlefield, the unstoppable Lunar general emanates an almost overwhelming spiritual pressure. She adds (Anima + 1) dice on Appearance-based command rolls, and allied battle groups add (Anima) dice on rout checks. Once per scene, she may reset a rally for numbers action (**Exalted**, p. 210) by expending three levels of anima, calling back even the most far-flung remnants of her forces.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

## Charisma

### Heart's Blood

#### Debt of Borrowed Skin

**Cost:** —; **Mins:** Charisma 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar trades favors for faces. She performs a sacred hunt to claim a human's shape by performing what she considers a serious or life-defining task (**Exalted**, p. 210) on his behalf. Her target must have expressly assented to her performing the task and consider it to be equal in value to his heart's blood (along with any other compensation he provides for the task) at the time he does so, though he needn't know of or consent to that aspect of the exchange, and can't later renege on the deal.

**TALKING ANIMALS**

Special sacred hunts like Debt of Borrowed Skin that are limited to claiming human forms can be used to claim the shapes of animals with human-level intelligence, such as certain god-blooded beasts or the talking lions of Origin.

If the Lunar fails to accomplish the task or abandons it, the sacred hunt fails, and she can't take her target's shape through this Charm for the rest of the story. She may still attempt sacred hunts against him by other means.

## Influence

### Argent Songbird Voice

**Cost:** 2m; **Mins:** Charisma 1, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** None

The Lunar's confidence radiates from her every word, swaying the opinions of crowds or terrifying massed ranks of troops. Her influence rolls with any Attribute ignore multiple target penalties, and she can use Excellencies to add successes instead of dice for two motes each.

### Poised Lion Attitude

**Cost:** 3m; **Mins:** Charisma 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Argent Songbird Voice

The Lunar reflexively makes an influence roll with any Attribute on her turn. She can only make one influence roll per turn.

### Arrogant Lion Bearing

**Cost:** —(1m); **Mins:** Charisma 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar exudes force of personality, acknowledging no superior. She can use Charisma instead of Wits to calculate Resolve. When a character whose base Resolve is lower than her Charisma attempts to influence her, she may pay one mote to gain +1 non-Charm Resolve.

### Beast-King Dictates

**Cost:** 4m; **Mins:** Charisma 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

#### CULTURES AND CUSTOMS

When Charms mention cultures, they refer not only to nations and civilizations, but also to the unique cultures of smaller groups — the members of a god's cult, a city's dockside workers, the adherents of a philosophical school, etc.

A culture's customs are the traditions, taboos, mores, practices, and rituals that are common to most of its members. Customs needn't be formalized, and often aren't — some are so fundamental to the culture that its members take them for granted. Laws don't count as customs, although they often overlap.

Storytellers can invent customs for cultures they plan to introduce in their game or note certain behaviors as being customs as they come up in play. Additionally, players can introduce customs with Lore rolls (**Exalted**, p. 237).

Savvy players can attempt to spread customs they can take advantage of with Charms. The difficulty of this depends on the details of the custom they're trying to spread, the size of the culture, and their position within it. Convincing a Threshold village's populace to shun strangers who speak High Realm might require time spent establishing a good reputation and multiple influence rolls with community leaders; convincing the entire populace of the Realm to adopt this custom would be impossible barring world-changing upheavals. Projects (**Exalted**, p. 226) can be useful for handling the spread of customs if focusing on them in a smaller timescale would detract from gameplay.

Speaking with natural authority, the Lunar fills her listeners with the urge to obey. She rerolls (higher of Essence or 3) failed dice on a persuade, bargain, or threaten roll.

**Protean:** In the shape of a human who holds a superior position over each target of the influence — whether in a formal or informal hierarchy — the Lunar rerolls 1s until they cease to appear before rerolling other failures.

### Guiding the Flock

**Cost:** 1m; **Mins:** Charisma 3, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Beast-King Dictates

The herd of mortal society is at times predictable. The Lunar doubles 9s on a persuade, bargain, or threaten roll to convince her targets to act in a way that aligns with a custom of a culture they belong to.

### Herd-Strengthening Invocation

**Cost:** 1m, 1wp; **Mins:** Charisma 4, Essence 1
**Type:** Simple
**Keywords:** Stackable
**Duration:** Indefinite
**Prerequisite Charms:** Guiding the Flock

The divine predator forces the herd closer together. The Lunar speaks on or gives a performance relating to a custom of a culture she has a Tie toward. The specifics depend on her Tie's emotional context. If it's positive, her address reveals the custom's virtues and merit; if it's negative, she speaks against the custom to incite the crowd's outrage against her.

Audience members belonging to the relevant culture are treated as having a Principle embodying the chosen custom for this Charm's duration. Its intensity equals that of the Lunar's Tie to the culture when she used this Charm. They gain its benefits, but others can't leverage it against them with social influence. They aren't forced to obey it but lose this benefit if they violate it. If the Lunar completely loses her Tie to a culture, this Charm ends.

This Charm can be stacked up to (Essence) times.

### Pack-Calling Cry

**Cost:** 5m (+1wp); **Mins:** Charisma 3, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Beast-King Dictates

The Lunar's primal call summons wild beasts. She beckons to her side an animal of a species whose heart's blood she possesses. This Charm costs an additional Willpower if used to call an animal that qualifies as a three-dot familiar (**Exalted**, p. 161), and requires a (Charisma + [Presence or Survival]) roll against its Resolve. It arrives with preternatural speed — in that scene, unless the Storyteller deems this implausible. If no members of that species are nearby, the Storyteller may have a similar animal answer instead.

Once the animal arrives, the Lunar may instruct it to carry out one inconvenient or serious task (**Exalted**, p. 216) without needing an influence roll. Animals that qualify as three-dot familiars can only be given an inconvenient task without rolling. Depending on how it's treated, the animal may remain with the Lunar or retreat into the wild after completing the task.

### Untamed Soul Unity

**Cost:** 3m (+1wp); **Mins:** Charisma 3, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Pack-Calling Cry

Standing between wilderness and civilization, the Lunar forges a sacred bond between human and animal. She makes a special (Charisma + [Performance, Presence, or Survival]) instill roll against an animal, ignoring the Resolve bonus for lacking a common language. If successful, it becomes the familiar of a character present in the scene (including the Lunar), forming a Major Tie of loyalty. The animal serves as a familiar until the story's end, but if its Tie of loyalty becomes Defining, it remains permanently. This Charm costs an additional Willpower against animals that would be two-dot familiars (**Exalted**, p. 161), and can't be used against animals that would be three-dot familiars or animals that are already someone's familiar.

If the Lunar grants her Solar mate a familiar, it immediately forms a Defining Tie. She waives the Willpower cost to bind a two-dot familiar, and can bind a three-dot familiar for a one-Willpower surcharge.

### Charismatic Lunar Trick

**Cost:** 4m; **Mins:** Charisma 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar conveys subtle nuances of emotion through vocal tenor and deft word choices. She doubles 9s on an inspire roll, or on an instill roll to create, strengthen, or weaken an emotion-based Intimacy. If this influence upholds one of her own emotion-based Intimacies, she adds (Intimacy) bonus dice.

### Rapture of the Nightingale

**Cost:** 4m; **Mins:** Charisma 3, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Charismatic Lunar Trick

Gripped by powerful passions, those under the Lunar's sway reveal their true selves. A successful inspire roll imposes a −2 Guile penalty on affected characters for the scene when they try to conceal information or

Intimacies related to the inspired emotion, or when that emotion naturally interferes with their efforts.

### Crowd-Inciting Fervor

**Cost:** 4m, 1wp; **Mins:** Charisma 4, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Charismatic Lunar Trick

The Lunar gives voice to the fury others bury within their hearts, breaking the chains of fear and restraint. She rolls (Charisma + [Performance or Presence]) with (higher of Essence or 3) bonus dice to inspire rage. Each affected character's player chooses someone or something that his character's rage is directed against and treats the influence as a successful roll to instill an Intimacy that expresses this rage or to weaken one that opposes it. Resisting this influence requires entering a Decision Point and invoking a Major or Defining Intimacy.

### Soul-Baring Testament

**Cost:** 4m; **Mins:** Charisma 4, Essence 1
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Charismatic Lunar Trick

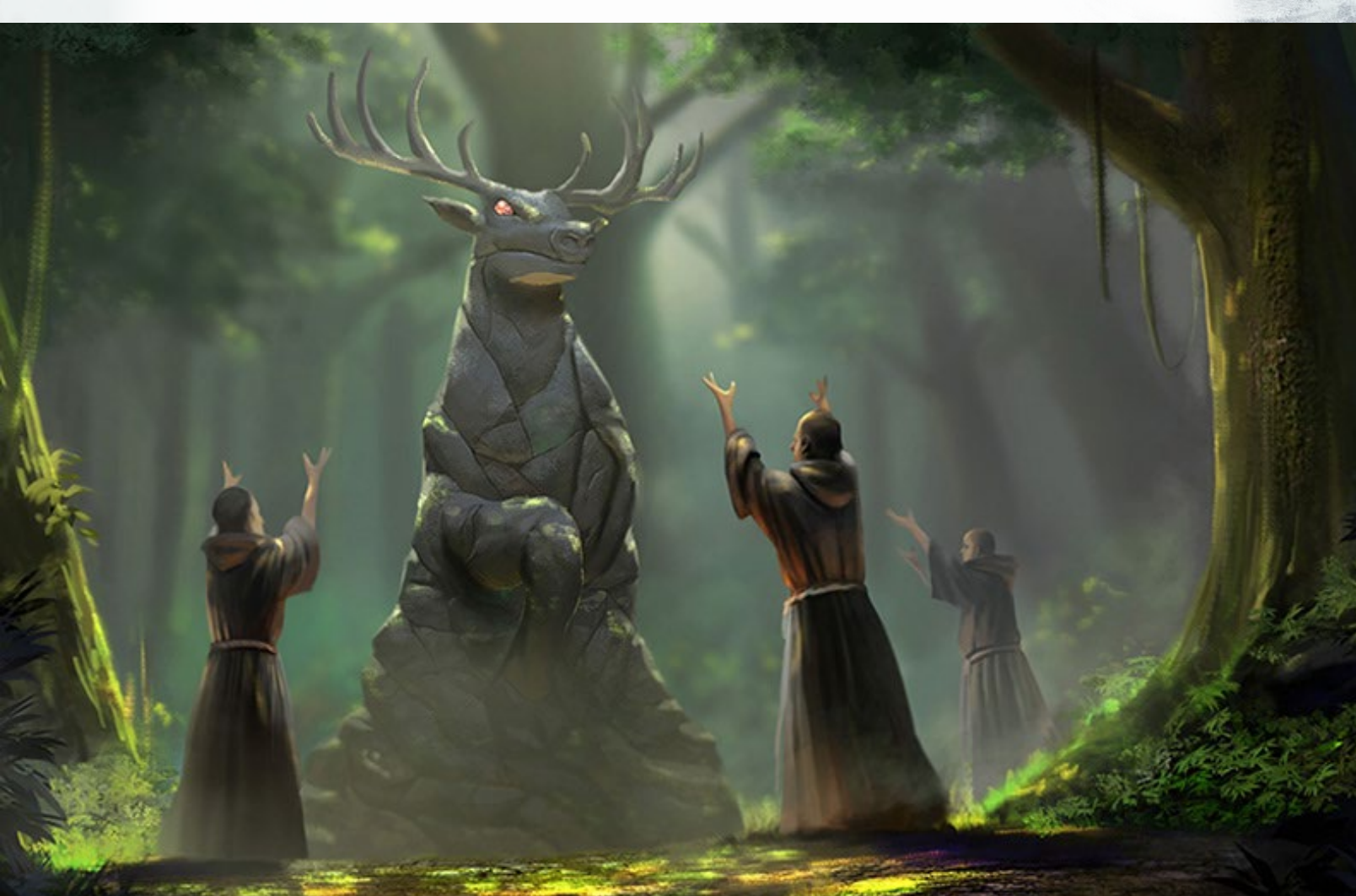
Drawing upon the profound connection she shares with her Solar mate, the Lunar speaks eloquently of her passions, revealing what the moon knows of the sun. When she makes an influence roll that upholds her Tie to her Solar mate or involves speaking on his behalf, she adds (Intimacy) dice.

If she instills other characters with the same Tie she has toward him, or weakens Ties toward him that have an opposing context, these dice are non-Charm. Additionally, affected characters suffer −2 Resolve against her Solar mate's next influence roll during that scene.

**Protean:** If the Lunar is in her Solar mate's shape, the Resolve penalty can apply against the next influence roll she makes that scene.

### Beast-God Idolatry

**Cost:** 1m, 1wp; **Mins:** Charisma 3, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** None



The Lunar's spellbinding artistry beguiles those who gaze upon her works. Upon using any Attribute to craft an object that depicts herself or any shape she possesses, she imbues it with an influence roll to instill a Tie toward the depicted character, rolling (Charisma + [Craft or Linguistics]). A character viewing the object for the first time is exposed to this influence. This influence lingers in the object for (Essence + Charisma) days after this Charm ends.

### Shining Moon-Child Mark

**Cost:** 2m; **Mins:** Charisma 3, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Beast-God Idolatry

The Lunar lays a sacred brand upon another, proclaiming his place in her heart to all who see it. She can use this Charm after visibly marking someone she has a Tie toward — e.g., applying war paint or a tattoo, placing a ceremonial diadem on his brow, inflicting a crippling injury, etc. All who see the mark recognize that it was left by a powerful supernatural force and are aware of the emotional context of the Lunar's Tie toward the marked character. Anyone who sees the mark and has Resolve lower than the Lunar's Charisma is treated as having a Minor Tie toward the marked character with an emotional context either identical to the Lunar's or otherwise appropriate: shunning someone who's provoked a monster's wrath, placating a divinity's trusted envoy, etc. This Charm ends if the Lunar loses her Tie or the mark is removed.

This Charm's cost is waived if the Lunar uses it on her Solar mate.

### Hard-Nosed Denial Style

**Cost:** 6m; **Mins:** Charisma 3, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Arrogant Lion Bearing

Arguing with boundless tenacity, the Lunar refuses to be gainsaid. When a character makes an influence roll targeting only her, she makes a special (Charisma + [Performance, Presence, or Socialize]) instill roll opposing it instead of asserting Resolve. She converts Resolve bonuses, like those from Intimacies and Charms, to automatic successes on the roll.

The Lunar's influence contests her opponent's Resolve before comparing their opposed rolls. If his Resolve is beaten, he's instilled with a Tie of respect toward her, and 1s on his roll subtract successes. Then, if the Lunar's roll beat his, his influence fails.

A Charisma 4, Essence 3 repurchase lets the Lunar pay a four-mote, one-Willpower surcharge to use this Charm against influence with multiple targets. If she wins the opposed roll, the influence fails against her, while other targets add (Lunar's extra successes/2, rounded up) Resolve. If multiple Lunars contest the same influence, only the highest Resolve bonus applies.

### Silver Soul Conviction

**Cost:** —; **Mins:** Charisma 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Argent Songbird Voice

Eternally true to herself, the Lunar shines with incomparable certainty. When she succeeds on a Charisma-based influence roll that upholds an Intimacy, she gains (Intimacy) motes. This can't exceed the number of motes she spent enhancing the roll.

If the Intimacy upheld is to the Lunar's Solar mate, she treats it as Defining. If it's already Defining, she gains an additional mote.

### Lightning-Calling Challenge

**Cost:** 4m, 1wp; **Mins:** Charisma 3, Essence 2
**Type:** Simple
**Keywords:** Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Crowd-Inciting Fervor

Spouting unforgivable insults or baseless slander, the Lunar makes herself the irresistible object of her enemy's ire. She rolls ([Charisma or Manipulation] + [Performance or Presence]) against one character to inspire him with rage toward her. An affected character can't attack anyone but the Lunar that scene. This extends to any hostile effect, even those not modeled as attacks. Area-of-effect attacks can include other characters as long as they also include the Lunar.

If the victim's Resolve is beaten but he spends Willpower to resist, he still takes a −2 penalty on attack rolls against anyone but the Lunar that scene. Both the influence and penalty end if the Lunar is incapacitated, withdraws, or otherwise leaves combat.

**Protean:** In shapes that the target has a Tie of anger or hatred toward, he must enter a Decision Point and invoke another Intimacy of equal or greater intensity to resist. Additionally, the penalty on attacks increases to (his Intimacy).

### Heart-Stirring Expression

**Cost:** 5m; **Mins:** Charisma 4, Essence 2
**Type:** Supplemental
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Rapture of the Nightingale

Stoking her audience's passions, the Lunar incites overwhelming emotion. A successful inspire roll grants all affected characters a bonus die on all mental or social actions supported by the inspired emotion, but imposes a −3 penalty on mental or social rolls opposed by it. A warrior inspired with rage would gain a bonus on threaten rolls to intimidate foes or start fights, but suffer a penalty on influence rolls to negotiate his surrender.

### Creation-Spanning Passion

**Cost:** 3m; **Mins:** Charisma 4, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Heart-Stirring Expression

The Lunar forges emotional bonds that transcend all limits and boundaries. She rolls to instill a Tie toward herself in someone she has a Tie toward, the emotional context of which matches or reciprocates her own Tie, adding (Intimacy) bonus dice. If she's strengthening an already-existing Intimacy, she doesn't need another supporting Intimacy as long as her Tie's intensity equals or exceeds the level she's raising the target's to.

While the Lunar and her target each have these Ties at Major or Defining intensity, they glimpse each other in dreams. When they sleep, each player may ask the Storyteller a question about the location, condition, or emotional state of the other player's character. Players can conceal this information, requiring a successful read intentions roll from the other player to learn it. These dreams cease if the Lunar and the target go more than a month without interacting in the waking world.

If the Lunar uses this Charm on her Solar mate, they share dreams regardless of the intensity of their Ties.

### Herd-Reinforcement Stance

**Cost:** 4m (+1wp); **Mins:** Charisma 4, Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Herd-Strengthening Invocation

The Lunar embodies the archetypal Other, set apart from society yet defining it through her presence. When she makes an influence roll against one or more members of a specific culture, she treats each as having a Minor Principle reflecting a specific custom of that culture. She must be aware of the custom she invokes, either appealing to it overtly or subtly phrasing her argument to prey on it.

If the Lunar has a Defining Tie toward the culture in question, she may pay an additional Willpower to instead treat the custom as a Major Principle. Outcasts, dissidents, and any culture members whose personal Intimacies conflict with the custom still only treat it as Minor.

### Lion's Voice Command

**Cost:** 3m, 1wp; **Mins:** Charisma 4, Essence 2
**Type:** Supplemental
**Keywords:** Protean, Totemic (Strength)
**Duration:** Instant
**Prerequisite Charms:** Crowd-Inciting Fervor

The Lunar's vocal cords shift to amplify her voice, her words rolling forth like thunder. She renders a spoken threaten or inspire roll, or ten seconds of regular speech, audible out to (Essence + Charisma) range bands. She ignores distance-based and environmental penalties, and can be heard over even the loudest noises.

Once the Lunar has used this Charm, she waives the Willpower cost of subsequent activations for the scene.

**Protean:** In shapes with Legendary Size, this Charm's Willpower cost is waived.

**Totemic:** A Lunar whose spirit shape has a threaten or intimidate dice pool may learn this as a Strength Charm, with Yeddim's-Back Method (p. XX) as its prerequisite.

### Moonstruck Reverie Trick

**Cost:** 5m; **Mins:** Charisma 4, Essence 2
**Type:** Simple
**Keywords:** Psyche
**Duration:** Instant
**Prerequisite Charms:** Rapture of the Nightingale

Whispering into a sleeper's ear, the Lunar fills his dreams with visions of love. She makes a special (Charisma + Presence) instill roll against a sleeping character. If successful, she chooses a trait a person might possess, such as a physical feature, ethnicity, social class, profession, or similar.

The next time her victim interacts with someone meeting the description, his attention gravitates

toward that character, who involuntarily makes a special ([Appearance or Charisma] + Presence) instill roll with (Lunar's Essence) non-Charm successes against this Charm's target. The character isn't aware of this influence. Success instills in the target a Major Tie of love toward that character, though the victim's player chooses whether this is romantic or platonic.

A Charisma 5, Essence 3 repurchase lets the Lunar pay a one-Willpower surcharge to imbue this influence with greater persistence. If an affected character's Resolve isn't overcome by a qualifying character, it recurs the next time he meets someone else fitting this description, up to a maximum number of additional rolls equal to the Lunar's extra successes.

This Charm can only be used on a character once per story.

#### Silver Thunder Roar

**Cost:** 4m; **Mins:** Charisma 4, Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Beast-King Dictates

The Lunar's ferocity tests the will of even the most courageous. She adds (higher of Essence or 3) dice on a threaten roll or on an inspire roll to create fear. Her targets can't use Intimacies expressing courage or fearlessness to bolster Resolve against the roll or to resist it in a Decision Point.

#### Snarling Outburst Rebuke

**Cost:** 2m; **Mins:** Charisma 4, Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Silver Thunder Roar

The Lunar's superior force of personality overwhelms opposing viewpoints. She makes an influence roll against one character; if he bolsters Resolve with an Intimacy directly opposing one of the Lunar's own, she adds non-Charm successes equal to the Resolve bonus. She need not be aware of the Intimacy before she makes the roll, nor does she learn what it is.

#### Endless Nightmare Hunt

**Cost:** 2m, 1wp; **Mins:** Charisma 5, Essence 2
**Type:** Simple
**Keywords:** Psyche
**Duration:** Indefinite
**Prerequisite Charms:** Silver Thunder Roar

The Lunar's gaze radiates predatory menace, piercing her prey's heart with the terror of the hunt. She designates a character with a Tie of fear toward her (or her current shape). While she can see him, and for (Essence) hours thereafter, the Resolve penalty from that Tie is increased by −1, and he can't voluntarily weaken it. The target doesn't need to be aware of the Lunar.

If the Lunar spends at least an hour observing her victim sleep, she can make an instill roll to strengthen his Tie of fear. Success also afflicts him with nightmares, preventing him from regaining Willpower from sleep.

This Charm's victim may pay one Willpower to ignore its effects for one scene. Once he's spent (Lunar's Essence) total Willpower this way and fully eroded his Tie of fear, the Charm ends and he becomes immune to it for the rest of the story.

#### Songbird's Eternal Refrain

**Cost:** 4m, 1wp; **Mins:** Charisma 4, Essence 2
**Type:** Reflexive
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Rapture of the Nightingale

The Lunar rouses passions from even the hardest hearts. She resets a failed instill roll to create, strengthen, or weaken an emotion-based Intimacy, or a failed persuade roll that leverages such an Intimacy. If a target bolsters Resolve against the renewed influence with the same Intimacy he used against the original roll, the bonus is reduced by one.

This Charm can only be used once per scene.

**Protean:** In a shape that at least one target has an emotion-based Defining Tie toward, the Lunar gains one Willpower if the renewed roll succeeds against any such target.

#### Unceasing Hunger Affliction

**Cost:** 5m; **Mins:** Charisma 4, Essence 2
**Type:** Simple
**Keywords:** Psyche
**Duration:** Instant
**Prerequisite Charms:** Heart-Stirring Expression

Eyes flashing with mischievous foxfire, the Lunar incites dangerous obsessions. She rolls (Charisma + [Performance or Presence]) against one character to inspire fascination for a particular good or service — Varangian cuisine, a certain tailor's clothing, a mercenary company's work, etc. Success inflicts the Obsession

Derangement (**Exalted**, p. 169) at Minor intensity, fixated on that good or service. Her victim suffers –1 Resolve against bargain rolls offering it to him, in addition to the Derangement's Resolve penalty. The Derangement fades after (6 – target's Integrity) days, but this duration resets if he fails a Willpower roll against the Derangement.

This Charm can only be used once per scene.

With a Charisma 5, Essence 3 repurchase, the Lunar can pay a one-Willpower surcharge to make the Derangement contagious. When an affected character talks with others or enjoys the object of his obsession, he involuntarily makes a special ([Appearance or Charisma] + [Performance, Presence, or Socialize]) inspire roll against all who hear or see him, slipping his obsession into conversation or radiating delight as he enjoys it. The victim isn't aware of his influence, although his player can enhance it with Charms. Affected characters gain the Obsession Derangement, as above, although it isn't contagious for them.

#### Argent Revelry Festival

**Cost:** 3m, 1wp; **Mins:** Charisma 5, Essence 2
**Type:** Simple
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Herd-Strengthening Invocation

The Lunar oversees traditions that bind peoples together, strengthening societies under her protection. When she leads or participates in a culture's custom alongside at least one other character who belongs to that culture, she rolls (Charisma + [Performance or Socialize]) against all participating members of that culture to inspire them with pride for their culture. They can't opt not to assert Resolve against the roll. Each affected character gains a pool of bonus dice equal to the Lunar's extra successes over his Resolve. These can be added to any social or mental rolls a character makes to protect that culture or achieve its goals. They're lost if not used within (Lunar's Essence) days.

**Protean:** In an animal shape that plays a significant role in the custom invoked or a human shape leading the custom, the Lunar rerolls 5s and 6s until they cease to appear.

#### Argent Glyph Enchantment

**Cost:** —; **Mins:** Charisma 4, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Shining Moon-Child Mark

When the Lunar uses Shining Moon-Child Mark, she may enhance it with one or more of the following:

**Enduring Argent Blazon:** The mark can't be removed except by efforts enhanced by magic. This doesn't apply to marks that are objects.

**Geas-Brand Affliction:** The Lunar specifies a task or condition. If the marked character satisfies it, this Charm ends.

**Saga-Scribing Rune:** The Lunar imbues the mark with information related to her Tie, such as how she expects her herald to be treated or the crimes committed by a marked enemy. Those who see the mark intuitively discern this information.

**Watchful Shepherd's Sign:** The mark's meaning can only be recognized by members of a culture or cultures designated by the Lunar.

#### Taboo-Enforcing Beast

**Cost:** 3m, 1wp; **Mins:** Charisma 4, Essence 3
**Type:** Reflexive
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Herd-Reinforcement Stance

Speaking harshly against those who'd break sacred traditions, the Lunar deters their transgressions. When she perceives a member of a culture toward which she has a positive Major or Defining Tie attempt to violate one of the culture's customs, she reflexively makes a special (Charisma + [Presence or Socialize]) persuade roll against him. If successful, he must enter a Decision Point — invoking an Intimacy whose intensity is greater than or equal to that of his own Tie to that culture — and spend one Willpower to proceed with that action. If he doesn't, he must abandon the attempt, and can't retry it that scene.

This Charm can only be used once per scene.

Once per story, when the Lunar uses this Charm to reinforce a custom of a society ruled by her Solar mate, she forces her target into a Decision Point without needing to roll.

**Protean:** In the shape of a human who holds a position of authority within the culture, or an animal shape attributed special significance by it, the Lunar adds (Essence) successes on the roll. In animal shapes, she ignores the Resolve bonus for lacking a common language.

### Captivating Siren Voice

**Cost:** 7m, 1a, 1wp; **Mins:** Charisma 5, Essence 3
**Type:** Simple
**Keywords:** Totemic (Appearance)
**Duration:** One scene
**Prerequisite Charms:** Heart-Stirring Expression

The Lunar's voice draws all eyes to her, exerting an overwhelming gravity. She makes a special ([Appearance or Charisma] + [Performance or Presence]) inspire roll against all characters who hear her. As long as she continues to speak or sing, taking no nonreflexive actions, affected characters are compelled to approach as close as possible to her. This fascination can be exploited as though it were a Defining Intimacy. Characters will face risks equivalent to a serious task (**Exalted**, p. 216) to pursue her, but won't take actions that would obviously physically harm them; if no safe path exists, they'll stop and remain where they are. In combat, they must use their move action each turn to follow the Lunar, though they can still take other actions. This influence doesn't prevent them from trying to harm her.

This Charm is only usable once per scene.

With a Charisma 5, Essence 4 repurchase, affected characters can't attack or try to harm the Lunar or her allies. Characters who attack any pursuer lose this protection against all.

**Totemic:** A Lunar whose spirit shape is a prey animal with Tiny Creature or Minuscule Size may learn this as an Appearance Charm, with Attention-Demanding Presence (p. XX) as its prerequisite.

### Culture-Hero Empowerment

**Cost:** 5m; **Mins:** Charisma 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Argent Revelry Festival

The Lunar raises up sacred heroes to uphold the traditions of their people and guard their ways. Selecting a custom of a culture to which she has a positive Major or Defining Tie, she ritually designates a member of that culture as a guardian or enforcer of it. He gains the following benefits:

- Other members of that culture intuitively recognize his position, and his social influence benefits from any positive Ties they have toward the culture.
- He gains +2 Resolve against influence contrary to that custom.
- He adds (Lunar's Essence/2, rounded up) dice on read intentions, profile character, or case scene rolls to detect transgressions of the chosen custom, or intent to do so.
- He adds (Lunar's Essence/2, rounded up) dice on influence rolls to convince culture members who've violated the custom to atone or accept punishment, or to convince other culture members to assist him in bringing transgressors to justice.
- The Lunar can use Shining Moon-Child Mark reflexively with this Charm, waiving its cost.

Once per story, when one of the Lunar's culture heroes undergoes significant hardship or risk to punish or prevent transgression of his appointed custom, she gains one Willpower and loses one Limit. If her Solar mate rules the culture in question, he gains this benefit as well.

### Eagle-Among-Sparrows Attitude

**Cost:** 1m, 1wp; **Mins:** Charisma 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Snarling Outburst Rebuke

Imbuing her voice with divine appeal, the Lunar sways those of weaker passions. She makes a persuade, bargain, or threaten roll that upholds one of her own Intimacies. Resisting this influence costs an additional point of Willpower, unless one invokes an Intimacy in the Decision Point whose intensity equals or exceeds that of the Lunar's Intimacy.

### Goddess Crowned by Horns

**Cost:** 6m; **Mins:** Charisma 5, Essence 3
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Eagle-Among-Sparrows Attitude

The Lunar's soul shines through her voice, suffusing arguments and entreaties with celestial majesty. When she makes an influence roll that upholds a Major or Defining Intimacy, she adds (Intimacy) non-Charm dice on the roll. 10s on her influence roll increase the cost to resist her influence by one Willpower each, maximum (Essence/2, rounded up).

This Charm can only be used once per story, unless reset by upholding the invoked Intimacy through a social action or a chain of events set in motion by one. It doesn't require resetting if the Lunar rolls no successes.



### Lion's Roar Rebuke

**Cost:** 8m, 1wp; **Mins:** Charisma 5, Essence 3
**Type:** Simple
**Keywords:** Decisive-only, Totemic (Strength)
**Duration:** Instant
**Prerequisite Charms:** Lion's Voice Command

Filling her lungs with thunder, the Lunar roars loud enough to shake the heavens. To use this Charm, she must have Initiative 10+. She makes a **decisive** attack with ([Charisma or Strength] + [Athletics, Performance, or Presence]) against an enemy within long range, which can only be blocked or dodged with magic. An enemy hit by the attack is knocked back one range band, plus an additional range band for every three successes on the damage roll, to a maximum of long range from the Lunar, and lands prone. If an impact with a solid surface prevents her victim from being flung this full distance, he suffers falling damage (**Exalted**, p. 232) as though he'd fallen a number of range bands equal to the distance prevented by the impact. This damage is usually bashing, though some surfaces may inflict lethal damage.

This attack can't be enhanced with Dexterity Charms.

**Totemic:** A Lunar whose spirit shape has a threaten or intimidate dice pool may learn this as a Strength Charm.

### Scathing Lunar Condemnation

**Cost:** 3m; **Mins:** Charisma 5, Essence 3
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Silver Thunder Roar

Even the enemies of the gods learned to fear the Lunars' enmity. When the Lunar makes a threaten roll or an inspire roll to create fear, if she has a negative Tie toward all targets, she adds (Intimacy) non-Charm dice.

### Thousand Throat Howl

**Cost:** 10m, 3a, 1wp; **Mins:** Charisma 5, Essence 3
**Type:** Simple
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Scathing Lunar Condemnation

The Lunar's anima erupts from her throat as all of the beasts dwelling in her Essence cry out as one. She makes a (Charisma + [Performance or Presence]) threaten roll,

compelling targets to put as much distance as possible between themselves and her or find a safe place to hide from her. She ignores multiple target penalties and the Resolve bonus for lacking a common language. This affects all characters who can hear the Lunar and don't consider her an ally, without exception.

A target whose current temporary Willpower is lower than the Lunar's suffers a Resolve penalty equal to the difference. This stacks with penalties from Intimacies, but the combined penalty can't exceed −4. Affected characters suffer a −3 penalty on rolls to do anything but flee or hide from the Lunar, but add one die on rolls to achieve those ends. Trivial opponents and animals (except familiars and magically enhanced animals) can't assert Resolve against this or resist with Willpower.

**Protean:** In animal shapes that a target has a fear-based Tie toward, the Lunar uses her permanent Willpower against him instead of her temporary Willpower. In animal shapes with Legendary Size, she does so against all targets.

### Shattered Yoke Fury

**Cost:** 5m, 1wp; **Mins:** Charisma 5, Essence 3
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Hard-Nosed Denial Style (x2)

The Lunar's transgressive presence erodes hierarchy and decorum, freeing those who hear her to express their anger. When she witnesses one or more characters enter a Decision Point, they may form a Major Tie of rage toward the character influencing them, and can invoke it in the Decision Point. If they already have a Major Intimacy opposing the influence, they may instead form a Defining Tie of rage. Affected characters must immediately act to express their newfound rage, as per a successful inspire action (**Exalted**, p. 217).

If the Lunar uses this Charm together with Hard-Nosed Denial Style's repurchase effect, she waives this Charm's Willpower cost.

### God-Beast Exemplar Spirit

**Cost:** —(+9m); **Mins:** Charisma 5, Essence 4
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Herd-Strengthening Invocation

Embodying monstrosity and divinity, the Lunar shapes societies by her praise or punishment. When she uses Herd-Strengthening Invocation (p. XX), she may pay a nine-mote surcharge to make a (Charisma + [Performance, Presence, or Socialize]) instill roll with (Essence) automatic successes against all audience members with Defining Ties toward her. Affected characters are instilled with a Defining Principle embodying the designated custom. While Herd-Strengthening Invocation is active, they can't voluntarily erode that Principle, and may treat any influence it opposes as unacceptable (**Exalted**, p. 220). Characters can't immediately spend Willpower to resist — instead, they must pay three Willpower each day on (Lunar's Essence) different days to break the influence. This doesn't remove the Defining Intimacy, but lets them begin voluntarily weakening it.

### Heart-Affirming Tribute

**Cost:** 3m, 1wp; **Mins:** Charisma 5, Essence 4
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Culture-Hero Empowerment

The Lunar rewards her champions with puissant gifts, be they jewels plucked from ancient treasure-houses or humble stones etched by her claw. After witnessing another character undertake a difficult or dangerous act that upholds one of her Major or Defining Intimacies, she may empower a mundane object as a talisman. While that character bears the talisman, it grants him one Eclipse Charm chosen by the Lunar, provided he meets its Essence minimum. This can be an existing Eclipse Charm, or a custom one designed by the Storyteller with the Lunar's player. If the recipient is mortal, the Charm should cost Willpower, Initiative, health levels, or other non-mote resources. No character can bear more than one talisman.

The talisman is nigh-indestructible, comparable to an artifact. It has no power in the hands of anyone but the chosen character, but if he witnesses someone else perform a heroic feat that upholds one of his Major or Defining Intimacies, he may transfer the talisman — and its Charm — to that character. The talisman's power fades if this Charm ends, but the Lunar can reactivate a talisman at any time with a second use of this Charm, waiving its Willpower cost.

This Charm's mote cost is waived if the talisman's beneficiary benefits from Culture-Hero Empowerment, though the Lunar must pay it immediately if Culture-Hero Empowerment ends.

At Essence 5, the Lunar may pay a two-experience-point surcharge to make a permanent talisman, requiring no mote commitment on her part.

**Special activation rules**: The Lunar may pay 10 gold points in place of this Charm's Willpower cost, or 10 white points in place of its Essence 5 experience point cost.

### Argent Anglerfish Lure

**Cost:** —(+8m, 2a); **Mins:** Charisma 5, Essence 5
**Type:** Permanent
**Keywords:** Psyche, Totemic (Appearance)
**Duration:** Permanent
**Prerequisite Charms:** Captivating Siren Voice (x2)

Such is the Lunar's enthralling allure that fools will follow her through fire or march into the sea after her. When she uses Captivating Siren Voice, she may pay an eight-mote, two-anima surcharge to raise the cost to resist to three Willpower. Additionally, affected characters pursue her regardless of any perils faced in doing so — while they're aware of the danger, the Lunar is so compelling they pay it little heed. They suffer a −3 penalty on rolls against environmental hazards or traps encountered while pursuing the Lunar and on Join Battle rolls. If a character other than the Lunar attacks a victim of this effect, it counts as a surprise attack

**Totemic:** A Lunar whose spirit shape is a prey animal with Tiny Creature or Minuscule Size may learn this as an Appearance Charm.

### Divine Monster Judgment

**Cost:** 10m, 3a, 1wp; **Mins:** Charisma 5, Essence 5
**Type:** Simple
**Keywords:** None
**Duration:** One story
**Prerequisite Charms:** God-Beast Exemplar Spirit

The Lunar is the beast of judgment out of cautionary tales, the monster that mothers warn their children of and the pious swear oaths by. The Lunar chooses a custom of a culture that she has a positive Major or Defining Tie toward, or that her Solar mate rules. She embodies divine punishment against those who break it, gaining the following:

- She doubles Resolve bonuses from her Ties to the culture or to her Solar mate against influence that would cause her to violate the custom.
- When she reads a character's intentions to determine if he's violated the custom, intends to do so, or holds an Intimacy contrary to it, she automatically succeeds if her Essence exceeds his Willpower.
- When she makes a persuade or threaten roll against a member of the culture she knows has violated the custom to convince him to remedy the consequences of his transgression or face punishment, he suffers −1 Resolve and the cost to resist is increased by one Willpower.
- When enemies that she knows have violated the custom roll Join Battle against her, they suffer a −3 penalty. If she wins Join Battle and uses her first turn to make a **decisive** attack against such an enemy, it doesn't reset her Initiative.
- Once during this Charm's duration, upon successfully defeating a formidable enemy — whether in combat, debate, etc. — who she knows has violated the custom, she rolls (his Essence) dice, gaining Willpower equal to the successes, which can raise her temporary Willpower above her permanent Willpower rating, and loses one Limit for each 10.

This Charm can only be used once per story, unless reset by accomplishing a major character or story goal or legendary social goal that reinforces the custom's importance or benefits its culture.

## Warfare

### Pack Leader Attitude

**Cost:** 2m; **Mins:** Charisma 2, Essence 1
**Type:** Supplemental
**Keywords:** Totemic (Strength)
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar roars over the din of battle to lead her forces. She adds (higher of Essence or 3) bonus dice to a Charisma-based command action. With Initiative 12+, she also rerolls 1s until they cease to appear.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

### Fearless Beast-Warrior Exhortation

**Cost:** 2m; **Mins:** Charisma 2, Essence 1
**Type:** Supplemental
**Keywords:** Totemic (Strength)
**Duration:** Instant
**Prerequisite Charms:** Pack Leader Attitude

The Lunar's warrior spirit banishes her followers' fear. She doubles 9s on a Charisma-based rally or rally for numbers roll. If the rallied battle group has Might, she adds (Might) non-Charm dice.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

### Vengeful Beast Triumph

**Cost:** 2m, 2i; **Mins:** Charisma 3, Essence 1
**Type:** Reflexive
**Keywords:** Perilous, Totemic (Strength)
**Duration:** Instant
**Prerequisite Charms:** Fearless Beast-Warrior Exhortation

A foe's seeming victory crumbles to ash as the Lunar's presence steels her warriors' flagging courage. When an allied battle group fails a rout roll or takes Magnitude damage, she reflexively makes a Charisma-based rally or rally for numbers roll, respectively. If successful, the enemy that routed or damaged the battle group loses (Lunar's Essence/2, rounded up) Initiative, which the Lunar gains.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

### Lead the Pride

**Cost:** 3m; **Mins:** Charisma 3, Essence 1
**Type:** Supplemental
**Keywords:** Totemic (Strength)
**Duration:** Instant
**Prerequisite Charms:** Pack Leader Attitude

The Lunar's voice is a pillar of strength to her warriors. She adds a non-Charm success to a Charisma-based order action, and rolls a non-Charm die for every 10.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

### Unified Pack Tactic

**Cost:** 4m; **Mins:** Charisma 3, Essence 1
**Type:** Reflexive
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar's words stoke her ally's fighting spirit. On her first turn in combat, she transfers up to (Essence + Charisma) Initiative to an ally with lower Initiative. If she wins Join Battle, she loses only half the transferred Initiative, rounded down.

### Rampage-Unleashing Provocation

**Cost:** 4m, 3i; **Mins:** Charisma 4, Essence 1
**Type:** Simple
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Charismatic Lunar Trick, Unified Pack Tactic

The Lunar whips an ally into a frenzy with feverish music, stinging taunts, or battle chants. She makes a (Charisma + [Performance or Presence]) inspire roll targeting one willing ally. He must assert his Resolve, unmodified by Intimacies. Success fills him with berserker rage for the scene, granting +1 Resolve against fear-based influence for every two extra successes the Lunar rolled (minimum +1), and one bonus dot of Strength. However, this frenzy prevents him from fleeing or surrendering. He can spend one Willpower to end the frenzy.

This Charm can also unleash the greater battle-rages of the Chosen. A Lunar with Relentless Lunar Fury (p. XX) may use it if the influence is successful. Other Exalted can reflexively use one Simple Charm that creates a battle-rage, like Battle Fury Focus (**Exalted**, p. 378), upon success.

### Lessons of the Winter Wolf

**Cost:** 5m, 1wp; **Mins:** Charisma 3, Essence 2
**Type:** Simple
**Keywords:** Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Vengeful Beast Triumph

The Lunar's harsh training flenses fear from her warriors. She spends at least an hour training a battle group of up to Size ([Charisma or Stamina] – 1), or Size (Charisma or Stamina) if it has Might. The next time that battle group fights it gains +2 Resolve, doubles 9s on rout checks, and ignores up to (Essence) points of penalty from deprivation and fatigue. It can benefit from a rally for numbers action made by the Lunar an additional time that scene.

These benefits only last for one battle, and are lost if not used within a week. Only one battle group may enjoy this Charm's benefits at a time.

**Special activation rules:** When the Lunar uses Wolf-Pack Training Technique, she may use this Charm reflexively, waiving its Willpower cost, to confer its benefits on the trained group until the story's end.

**Totemic:** A Lunar whose spirit shape has Berserker may learn this as a Stamina Charm, with Undaunted Berserker Ire (p. XX) as its prerequisite.

### Wolf-Pack Training Technique

**Cost:** 10m, 1wp; **Mins:** Charisma 4, Essence 2
**Type:** Simple
**Keywords:** Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Lessons of the Winter Wolf

Under the Lunar's instruction, young cubs untested in battle become grizzled warriors hungry for blood.

She spends a month training a battle group of up to Size ([Charisma or Stamina] − 1), or Size (Charisma or Stamina) if it has Might. Completing the training increases the battle group's Drill by one step, and grants its members the following benefits:

- +1 dot of Willpower, maximum 5.
- +1 die on Join Battle rolls, maximum 10.
- +1 die on all attack rolls, maximum 10.
- +1 Parry, maximum 5.

This Charm can't train Exalted, player characters, or other beings whose nature makes them inappropriate for inclusion in battle groups.

**Totemic:** A Lunar whose spirit shape has Berserker may learn this as a Stamina Charm.

### Crimson Fang Mantle

**Cost:** 3m, 1wp; **Mins:** Charisma 4, Essence 2
**Type:** Reflexive
**Keywords:** Totemic (Strength)
**Duration:** One scene
**Prerequisite Charms:** Lead the Pride

Sensing her foe's weakness, the Lunar directs her forces to bring him down. When making a Charisma-based order directing a battle group to attack a lower-Initiative enemy, she doubles 9s. If the battle group has Might, she adds it to her effective Initiative for this calculation.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

### Battle Anthem of the Lunar Exalted

**Cost:** 1m; **Mins:** Charisma 5, Essence 2
**Type:** Simple
**Keywords:** Uniform
**Duration:** One song
**Prerequisite Charms:** Rampage-Unleashing Provocation

Her rage too great for a single soul to contain, the Lunar weaves her fury into song. All allies that can hear her add a bonus die on **withering** and **decisive** damage rolls. They treat rage-based Intimacies relevant to the current fight as one level of intensity stronger; Defining Intimacies instead elevate their modifier to +5 or −4. Allied battle groups add (lower of Essence or Performance) dice on attack rolls and rout checks. While using this Charm, the Lunar can't take non-reflexive actions.

### Starving Beast Bloodthirst

**Cost:** 10m, 1wp; **Mins:** Charisma 4, Essence 3
**Type:** Simple
**Keywords:** Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Lessons of the Winter Wolf

Having endured the Lunar's grueling regimen, her warriors are fearless and deadly. She gives a speech or performance to a battle group benefitting from Lessons of the Winter Wolf. In its next combat, the battle group enjoys perfect morale (**Exalted,** p. 210) and doubles Resolve bonuses from Intimacies against fear-based influence or influence that would make it stop fighting. The Lunar's Charisma-based orders commanding the group to attack add dice equal to the dots of Size that group has lost that scene.

**Totemic:** A Lunar whose spirit shape has Berserker may learn this as a Stamina Charm.

### Raiton's Banquet Assault

**Cost:** 3m, 2i; **Mins:** Charisma 5, Essence 3
**Type:** Supplemental
**Keywords:** Perilous, Totemic (Strength)
**Duration:** Instant
**Prerequisite Charms:** Crimson Fang Mantle

The Lunar's ferocious Essence surges across the battlefield like an endless roar, urging her warriors to deliver death-dealing blows. When she makes a Charisma-based order directing a battle group to attack, in addition to adding to the attack roll, every two successes on the order roll rerolls a failed die on the damage roll.

This Charm can only be used once per scene, unless reset by ordering a battle group to make an attack that incapacitates a nontrivial foe or causes an enemy battle group to lose Size.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

### Wild Fury Awakening

**Cost:** 10m, 1wp; **Mins:** Charisma 5, Essence 3
**Type:** Simple
**Keywords:** Protean
**Duration:** One scene
**Prerequisite Charms:** Pack-Calling Cry, Rampage-Unleashing Provocation

The Lunar beckons savage beasts and ferocious predators, rallying a terrifying horde from the wilderness. She rolls (Charisma + [Presence, Survival, or War]) to call a battle

group made up of animals of a species whose heart's blood she possesses from within (Essence) miles. It assembles after (10 – Lunar's successes) rounds in combat, or (20 – Lunar's successes) minutes outside of it. Incredibly swift animals such as hawks assemble in a single round.

The battle group's Size depends on the type of animal called. Relatively weak animals, like squirrels, owls, or cats, form Size 3 battle groups; deadly predators and mighty beasts like tigers, yeddim, or bears form Size 2 battle groups; and super-predators like tyrant lizards and river dragons form Size 1 battle groups. The Storyteller may deem that circumstances like the environment in which the Lunar uses this Charm raise or lower the battle group's Size by one. The battle group's Drill is average unless it consists of pack hunters, in which case it's elite.

In combat, the battle group follows the Lunar's order actions. If she doesn't guide it, it attacks the Lunar's foes and follows her in pursuit of new enemies. Commanding the animals to act outside of combat requires social influence.

This Charm can't summon other characters' familiars, magically enhanced animals, or animals with negative Major or Defining Ties to the Lunar.

**Protean:** If the Lunar uses this Charm in the shape of the summoned animal, she banks her rolled successes, which can be expended to add them to Charisma-based command rolls targeting the battle group while she remains in that shape.

#### Invincible Beast-Warrior Empowerment

**Cost:** 8m, 1wp; **Mins:** Charisma 5, Essence 4
**Type:** Simple
**Keywords:** Totemic (Strength)
**Duration:** One scene
**Prerequisite Charms:** Raiton's Banquet Assault, Wolf-Pack Training Technique

Her voice echoing across the battlefield like countless wolves howling, the Lunar general drives her warriors onward to inevitable victory. All allied battle groups convert Size- and Might-based bonus dice to attack and damage rolls and dice added by Drill into successes.

If the Lunar succeeds on a Charisma-based command action, the targeted battle group adds (Essence) successes on rout checks. If it has perfect morale, it instead gains +1 Might, maximum Might 2. These benefits last until the scene ends or the Lunar targets another battle group with a command action.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Strength Charm.

## Territory

#### Boundary-Marking Meditation

**Cost:** 20m, 2wp; **Mins:** Charisma 2 *or* Wits 2, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

Laying her mark upon the world, the Lunar claims a land as hers. She claims a single contiguous region no more than (Essence x 10) square miles as her territory. To do so, she must fully master the land she wishes to claim. She must physically traverse the majority of the region. Any mortal communities living in the territory must accept her presence — they need not make her their leader, but must acknowledge her presence and that they lack the ability or desire to force her out. Finally, if any supernatural beings — such as spirits or fellow Exalted — occupy the region and don't consent to her claiming it, the Lunar must force them to submit by defeating them in combat or a similar challenge. Land already claimed by another Lunar's Boundary-Marking Meditation can't be taken from him unless he voluntarily relinquishes it or dies.

Upon claiming a territory, the Lunar's player chooses three qualities that describe it, e.g. *fertile*, *shadowy*, and *dense* for a thick forest, or *open*, *windy*, and *guarded* for a steppe village. When a character within the territory takes an action that's supported by any of these qualities, like foraging in a fertile woodland, he's treated as having an applicable specialty. When a character takes an action opposed by a quality, like a general enacting a Strategic Maneuver roll to march a large army through the dense forest, each such quality imposes a –1 penalty. The Lunar never suffers these penalties. She can reflexively render a character she perceives immune to her territory's penalties, or deny him its benefits.

Story events may cause a territory to lose qualities — if the forest burns down, it's no longer shadowy or dense. Once per story, the Lunar may change a territory's qualities, replacing lost qualities and potentially swapping existing qualities for new ones as fits the story.

A Lunar can't have more than (higher of Essence or 3) territories. Her control of a territory ends if she voluntarily revokes it, or upon her death.

**Special activation rules:** This may alternatively be learned as a Wits Charm.

### Moon-and-Earth Blessing

**Cost:** 15m, 1wp; **Mins:** Charisma 4, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Boundary-Marking Meditation

Pacing the boundaries of the land she wishes to bless, the Lunar blazes marks onto trees and stones or carves patterns into the earth, suffusing the landscape's geomancy with fertile Essence. She labors from sunset to sunrise, blessing a region of up to (Essence) square miles, or the entirety of a territory claimed with Boundary-Marking Meditation.

The blessed region's flora and fauna grow more abundant, and even the most barren climes become capable of sustaining life. Rolls to forage, find shelter, navigate wilderness, or endure mundane environmental hazards within the region gain two successes. The land is occasionally marked with uncanny strangeness: flowers blooming only at night, will-o'-the-wisps haunting the edges of gardens, owls flocking in greater number than other birds, etc. This blessing lasts a year and a day, or — if used within the Lunar's territory — for as long as she holds dominion over it.

### Dream-Shrouded Wilderness

**Cost:** 5m, 1wp; **Mins:** Charisma 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Boundary-Marking Meditation, Creation-Spanning Passion

Whispering to the land's heart, the Lunar suffuses it with dreams of moonlit passion. She makes a (Charisma + Presence) instill or persuade roll, imbuing her influence throughout a territory claimed with Boundary-Marking Meditation. The first time a given character sleeps in the territory each story, he's subjected to her influence as he experiences the land's dream. This Charm ends if the Lunar goes more than a season without visiting the territory.

If the Lunar knows Moonstruck Reverie Trick, she may use it reflexively with this Charm, committing its mote cost to convey its influence through the dreams this Charm causes. This is incompatible with Moonstruck Reverie Trick's repurchase effect.

### King-of-Beasts Sovereignty

**Cost:** 20m, 1wp; **Mins:** Charisma 4, Essence 3
**Type:** Simple



**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Moon-and-Earth Blessing, Untamed Soul Unity

The Lunar rules over human and beast alike, maintaining peace between her subjects. Within a locale enchanted by Moon-and-Earth Blessing, she forges a bond between all animals of a single species and the mortal inhabitants. After a day in the wilderness, she rolls (Charisma + [Performance, Presence, or Survival]) against (the species' Resolve + 2), or (the species' Resolve + 3) if they qualify as two-dot familiars (**Exalted**, p. 161). Animals that qualify as three-dot familiars can't be affected.

If successful, all animals of that species form a Minor Tie of loyalty toward the region's mortal inhabitants, or a Major Tie if used within a territory claimed with Boundary-Marking Meditation. So long as they're treated respectfully, they'll offer protection, labor, and companionship to humans. They return to the wilderness at story's end, though individuals may remain, based on their interactions. Even those that leave won't directly harm mortal natives unless provoked.

### Naming The World

**Cost:** —(10m, 1wp); **Mins:** Charisma 4, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Boundary-Marking Meditation, Shining Moon-Child Mark

Marking her land with sacred stones and signs, the Lunar spells out her dominion. She can use Shining Moon-Child Mark for ten motes and one Willpower to mark a territory claimed with Boundary-Marking Meditation. In addition to the mark's normal effects, its emotional context counts as an additional quality of the territory, imposing bonuses and penalties as usual.

Individual mortal natives of the territory can mark themselves in emulation of the signs left on the territory to gain Shining Moon-Child Mark's benefits while in the territory, if the Lunar consents. She may revoke her consent at any time, stripping away the mark.

Spirits within the territory are affected by the mark on the land and any marks adopted by mortal natives, regardless of their Resolve, unless they're actively working to oust the Lunar.

### Omnipresent Monster's Lair

**Cost:** —(+6m); **Mins:** Charisma 5, Essence 3
**Type:** Permanent
**Keywords:** Psyche
**Duration:** Permanent
**Prerequisite Charms:** Boundary-Marking Meditation, Endless Nightmare Hunt

The Lunar lurks everywhere and nowhere within her territory, a primal fear whispering into her prey's souls. While in a territory claimed with Boundary-Marking Meditation, she may pay a six-mote surcharge when using Endless Nightmare Hunt to apply its effects to all characters within that territory with fear-based Ties toward her (including characters that enter the territory after she's used it). While they remain within the territory, the Lunar counts as observing them for that Charm's purposes, and she makes a single instill roll daily that's applied against all victims sleeping in her territory. Leaving the territory frees a character from this effect, and such uses of Endless Nightmare Hunt end if the Lunar leaves her territory.

### Nature's Seductive Lure

**Cost:** —(+8m, 2a); **Mins:** Charisma 5, Essence 4
**Type:** Permanent
**Keywords:** Psyche
**Duration:** Permanent
**Prerequisite Charms:** Boundary-Marking Meditation, Captivating Siren Voice

The Lunar's lair is a land of untold splendors and forbidden delights, tempting those who wander it. When using Captivating Siren Voice in a territory claimed with Boundary-Marking Meditation, she may pay an eight-mote, two-anima surcharge to cause that Charm to draw characters toward a specific natural feature within her territory, which radiates silver light as a bonfire anima (p. XX), rather than to her. The Charm's duration increases to (Essence) hours. She makes an influence roll as normal, but need not maintain a performance to sustain its effect. Affected characters within medium range of the feature hear unintelligible whispers in the rustling of the leaves and the songs of birds, drawing them irresistibly toward it. Characters may resist for three Willpower, or as per the usual rules for resisting Captivating Siren's Voice.

### Living World Embodiment

**Cost:** —; **Mins:** Charisma 5, Essence 5
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Dream-Shrouded Wilderness, Moon-and-Earth Blessing, Nature's Seductive Lure

The Lunar is an avatar of her sacred lands. Her wounds are the land's wounds; her vigor renews the world. Each territory claimed with Boundary-Marking Meditation gains a virtual health track of seven health levels: one

−0, two −1s, two −2s, one −4, and one Incapacitated level. When the Lunar suffers **decisive** damage within a territory, she may divert up to half that damage, rounded down, into that territory's health track. Alternatively, she may negate a botch or loss of Willpower from a disease while in a territory at the cost of one level of damage to it.

Damage to the Lunar's territory manifests as withered plants, barren soil, disease-ridden animals, etc. The territory's wound penalty is imposed on Survival rolls to forage or find shelter within it, and Craft rolls to create objects from its natural resources. The territory heals one level of damage each month. If it's enhanced by Moon-and-Earth Blessing, it heals one level of damage each week, but Moon-and-Earth Blessing's bonus successes don't apply while the territory's −1 levels or deeper are damaged.

While in a territory, the Lunar may forgo healing one level of damage in her own health track to heal a level in the territory's health track. At the Storyteller's discretion, this can also undo blights, infestations, or curses upon the land. If a territory's health track is completely undamaged and it's enhanced by Moon-and-Earth Blessing, the Lunar may forgo healing levels of damage in her health track to increase Moon-and-Earth Blessing's bonus to four automatic successes for a number of weeks equal to the levels of healing she forgoes. During this time, her territory evinces supernatural fertility, with plants growing to many times their usual size and animals exhibiting incredible vitality.

# Dexterity

## Heart's Blood

### Nest-Raiding Slyness

**Cost:** —; **Mins:** Dexterity 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar steals the safety of home, and with it, identity. She performs a sacred hunt to claim an animal or human shape by infiltrating a place her target considers home: a peasant's hovel, a Dynast's estate, a wolf's den, etc. To do so, she must be in the home at the same time as her target, escape without being captured, and do something that reveals the extent of her intrusion — stealing a precious heirloom, carving her name into a wall, leaving a letter scented with her favorite perfume, etc. — such that her victim forms a negative Tie toward her, or whoever he believes she is. If the Lunar is captured or retreats to avoid capture, the sacred hunt fails, and she can't take her target's shape through this Charm for the rest of the story. She may still attempt sacred hunts against him by other means.

### Emerald Grasshopper Form

**Cost:** 10m, 1wp; **Mins:** Dexterity 4, Essence 1
**Type:** Simple
**Keywords:** Totemic (Wits)
**Duration:** Indefinite
**Prerequisite Charms:** None

The Lunar compresses the fullness of her divinity into the humblest of forms. She changes into an animal shape she possesses with the Minuscule Size Merit.

**Special activation rules:** If the Lunar uses this Charm to shift from one Minuscule Size form to another, she waives its cost.

**Totemic:** A Lunar whose spirit shape has Minuscule Size may learn this as a Wits Charm.

### Tyrant Mouse Dominion

**Cost:** —; **Mins:** Dexterity 5, Essence 2
**Type:** Permanent
**Keywords:** Totemic (Wits)
**Duration:** Permanent
**Prerequisite Charms:** Emerald Grasshopper Form

The Lunar shrinks even the most colossal forms to a grass-blade's size. She may use Emerald Grasshopper Form to grant her current shape Minuscule Size, instead of changing into a different form. Clothing and moonsilver artifacts rescale with her for this Charm's duration, while equipment incompatible with her reduced size is banished Elsewhere. Minuscule Size confers the following:

- She adds +3 Evasion against attacks by larger foes, or +2 Evasion against enemies with the Tiny Creature Merit. This counts as a Charm bonus.
- Larger characters subtract three successes from Awareness-based rolls to notice her, or two successes if they have the Tiny Creature Merit.
- Against enemies without Minuscule Size, the base damage of her **withering** attacks can't exceed (Strength) before adding attack roll extra successes or dice from Charms.
- Against enemies without Minuscule Size, her **decisive** attacks don't deal damage, but can still convey poison and similar maladies.

- She can't grapple characters without Minuscule Size or oppose the control rolls of grapples made by such characters.
- She's treated as having Strength 1 to determine what feats of strength she can attempt, and must use Charms to raise her effective rating in order to undertake a feat.
- If her form has the Tiny Creature or Legendary Size Merits, their effects are suppressed.

**Totemic:** A Lunar whose spirit shape has Minuscule Size may learn this as a Wits Charm.

## Offense

### Finding the Needle's Eye

**Cost:** 3m; **Mins:** Dexterity 2, Essence 1
**Type:** Supplemental
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar's limbs flex and warp along unexpected angles to avoid obstacles between her and her prey. She rerolls (higher of Essence or 3) 1s on an attack roll and imposes a −1 penalty on her target's Defense.

With Dexterity 4, the Lunar may attack a lower-Initiative enemy through full cover with an appropriate stunt, but he receives +3 Defense.

**Protean:** In shapes with a tail, tentacles, or similar flexible appendages, attacks with them ignore an additional point of Defense bonus.

### Coyote-and-Badger Tactic

**Cost:** 3m; **Mins:** Dexterity 2, Essence 1
**Type:** Supplemental
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Finding the Needle's Eye

Wrong-footing her foe with a deft feint, the Lunar creates an opening for her fellow hunters. A successful distract gambit causes her foe to lose half the amount of Initiative she spends, rounded up.

**Protean:** In animal forms with Pack Hunting, the Lunar's victim loses the full amount of Initiative spent.

### Weapon-Snatching Coils

**Cost:** 5m; **Mins:** Dexterity 2, Essence 1
**Type:** Supplemental
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Finding the Needle's Eye

Twisting her joints in directions they shouldn't twist or budding off prehensile tendrils, the Lunar wrests away her enemy's weapon. She imposes a −1 penalty on an enemy's Defense against a disarm gambit, and adds attack roll extra successes as bonus dice on the gambit's Initiative roll.

**Protean:** If the Lunar attacks with an animal form's tail, tentacles, or similar flexible appendages, she may fling a disarmed weapon out to medium range from its wielder with 3+ extra successes on the Initiative roll.

### Striking Mospid Method

**Cost:** 4m; **Mins:** Dexterity 4, Essence 1
**Type:** Supplemental
**Keywords:** Withering-only
**Duration:** Instant
**Prerequisite Charms:** Finding the Needle's Eye

The Lunar feels the flow of Essence through every motion, guiding her inexorably to strike true. She rerolls (higher of Essence or 3) failed dice on a **withering** attack roll, beginning with 6s and moving down.

### Foe-Driving Attack

**Cost:** 2m, 1i; **Mins:** Dexterity 5, Essence 1
**Type:** Supplemental
**Keywords:** Dual, Perilous
**Duration:** Instant
**Prerequisite Charms:** Striking Mospid Method

Pressing the advantage, the Lunar wears down her foe's defenses with swift, repeated strikes. When she attacks a character currently suffering an onslaught penalty, the penalty is increased by one against her attack. If she crashes him or deals 3+ **decisive** damage, this penalty lasts until his onslaught refreshes (in addition to the onslaught inflicted by the attack).

### Many-Armed Warrior Panoply

**Cost:** —; **Mins:** Dexterity 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar is master of as many weapons as she has hands to wield them. While she has one full-cost attunement to an artifact weapon, she reduces the attunement cost of further artifact weapons by three motes each. This doesn't stack with other discounts.

If she ends her full-cost attunement, she must commit enough motes to bring another attunement to its full cost, or else all discounted attunements end.

### Needle Quill Technique

**Cost:** 1m; **Mins:** Dexterity 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar hardens a strand of hair into a barbed quill, plucks a razor-sharp feather, or draws a similar projectile from her body. This can be used as bow or crossbow ammunition, or thrown as a dart (**Exalted**, p. 587). This Charm can't provide ammunition for firewands and other flame weapons.

A Dexterity 3 repurchase lets the Lunar pay a one-Initiative surcharge to reflexively reload a crossbow or similar compatible weapon with the Slow tag. This lets her use it with magic that creates multiple attacks, if she reloads before each attack past the first.

### Bombardier Spittle Alchemy

**Cost:** —; **Mins:** Dexterity 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Needle Quill Technique

The Lunar secretes volatile fluids from her body. Needle Quill Technique becomes compatible with flame weapons. The costs of Adder Fang Method and Rabid Beast Bite (p. XX) are reduced by one mote when used with Needle Quill Technique.

### Stinging Ichneumon Scourge

**Cost:** 2m; **Mins:** Dexterity 2, Essence 1
**Type:** Supplemental
**Keywords:** Dual
**Duration:** Instant
**Prerequisite Charms:** Needle Quill Technique

The Lunar's living projectiles transform, growing flesh-impaling hooks or flying in pursuit of their quarry. When she attacks with Needle Quill Technique, her projectile continues to bedevil her enemy, preventing his onslaught penalty from falling below –1. This lasts (Essence) rounds for **withering** attacks, or one scene for **decisive** attacks. The target or an ally at close range can tear out or strike away the projectile with a difficulty 2 gambit, rolled against Defense (Lunar's Dexterity), ending this effect.

### Sinuous Striking Grace

**Cost:** 3m; **Mins:** Dexterity 2, Essence 1
**Type:** Reflexive
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** None

Time seems to slow as the Lunar acts on well-honed instinct. This Charm must be used at the start of the round. The Lunar adds (higher of Dexterity or Wits) to her Initiative to determine when she acts. If she uses her turn to attack an enemy who hasn't acted that round, she adds a non-Charm die.

### Cunning Beast-Warrior Reflexes

**Cost:** 2m; **Mins:** Dexterity 3, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Sinuous Striking Grace

The Lunar acts with fluid grace and incomparable coordination. She makes a flurry that includes at least one physical action, reducing the penalty on each flurried action by one and ignoring the Defense penalty.

With Dexterity 5, Essence 3, the Lunar may pay a four-mote surcharge to flurry three actions, although she still can't include more than one of the same action in the flurry.

### Wasp Sting Blur

**Cost:** 2m, 1wp; **Mins:** Dexterity 4, Essence 1
**Type:** Simple
**Keywords:** Dual
**Duration:** Instant
**Prerequisite Charms:** Cunning Beast-Warrior Reflexes

The Lunar's predatory instincts seize on a flaw in her prey's defense, striking with lightning speed. She makes an attack with (higher of Essence or 3) bonus dice. If this crashes her target or deals 3+ **decisive** damage, she reflexively makes a **decisive** attack against him. She rolls damage equal to the target's current onslaught penalty — counting onslaught inflicted by the initial attack (but not by itself) — and ignores Hardness. This doesn't include the Lunar's Initiative or reset it.

If the Lunar's initial attack incapacitates her target, she makes the reflexive attack against another enemy in range. It still uses her initial target's onslaught penalty to determine damage.

### Consumptive Worm Hungers

**Cost:** —(+3m); **Mins:** Dexterity 3, Essence 2
**Type:** Permanent
**Keywords:** Dual
**Duration:** Permanent
**Prerequisite Charms:** Stinging Ichneumon Scourge

The Lunar's quills twist within the wounds they inflict, growing spines or secreting corrosive acid. She may pay a three-mote surcharge on Stinging Ichneumon Scourge to inflict ongoing harm. On **withering** attacks, the victim loses Initiative (which the Lunar doesn't gain) equal to the damage roll's 9s and 10s at the start of each of his turns. On **decisive** attacks, he suffers one die of lethal **decisive** damage, ignoring Hardness, at the start of each of his turns. The difficulty of the gambit to remove the projectiles increases by +2. This ends when Stinging Ichneumon Scourge's effect does.

### Twin Fangs Strike

**Cost:** 3m; **Mins:** Dexterity 3, Essence 2
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Coyote-and-Badger Tactic

As the Lunar forces an opening, her allies hasten to strike. A successful distract gambit lets its beneficiary take his turn immediately on the same tick if he hasn't acted this round.

**Special activation rules:** If this Charm is used with Deadly Wolf-Pack Onslaught or other effects that let a distract gambit benefit multiple allies, its cost must be paid separately for each.

### Deadly Wolf-Pack Onslaught

**Cost:** 6m, 1wp; **Mins:** Dexterity 4, Essence 2
**Type:** Simple
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Twin Fangs Strike

Cornering their foe, the Lunar's fellow warriors unleash a vicious coordinated assault. She makes a distract gambit, and if successful, each of (Essence) allies receives the full Initiative cost paid. As usual, this Initiative is lost if not used to make a **decisive** attack against the gambit's target on each beneficiary's next turn.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack that resets the Lunar's Initiative against an enemy with a −2 or greater onslaught penalty.

**Protean:** In animal forms with Pack Hunting, the Lunar can grant Initiative to crashed allies. They still count as crashed for all purposes except making **decisive** attacks against the gambit's target.

### Hunter's Eye Precision

**Cost:** 2m, 1i, 1wp; **Mins:** Dexterity 4, Essence 2
**Type:** Reflexive
**Keywords:** Perilous, Totemic (Perception), Uniform
**Duration:** Instant
**Prerequisite Charms:** Cunning Beast-Warrior Reflexes, Striking Mospid Method

Driven by pure will, the Lunar takes aim and fires in the instant that she spots her foe. She reflexively aims; this counts as a turn spent aiming for all purposes, like attacking from extreme range.

A Dexterity 5, Essence 3 repurchase waives this Charm's Willpower cost when the Lunar uses it to aim at a crashed enemy at medium range or further.

**Totemic:** A Lunar whose spirit shape has a vision-enhancing Merit may learn this as a Perception Charm, with Wolf-Eye Advantage (p. XX) as its prerequisite.

### Birds-Fall-From-Flock Targeting

**Cost:** —(2m, 1wp); **Mins:** Dexterity 4, Essence 2
**Type:** Permanent
**Keywords:** Totemic (Perception)
**Duration:** Permanent
**Prerequisite Charms:** Hunter's Eye Precision

The Lunar hunts flock and herd, ever-ready to claim her prey. She can aim against all enemies within close range of a single point, instead of an individual. The benefits still only apply to a single attack, but she has more options in whom she attacks.

When she makes an attack that benefits from aiming, she can pay two motes and one Willpower to roll it before choosing which of the enemies she's aimed at to attack. Each potential target must declare defensive Charms before the roll. After rolling, she chooses whom to attack.

**Totemic:** A Lunar whose spirit shape has a vision-enhancing Merit may learn this as a Perception Charm.

### Octopus-and-Spider Barrage

**Cost:** 5m, 1wp; **Mins:** Dexterity 4, Essence 2
**Type:** Simple
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Wasp Sting Blur



The Lunar's limbs fly with superhuman speed, raining down blows on those who oppose her. She makes up to (Essence + 1) **decisive** attacks, maximum five, against one or more enemies. She doesn't need to use the same Ability for all attacks, and may reflexively change weapons between attacks. Her Initiative is divided evenly among all attacks, rounded up, and doesn't reset until the final attack is completed, assuming at least one hit. She doesn't lose Initiative for missed attacks unless all of them miss.

**Protean:** In shapes with more than four limbs, each successful attack adds one die to the damage of all subsequent attacks. The bonus from multiple successful attacks stacks.

### Unerring Fang Technique

**Cost:** 1m; **Mins:** Dexterity 5, Essence 2
**Type:** Supplemental
**Keywords:** Withering-only
**Duration:** Instant
**Prerequisite Charms:** Striking Mospid Method

Striking with unmatched speed and grace, the Lunar embodies the perfect warrior. When she adds a full Excellency to a **withering** attack roll, she adds a non-Charm success, and rolls a non-Charm die for every 10.

### Agitation-of-the-Swarm Technique

**Cost:** 2i; **Mins:** Dexterity 4, Essence 3
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Cunning Beast-Warrior Reflexes, Weapon-Snatching Coils

Striking with supreme finesse, the Lunar denies her foe a tactical advantage in the same instant she wounds him. After landing a **decisive** attack that deals 3+ levels of damage, she may forgo one level of damage to either disarm her enemy or unhorse a mounted enemy.

With Dexterity 5, Essence 5, the Lunar need not forgo damage to include the gambit effect.

### Toothless Pride Tactic

**Cost:** 7m, 1wp; **Mins:** Dexterity 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant

**Prerequisite Charms:** Agitation-of-the-Swarm Technique, Octopus-and-Spider Barrage

Moving in a whirlwind across the battlefield, the Lunar deprives her foes of their armaments. She makes a disarm gambit against any number of enemies within close range, making one attack roll and Initiative roll. The gambit's difficulty is (enemies hit x2, minimum 3). Alternatively, she may use this Charm with a ranged attack to make a disarm gambit against one foe and all enemies within close range of him, using the same rules as above.

This Charm also lets the Lunar make a disarm gambit against an entire battle group, waiving its Willpower cost. The difficulty of such gambits is (battle group's Size, minimum 3).

### Deadly Raptor's Flight

**Cost:** 1m, 2i; **Mins:** Dexterity 5, Essence 3
**Type:** Reflexive
**Keywords:** Perilous, Totemic (Perception)
**Duration:** One turn
**Prerequisite Charms:** Hunter's Eye Precision

Honing her predatory focus, the Lunar marks her prey for death as she speeds across the battlefield. She may take a move action and aim on the same turn, and can flurry an aim with a rush or disengage. If she moves toward a foe and aims at him with Hunter's Eye Precision on the same turn, she waives its Willpower cost.

**Totemic:** A Lunar whose spirit shape has a vision-enhancing Merit may learn this as a Perception Charm.

### Thousand Claw Affliction

**Cost:** 5m, 5i, 1wp; **Mins:** Dexterity 5, Essence 3
**Type:** Simple
**Keywords:** Perilous, Protean, Withering-only
**Duration:** Instant
**Prerequisite Charms:** Octopus-and-Spider Barrage

Moving in time to an instinctive battle rhythm, the Lunar unleashes rapid violence. She makes (Essence, maximum 5) **withering** attacks against one or more enemies. She doesn't need to use the same Ability for all attacks, and may reflexively change weapons between attacks. She can't gain more than (Essence) Initiative from any one damage roll (but still gains the full Initiative awards for hitting or crashing enemies).

This Charm can only be used once per scene, unless reset by incapacitating an enemy with a **decisive** attack that resets the Lunar's Initiative, then reaching Initiative 15+.

**Protean:** In shapes with more than four limbs, the Lunar can gain (Essence + 2) Initiative from each damage roll.

### Running Through the Herd

**Cost:** —; **Mins:** Dexterity 5, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Thousand Claw Affliction

Urged ever onward by predatory instinct, the Lunar cuts a crimson swath across the battlefield. When she uses Octopus-and-Spider Barrage or Thousand Claw Affliction, she may move one range band toward an enemy, and may do so again after each successful attack. This collectively counts as her move action, and she can't do this if she's already taken one.

**Protean:** In shapes with more than four limbs, this Charm doesn't count as the Lunar's movement action.

### Supreme Predator Alacrity

**Cost:** —; **Mins:** Dexterity 5, Essence 3
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Hunter's Eye Precision, Unerring Fang Technique

When the Lunar wins Join Battle, she receives a one-mote discount on the cost of Finding the Needle's Eye, Hunter's Eye Precision, Sinuous Striking Grace, Striking Mospid Method, and Unerring Fang Technique against lower-Initiative enemies for the scene.

### Lightning Stroke Attack

**Cost:** 6m, 1wp; **Mins:** Dexterity 5, Essence 3
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Supreme Predator Alacrity

The Lunar strikes with blinding speed and impossible precision. To use this Charm, she must have Initiative 15+. She makes a single **decisive** attack, making two attack rolls and taking the higher result. She need only pay the cost of any Charms enhancing the attack once.

### Heart-Piercing Instinct

**Cost:** 3m, 1wp; **Mins:** Dexterity 5, Essence 4
**Type:** Simple
**Keywords:** Perilous, Totemic (Perception), Uniform
**Duration:** One scene
**Prerequisite Charms:** Deadly Raptor's Flight

Homing in on her foe's weakness, the Lunar looses a perfect shot. When aiming to attack foes within medium range who are crashed or have a −2 or greater wound penalty, she also adds dice from aiming. If she'd normally add dice, they become non-Charm successes.

This Charm ends if the Lunar is crashed.

If the Lunar uses Hunter's Eye Precision on the same turn she uses this Charm, she waives its Willpower cost.

**Totemic:** A Lunar whose spirit shape has a vision-enhancing Merit may learn this as a Perception Charm.

#### Twisting Moonsilver Stroke

**Cost:** 4m, 2i; **Mins:** Dexterity 5, Essence 4
**Type:** Reflexive
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Agitation-of-the-Swarm Technique

The Lunar outmaneuvers her foe with uncanny speed and finesse. After a successful gambit on her turn, she resets her attack (**Exalted**, p. 255) to make a non-gambit attack against the same foe. This Charm isn't compatible with grapple gambits.

#### Unhesitant Scorpion Lash

**Cost:** —; **Mins:** Dexterity 5, Essence 4
**Type:** Permanent
**Keywords:** Decisive-only, Protean
**Duration:** Permanent
**Prerequisite Charms:** Thousand Claw Affliction

The Lunar builds deadly momentum as she rains down countless blows, culminating in a lightning-swift deathblow. When she crashes one or more enemies with Thousand Claw Affliction, she can reflexively make a **decisive** attack against any one foe she hit. Alternatively, she may reflexively activate Octopus-and-Spider Barrage, although she can only attack enemies she crashed that tick.

**Protean:** In shapes with more than four limbs, if the Lunar incapacitates at least one nontrivial opponent, she gains one Willpower.

#### Greatest Huntress Mastery

**Cost:** 7m, 3a, 1wp; **Mins:** Dexterity 5, Essence 5
**Type:** Simple
**Keywords:** Decisive-only, Totemic (Perception)
**Duration:** Instant
**Prerequisite Charms:** Heart-Piercing Instinct, Lightning Stroke Attack

Warrior, weapon, and soul join in perfect predatory unity as the Lunar unleashes a single unerring strike. Her anima trails behind it, casting off countless after-images of her iconic display that converge on her foe. To use this Charm, she must be aiming at a crashed enemy whose Initiative is at least 20 lower than hers. She makes an unblockable, undodgeable **decisive** attack against him, adding attack roll extra successes as dice of damage.

This Charm can only be used once per scene, unless reset by gaining 20+ Initiative from a **withering** attack that crashes an enemy whose Initiative was higher than the Lunar's.

**Totemic:** A Lunar whose spirit shape has a vision-enhancing Merit may learn this as a Perception Charm, with Dread Tiger's Eye (p. XX) and Heart-Piercing Instinct as its prerequisites.

### Defense

#### Agile Beast Defense

**Cost:** 1m; **Mins:** Dexterity 2, Essence 1
**Type:** Reflexive
**Keywords:** Protean, Uniform
**Duration:** Instant
**Prerequisite Charms:** None

Reflexes honed by Essence, the Lunar defends faster than her foes can imagine. Successfully defending against an attack grants one Initiative, and she can parry lethal damage barehanded. If her attacker's Initiative is lower than hers or he rolls any 1s, she gains +1 Defense.

**Protean:** In shapes with Tiny Creature or Minuscule Size, this Charm may be declared after the attack roll.

#### Bending Before the Storm

**Cost:** 2m; **Mins:** Dexterity 3, Essence 1
**Type:** Reflexive
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** Agile Beast Defense

The Lunar moves with impossible grace that only a shapechanger could achieve, shifting her form and stance to close gaps in her defense. She halves all penalties, rounded down, to her Defense. Against lower-Initiative attackers, she ignores all Defense penalties. This doesn't affect penalties from surprise attacks.

#### Ferocious Guardian Beast Stance

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

**Keywords:** Uniform
**Duration:** One scene
**Prerequisite Charms:** Bending Before the Storm

The Lunar's blade is a quicksilver flash as she defends her charge. She reflexively takes a defend other action (**Exalted**, p. 196). Her protection lasts for this Charm's duration, but the ally must remain within close range to receive it. She treats any character attacking her ward as having lower Initiative than her for purposes of Agile Beast Defense and Bending Before the Storm. This Charm ends if she uses a defend other action on another character.

### Golden Tiger Stance

**Cost:** 3m, 2i; **Mins:** Dexterity 3, Essence 1
**Type:** Reflexive
**Keywords:** Perilous, Uniform
**Duration:** Until next turn
**Prerequisite Charms:** Bending Before the Storm

Adapting a fluid battle stance, the Lunar moves in perfect synchrony with her enemy's blows. She gains +1 Defense, and doesn't incur onslaught penalties from attacks that miss her. Whenever she uses Bending Before the Storm to successfully defend against an attack, her attacker loses one Initiative (which she doesn't gain).

### Coiled Serpent Strikes

**Cost:** 3m; **Mins:** Dexterity 3, Essence 1
**Type:** Reflexive
**Keywords:** Counterattack, Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Agile Beast Defense

The Lunar answers her foe's provocation with unthinking speed. If an attack misses her, she makes a **decisive** counterattack. She may reflexively ready a weapon for the counterattack.

With an Essence 2 repurchase, when the Lunar is attacked multiple times on the same tick, counterattacking with this Charm doesn't reset her Initiative until the tick ends.

### Ever-Evolving Defense

**Cost:** —; **Mins:** Dexterity 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Quicksilver Second Face (x2)

Dancing between myriad shapes, the Lunar is too unpredictable to be caught. If she uses Quicksilver Second Face against an attack that misses her, she gains two Initiative.

With a Dexterity 4 repurchase, she can pay a four-mote surcharge to use Quicksilver Second Face after an attack is rolled, as long as she takes on a form she hasn't previously used that scene. This surcharge is waived while using Constant Quicksilver Rearrangement (p. XX).

### Fleet Gazelle Exercise

**Cost:** 4m, 1wp; **Mins:** Dexterity 3, Essence 2
**Type:** Reflexive
**Keywords:** Perilous, Uniform
**Duration:** One scene
**Prerequisite Charms:** Bending Before the Storm

Though countless enemies pursue her, the Lunar is the most elusive of prey. She gains +1 Evasion. At the end of each round in which she was attacked but was not hit, she gains one Initiative.

### Nimble Squirrel Evasion

**Cost:** 6m; **Mins:** Dexterity 4, Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Fleet Gazelle Exercise

Outmaneuvering her foe with supreme agility and wily cunning, the Lunar forces him into disadvantageous footing. After successfully dodging a **decisive** attack, she can use this Charm, causing her attacker to lose Initiative (which she doesn't gain) equal to the 1s on the attack roll, maximum (Lunar's Essence).

**Protean:** In shapes with Tiny Creature or Minuscule Size, the attacker's 2s also cause him to lose Initiative.

### Foe-Baiting Sidestep

**Cost:** 3m, 1wp; **Mins:** Dexterity 4, Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Nimble Squirrel Evasion

The Lunar lures her aggressor into an ill-considered advance, evading his strike and turning his momentum against him. After successfully dodging a **decisive** attack from close range, she may use this Charm to move one range band back from her attacker, who stumbles one range band forward into her former position, if possible. Neither of these count as move actions. If this directly imperils the foe — perhaps she was hovering just off a cliff's edge as a bird — the Storyteller should let him roll to avoid this harm, e.g., grabbing onto the cliff's side with (Dexterity + Athletics).

### Gleaming Crescent Block

**Cost:** 3m; **Mins:** Dexterity 3, Essence 2
**Type:** Reflexive
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** Coiled Serpent Strikes

Spotting the imperfection in a foe's attack, the Lunar blocks with a perfectly timed parry, creating an opening in her attacker's guard. She may use this Charm after an attack roll against her Parry, causing (Essence) 1s to subtract successes. If she uses this Charm with Coiled Serpent Strike and successfully parries, she also adds that many dice on the counterattack's damage roll.

### Sensing the Deadly Flow

**Cost:** 3m, 1wp; **Mins:** Dexterity 4, Essence 2
**Type:** Simple
**Keywords:** Uniform
**Duration:** One scene
**Prerequisite Charms:** Golden Tiger Stance

Essence-honed instincts guide the Lunar; she anticipates every attack, and sees the path she must follow to avoid or deflect them. Her Defense isn't reduced by wound penalties, onslaught penalties, or grapples. She waives Golden Tiger Stance's Initiative cost and removes the Perilous keyword from it, and lowers Bending Before the Storm's cost by one mote.

### Vigilant Mastiff Technique

**Cost:** 4m; **Mins:** Dexterity 4, Essence 2
**Type:** Reflexive
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** Ferocious Guardian Beast Stance

Those sheltered behind the Lunar will find no safer refuge. She gains +1 Parry against an attack directed at a character she's protecting with a defend other action. If the attacker beats her Parry, he must direct the attack against her, rather than her ward.

If the Lunar knows Heron Sheds Rain, Vigilant Mastiff Technique lets her parry unblockable attacks against her ward.

### Cunning Prey Reversal

**Cost:** 4m; **Mins:** Dexterity 4, Essence 3
**Type:** Reflexive
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Nimble Squirrel Evasion

The Lunar is always just beyond her enemy's reach, an untouchable mirage that grows only more distant as he advances. She adds +1 Evasion against a **decisive** attack. If she successfully dodges, she gains any Initiative her attacker loses for missing.

**Protean:** In shapes with Tiny Creature or Minuscule Size, the Lunar may use this Charm after an attack roll.

### Snarling Watchdog Retribution

**Cost:** 8m, 1wp; **Mins:** Dexterity 4, Essence 3
**Type:** Reflexive
**Keywords:** Counterattack, Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Coiled Serpent Strikes, Vigilant Mastiff Technique

Any fool with temerity enough to come between the Lunar and her ward must face a divine guardian-beast's unleashed fury. To use this Charm, the Lunar must have Initiative 10+. When an enemy attacks a character protected by her defend other action, she makes a **decisive** counterattack, adding her ward's Initiative to her own to determine damage. A successful attack resets her Initiative, but not her ward's.

### Flowing Body Evasion

**Cost:** 5m (+1wp); **Mins:** Dexterity 5, Essence 3
**Type:** Reflexive
**Keywords:** Perilous, Uniform
**Duration:** Instant
**Prerequisite Charms:** Fleet Gazelle Exercise

In the instant she's struck, the Lunar's body becomes fluid and malleable. Blades and arrows move through her flesh without harming it; the tiniest gaps in an avalanche let her fluid form pass; she even seeps through acid and lava unharmed. She can apply Evasion against undodgeable attacks (but not ambushes), or else gain +1 Evasion.

Once per scene, if an attack beats her Evasion, she may pay one Willpower to subtract (her Evasion against the attack) successes from the damage roll. If she takes no damage from a non-gambit attack, she's considered to have dodged it. This effect can be reset by successfully dodging three **decisive** attacks from nontrivial opponents.

Alternatively, she may use this Charm, paying its Willpower surcharge, to perfectly dodge a source of uncountable damage, rendering her immune to a recurring source of uncountable damage for a scene. This doesn't require this Charm to be reset.

### Heron Sheds Rain

**Cost:** 5m (+2m, 1wp); **Mins:** Dexterity 5, Essence 3
**Type:** Reflexive

**Keywords:** Perilous, Uniform
**Duration:** Instant
**Prerequisite Charms:** Gleaming Crescent Block

In an instant of supreme speed, the Lunar's guard approaches infinity. She can apply Parry against unblockable attacks (but not ambushes). For a two-mote, one-Willpower surcharge, she rolls Initiative, adding successes to her Parry as a non-Charm bonus. This resets her to base Initiative. If she uses this Charm with Coiled Serpent Strikes, her Initiative doesn't reset until after the counterattack.

Alternatively, she can use this Charm, paying its surcharge, to perfectly parry a source of uncountable damage without resetting Initiative, rendering her immune to a recurring source of uncountable damage for a scene. She might use her claws to carve out a shelter in which to weather an avalanche, or turn aside a hurricane's winds with a sword-stroke.

This Charm can only be used once per scene, unless reset by gaining 20+ Initiative in an instant.

#### Shadow-Chased Silver Defense

**Cost:** 1m, 1wp; **Mins:** Dexterity 5, Essence 3
**Type:** Reflexive
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** Sensing the Deadly Flow

Embodying predator and prey, the Lunar impossibly moves away and toward her foe simultaneously, both evading and intercepting. She adds Evasion to her Parry, or vice versa. She can enhance her Defense with Charms that only apply when she uses that form of defense — e.g., if she added Parry to Evasion, she could enhance it with Heron Sheds Rain. She can't add Evasion against undodgeable attacks, or Parry against unblockable attacks.

This Charm can only be used once per scene, unless reset by successfully defending against three **decisive** attacks from nontrivial enemies.

#### Becoming Water's Envy

**Cost:** 5m, 1wp; **Mins:** Dexterity 5, Essence 4
**Type:** Reflexive
**Keywords:** Decisive-only, Perilous
**Duration:** Instant
**Prerequisite Charms:** Flowing Body Evasion

Flowing and transcendent, the Lunar denies the boundary between herself and the world, and so cannot be harmed by anything in it. After a non-gambit **decisive** attack beats her Evasion, but before damage is rolled, she can use this Charm, rolling (current temporary Willpower + her Evasion against the attack), unmodified by any other effects. If the attack would inflict fewer levels of damage than her successes, it's negated entirely, passing harmlessly through her. She's considered to have dodged it. This doesn't apply against attacks that would deal enough damage to incapacitate her.

This Charm can only be used once per day unless reset by dodging every attack made against her, minimum three, in a combat scene involving at least one nontrivial enemy. This can include the scene she used it in, assuming she's dodged every attack prior to using it.

## Mobility

#### Graceful Crane Stance

**Cost:** 3m; **Mins:** Dexterity 1, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** None

The Lunar shapeshifts to lighten her bones and strengthen her footing. She gains perfect balance, and can stand or run on surfaces too narrow or weak to support her normally without needing to roll.

#### Cat-Footed Grace

**Cost:** 1m, 1i; **Mins:** Dexterity 2, Essence 1
**Type:** Reflexive
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Graceful Crane Stance

A fallen Lunar may regain her footing without moving, reshaping her form so that she stands upright. She reflexively rises from prone (**Exalted**, p. 198), rerolling 1s until they cease to appear. This doesn't count as her move action, and can be done outside her turn.

#### Wind-Dancing Method

**Cost:** 2m; **Mins:** Dexterity 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** One round
**Prerequisite Charms:** Graceful Crane Stance

The Lunar unfolds patagia or lightens her body to swoop gracefully through the air. She slows her descent while falling, descending only one range band that round instead of immediately plummeting to the ground. She may move one range band horizontally in the air, which doesn't count as her move action. Range bands she glides through with this Charm don't count toward falling damage.

### Instinct-Driven Beast Movement

**Cost:** 2m; **Mins:** Dexterity 2, Essence 1
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar moves in a blur of superhuman speed. She adds a success to a movement action or an interval of a speed-based extended action. Succeeding on an opposed roll in combat grants one Initiative.

**Protean:** In animal shapes with Speed Bonuses, the Initiative awarded to the Lunar for a successful opposed roll is stripped from one of the characters opposing her (her choice).

### Spider-Climbing Attitude

**Cost:** 2m; **Mins:** Dexterity 3, Essence 1
**Type:** Reflexive
**Keywords:** Totemic (Wits)
**Duration:** Until next turn
**Prerequisite Charms:** Graceful Crane Stance, Instinct-Driven Beast Movement

The Lunar finds purchase on smooth stone and craggy overhangs, reshaping her body to maintain her grip. She can move up or down sheer vertical surfaces like walls or move upside down on horizontal surfaces like ceilings. If she ends her movement somewhere she couldn't normally stand and doesn't use this Charm on her next turn, she falls as usual.

**Totemic:** A Lunar whose spirit shape can adhere to and climb sheer surfaces may learn this as a Wits Charm, with Moon-Cloaked Wanderer (p. XX) as its prerequisite.

### Wounded Beast Flight

**Cost:** 3m; **Mins:** Dexterity 3, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Instinct-Driven Beast Movement

The Lunar's rage hastens her retreat; she knows she must survive to claim vengeance. She ignores wound penalties on a disengage or withdraw roll, converting them to bonus dice. If her wound penalty is −2 or higher, she doesn't lose Initiative for disengaging.

### Swift Killer Style

**Cost:** 1m, 2i (+1wp); **Mins:** Dexterity 5, Essence 1
**Type:** Supplemental
**Keywords:** Perilous, Protean, Uniform
**Duration:** Instant
**Prerequisite Charms:** Wounded Beast Flight

The Lunar is a frenetic blur of violence, the momentum of her blows impelling her across the battlefield. To use this Charm, she must move into close range with an enemy and attack him on the same turn. If successful, she reflexively moves one range band in any direction. This doesn't count as her move action.

**Protean:** In flight-capable shapes or aquatic animal shapes, the Lunar may pay a one-Willpower surcharge to instead ascend or descend two range bands through air or water, respectively.

### Shifting Octopus Trick

**Cost:** 4m; **Mins:** Dexterity 2, Essence 1
**Type:** Supplemental
**Keywords:** Mute, Protean
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar renders her body malleable and amorphous, flowing through binding chains or a mighty beast's grasp. This Charm aids in escaping physical restraints on the Lunar's person, like picking the lock on manacles around her wrists or wriggling out of ropes tied around her. She doubles 9s and adds (Essence) successes. Against mundane restraints, she escapes regardless of her roll's result — instead, failure means a complication ensues, such as her lockpick breaking as she opens the manacles, or her escape taking long enough that her captors have returned.

Alternatively, this Charm can be used when the Lunar opposes an enemy's grapple control roll, rolling with (Dexterity + [Athletics, Brawl, Larceny, or Martial Arts]) and doubling 9s.

**Protean:** In animal shapes with Merits that enhance rolls to squeeze through tight spaces, the Lunar doubles 8s instead.

### Quicksilver Armor Approach

**Cost:** 1m (2m); **Mins:** Dexterity 3, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Shifting Octopus Trick

The Lunar's flesh flows into or out of her armor, fitting it as naturally as a second skin. She can complete a minute's worth of effort to don or remove armor (**Exalted**, p. 591) in one turn. Alternatively, she ignores armor mobility penalties on one action. The latter effect costs two motes if used to negate heavy armor's mobility penalty.

An Essence 2 repurchase lets the Lunar use this Charm to assist another character in rapidly donning or removing armor. She can also accelerate tacking a mount (**Exalted**, p. 204) or negate her mount's mobility penalty from barding.

### Predator Grace Technique

**Cost:** 2m, 1i; **Mins:** Dexterity 3, Essence 2
**Type:** Supplemental
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Instinct-Driven Beast Movement

When the hunter falls upon the herd, the weak and feeble have no hope of escape. When the Lunar rushes an enemy, she adds his wound penalty as non-Charm dice.

### Ferocious Hound Pursuit

**Cost:** 2m, 2i; **Mins:** Dexterity 4, Essence 2
**Type:** Supplemental
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Predator Grace Technique

Feral Essence urges the Lunar onward in pursuit of her prey. A successful rush against a lower-Initiative enemy lets her advance one range band toward her target immediately, instead of a rush's usual effect. This doesn't count as her move action.

### Silver Jaguar Pounce

**Cost:** 5m; **Mins:** Dexterity 5, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Ferocious Hound Pursuit

Sensing weakness, the Lunar moves in for the kill. When an enemy within short range is crashed or suffers enough **decisive** damage to increase his wound penalty, she moves one range band toward him. This doesn't count as her move action. If she makes a **decisive** attack against him on or before her next turn, she adds (Essence) dice of damage.

If the Lunar knows Relentless Cheetah Pace, she may use it with this Charm to advance on a foe within medium range, instantly moving to close range.

### Shifting Many-Legged Stride

**Cost:** 4m; **Mins:** Dexterity 3, Essence 2
**Type:** Reflexive
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Graceful Crane Stance, Instinct-Driven Beast Movement

The Lunar's legs change with every footfall, adapting to whatever landscape she traverses. She ignores the effects of non-magical difficult terrain on a single move action. Alternatively, she raises the difficulty of a gambit that would impede her movement, including grapple and unhorse gambits, by (Essence).

**Protean:** In animal shapes with Speed Bonuses, the Lunar also adds (Essence) dice on an enhanced move action, or raises a gambit's difficulty by an additional point.

### Spirit-Hastening Hunt

**Cost:** —; **Mins:** Dexterity 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Instinct-Driven Beast Movement

Exulting in the thrill of pursuit, the Lunar draws on a sudden burst of Essence-born speed. When she succeeds on a rush or disengage, or on an interval of a test of speed, 10s on the roll grant her a mote each. This can't exceed the motes she spent to enhance the roll.

### Bounding Hare Evasion

**Cost:** 2m, 1i, 1wp; **Mins:** Dexterity 4, Essence 2
**Type:** Supplemental
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Wounded Beast Flight

Receding from the midst of battle in a blur of speed, the Lunar distances herself from her foes. On a successful disengage, she moves two range bands away from her enemy instead of one, instead of receiving additional movement if her foe pursues her. She can't attack and use this Charm on the same turn.

### Cornered Rat Frenzy

**Cost:** 5m; **Mins:** Dexterity 4, Essence 2
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Sinuous Striking Grace, Wounded Beast Flight

A Lunar who can't escape her pursuers grows even deadlier in her desperation. To use this Charm, she must have Initiative 10+. She adds (Essence) non-Charm dice on a disengage roll. If she fails, she makes a reflexive **decisive** attack against an enemy who beat her disengage roll (losing Initiative for disengaging before she attacks). Each 10 on the disengage roll adds a non-Charm die to her attack roll. If she incapacitates the only enemy who beat her roll, she's considered to have successfully disengaged.

A reflexive attack made with this Charm bypasses Bounding Hare Evasion's restriction on attacking in the same turn.

A Lunar with Thousand Claw Affliction (p. XX) may pay one Willpower after a failed disengage to instead roll a single **decisive** attack against each enemy who beat it, dividing her Initiative evenly among each enemy hit (rounded up) to determine the damage rolled.

#### Quicksilver Guardian Defense

**Cost:** —(2i); **Mins:** Dexterity 4, Essence 2
**Type:** Permanent
**Keywords:** Perilous, Protean
**Duration:** Permanent
**Prerequisite Charms:** Ferocious Guardian Beast Stance, Instinct-Driven Beast Movement

Moving faster than the eye can see, the Lunar interposes herself between her ward and his attacker. When she uses Ferocious Guardian Beast Stance, her defend other action extends to short range. When her ward is attacked, she may pay two Initiative to move one range band toward him, if this brings him within short range. This doesn't count as her move action.

If the Lunar protects her Solar mate with this Charm, she regains its Initiative cost if she parries an attack against him or the attacker targets her instead of him.

**Protean:** In flying animal forms, the Lunar may ascend one range band vertically after moving to protect an ally with this Charm.

#### Relentless Cheetah Pace

**Cost:** 5m, 1wp; **Mins:** Dexterity 4, Essence 3
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Ferocious Hound Pursuit

Surrendering to instinct and Essence, the Lunar lets predatory impulse drive her toward her prey at blinding speed. She rushes an enemy within medium range. If successful, she automatically advances one range band toward him on each of his next two turns, in addition to her normal movement, instead of a rush's usual effect. If she uses this Charm together with Ferocious Hound Pursuit, she instead instantly flashes into close range with her target.

### Subterfuge

#### Night Stalker Approach

**Cost:** 2m; **Mins:** Dexterity 2, Essence 1
**Type:** Reflexive
**Keywords:** Mute, Totemic (Manipulation)
**Duration:** Instant
**Prerequisite Charms:** None

Gleaning subtlety from the shadows, the Lunar darkens her soul's light. She mutes all motes spent on a Larceny roll, Stealth roll, or action taken in concealment.

**Totemic:** A Lunar whose spirit shape has Tiny Creature or Minuscule Size may learn this as a Manipulation Charm.

#### Skulking Rat Spirit

**Cost:** 3m; **Mins:** Dexterity 3, Essence 1
**Type:** Supplemental
**Keywords:** Mute, Protean
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar moves without trace, leaving no sign of her presence. She rerolls 1s until they cease to appear on a Stealth roll, conceal evidence roll, or cover tracks roll.

**Protean:** In shapes with Tiny Creature or Minuscule Size, the Lunar also rerolls 2s until they cease to appear.

#### Noonday Shadow Tread

**Cost:** 4m (+1wp); **Mins:** Dexterity 3, Essence 1
**Type:** Supplemental
**Keywords:** Mute, Totemic (Perception)
**Duration:** Instant
**Prerequisite Charms:** Skulking Rat Spirit

The Lunar weaves between beams of light, hiding in the thinnest shadows. She ignores penalties on a Stealth roll from any source of illumination other than her anima banner. This may render it possible to attempt concealment in locations that would otherwise be inadequate hiding spots.

This Charm costs an additional Willpower if the Lunar is currently visible to any enemies. For an instant, she flickers and blurs, receding into the shadows.

**Totemic:** A Lunar whose spirit shape has the Night Vision Merit may learn this as a Perception Charm, with Sense-Sharpening Change (p. XX) as its prerequisite.

#### Unseen Predator Menace

**Cost:** 4m; **Mins:** Dexterity 4, Essence 1
**Type:** Supplemental
**Keywords:** Mute, Protean
**Duration:** Instant
**Prerequisite Charms:** Skulking Rat Spirit

Shrouding her killing intent in darkness, the Lunar remains unnoticed until she strikes. Her Stealth roll ignores the penalty to concealment in combat. Each enemy whose opposed roll she beats loses one Initiative (which she doesn't gain).

**Protean:** In animal shapes with Ambush Hunter, each 10 on the Lunar's Stealth roll lets her gain one Initiative lost by an enemy this way.

### Snake-Finger Style

**Cost:** 5m; **Mins:** Dexterity 3, Essence 1
**Type:** Supplemental
**Keywords:** Mute, Totemic (Manipulation)
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar's fingers move with supreme precision and fluidity, dipping in and out of a merchant's pocket or teasing a lock's tumblers open from inside. She doubles 9s on a roll to pickpocket a character, pick a lock, disable a trap, cheat at cards or dice, poison a drink, or similar actions. She suffers no penalties or increased difficulty from lacking equipment.

**Totemic:** A Lunar whose spirit shape has Tiny Creature or Minuscule Size may learn this as a Manipulation Charm.

### Midnight Phantom Movement

**Cost:** 4m; **Mins:** Dexterity 3, Essence 2
**Type:** Supplemental
**Keywords:** Mute, Protean
**Duration:** Instant
**Prerequisite Charms:** Instinct-Driven Beast Movement, Skulking Rat Spirit

The Lunar slips unnoticed across the battlefield, weaving out of sightlines and into blind spots. She adds (higher of Essence or 3) dice on a Stealth roll to maintain concealment while moving, and ignores the increased penalty for crossing wide-open terrain (**Exalted**, pp. 203-204).

**Protean:** In animal shapes with Ambush Hunter, the Lunar can use this Charm to rush from concealment. She adds its bonus on both the rush and her Stealth roll.

### Elusive Prey Approach

**Cost:** 3m, 3i; **Mins:** Dexterity 4, Essence 2
**Type:** Reflexive
**Keywords:** Mute, Perilous, Uniform
**Duration:** Instant
**Prerequisite Charms:** Midnight Phantom Movement

Adapting to the flow of an enemy's attack, the Lunar moves with it to step into her attacker's blind spot. After dodging an attack, she may use this Charm to reflexively roll to enter concealment, subject to the usual penalties to Stealth in combat.

### Thieving Magpie Trick

**Cost:** 3m, 1wp; **Mins:** Dexterity 3, Essence 2
**Type:** Supplemental
**Keywords:** Mute, Totemic (Manipulation)
**Duration:** Instant
**Prerequisite Charms:** Skulking Rat Spirit, Snake-Finger Style

Creeping unnoticed through palatial treasure-halls, the Lunar walks away bedecked with others' riches. She adds (Essence) non-Charm dice to a Larceny roll, either to pickpocket a character who can't perceive her or to otherwise steal an object unnoticed while in concealment. If successful, characters who failed to beat her Stealth roll can't notice the theft until (Lunar's Essence) minutes have passed, or circumstances draw attention to it.

**Totemic:** A Lunar whose spirit shape has Tiny Creature or Minuscule Size may learn this as a Manipulation Charm, with Snake-Finger Style and Moonlight-on-Mist Puzzle (p. XX) as its prerequisites.

### Flashing Steel Reversal

**Cost:** 1m, 1wp; **Mins:** Dexterity 4, Essence 2
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Thieving Magpie Trick, Weapon-Snatching Coils

In a blur of superhuman speed and shifting flesh, the Lunar relieves foes of their weaponry. She makes a disarm gambit against a lower-Initiative enemy, adding (Larceny) dice on the attack and Initiative rolls. If she has a free hand and is within close range of a successfully disarmed enemy, she may reflexively ready the disarmed weapon. If she steals an artifact weapon attuned by another character, she still suffers the penalties for wielding it unattuned (**Exalted**, p. 594).

With Essence 3+, stealing an artifact weapon breaks its wielder's attunement, and the Lunar may reflexively commit its attunement cost.

### Night's Swift Fang

**Cost:** 4m, 1wp; **Mins:** Dexterity 5, Essence 2
**Type:** Reflexive
**Keywords:** Mute, Protean
**Duration:** One scene
**Prerequisite Charms:** Unseen Predator Menace

Moving too fast for her prey to react, the shadow-stalker claims her due. If the Lunar is concealed from all enemies at the start of a round, she gains (Essence/2, rounded up) Initiative, and takes her turn before any other character. If this Charm's priority is contested by similar magic, the highest stunt wins. If the Lunar's Initiative was already high enough to act before all enemies (after adding this Charm's bonus) and she makes an unexpected attack on her turn, she adds a free full Excellency.

This Charm can only be used once per scene.

**Protean:** In animal shapes with Ambush Hunter, the Lunar gains (Essence) Initiative instead.

### Argent Whisper Cunning

**Cost:** 3m; **Mins:** Dexterity 5, Essence 3
**Type:** Reflexive
**Keywords:** Mute, Protean
**Duration:** One turn
**Prerequisite Charms:** Midnight Phantom Movement

Well-versed in subtle ways, the Lunar conducts her midnight works unseen. She flurries a Stealth roll with another action, as long as it's not an attack or other action that would break concealment.

A repurchase lets the Lunar pay a one-Willpower surcharge to flurry a **decisive** attack from concealment with a Stealth roll. If the attack succeeds, she must use her reflexive movement action to enter a new place of concealment (without needing to disengage) and roll Stealth. She can't use this effect with no hiding place to move to. If her attack misses, the Stealth roll automatically fails, but her move action isn't consumed.

**Protean:** In animal shapes with Ambush Hunter, the Lunar ignores flurry penalties.

### Shadow Talon Execution

**Cost:** 5m, 1wp; **Mins:** Dexterity 5, Essence 3
**Type:** Simple
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Night's Swift Fang

The Lunar is the last thing her unwary prey ever sees. She makes a **decisive** ambush against an enemy, assuming she meets the normal requirements to do so (**Exalted**, p. 203), adding attack roll extra successes as dice on the damage roll.

**Protean:** In animal shapes with Ambush Hunter, the Lunar doubles 9s on the attack roll.

### Silent Swooping Owl

**Cost:** 3m; **Mins:** Dexterity 5, Essence 3
**Type:** Reflexive
**Keywords:** Mute
**Duration:** Until next turn
**Prerequisite Charms:** Elusive Prey Approach

Utterly in control of her body's slightest involuntary acts, the Lunar makes no sound save when she wishes to. Any actions she takes with any Attribute become perfectly silent for this Charm's duration, undetectable by hearing-based rolls. Indirect consequences of her action are still audible: If she discharges a firewand, it will make no sound, but her victim's cry of pain or the sound of ignited scenery burning will.

### Twisting Penumbra Veil

**Cost:** 7m, 4i, 1wp; **Mins:** Dexterity 5, Essence 3
**Type:** Reflexive
**Keywords:** Clash, Mute, Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Silent Swooping Owl

As an enemy lunges at the Lunar, she recedes like evening mist, vanishing into the shadows. To use this Charm, she must have Initiative 12+ and be within short range of a viable hiding spot. She clashes an attack with (Dexterity + Stealth), ignoring penalties to Stealth in combat. If successful, she moves up to one range band to enter the hiding spot, and automatically establishes concealment against her attacker. All other onlookers roll (Perception + Awareness) against her roll to determine if she establishes concealment against them. This doesn't count as her move action. If she loses the clash, she doesn't enter concealment.

This Charm can only be used once per scene, unless reset by landing a **decisive** unexpected attack that resets the Lunar's Initiative.

**Protean:** In shapes with Tiny Creature or Minuscule Size, those Merits impose their penalty on larger foes' clashing attack rolls as though they were Awareness rolls.

### Cryptic Unknown Beast

**Cost:** 10m, 1wp; **Mins:** Dexterity 5, Essence 4
**Type:** Reflexive
**Keywords:** Mute, Protean
**Duration:** Instant
**Prerequisite Charms:** Twisting Penumbra Veil

Others glimpse the Lunar for only a heartbeat before she vanishes, leaving them doubting their own eyes. After other characters have made Awareness rolls opposing her Stealth, she forces them to reroll all dice that show successes.

This Charm can only be used once per scene, unless reset by incapacitating a nontrivial enemy with an unexpected attack and then establishing concealment against all enemies.

**Protean:** In animal shapes with Ambush Hunter, if the Lunar establishes concealment against all enemies while in combat, she rolls Join Battle.

## ʃɯɑɾɱ

### Cunning Anglerfish Decoy

**Cost:** 5m (1m); **Mins:** Dexterity 5, Essence 1
**Type:** Simple
**Keywords:** Mute, Totemic (Manipulation, Wits)
**Duration:** Indefinite
**Prerequisite Charms:** Bending Before the Storm, Skulking Rat Spirit

Plucking a hair from her head, shedding a tear, or spitting on the ground, the Lunar transforms a cast-off piece of her body into a duplicate. She creates a copy of her current form within close range, complete with convincing (if non-functional) duplicates of her equipment. It lacks true intelligence or agency, and can't make actions requiring rolls, but it's a realistic imitation of her. It can't move beyond medium range from the Lunar; doing so causes it to revert to whatever it was created from.

The duplicate uses the Lunar's Evasion, Parry, and Guile. If hit by an attack, it dissipates in a silver flash. Characters with superhuman or magically enhanced senses can roll (Perception + Awareness) against its Guile to identify it as a fake. Additionally, the duplicate's limited ability to carry on conversation means that characters who converse with it for a few minutes can identify it as false with a successful read intentions roll.

Using this Charm lets the Lunar reflexively roll Stealth to enter concealment, even without a hiding place. Enemies whose opposed rolls fail believe she's the duplicate and the duplicate is her, although they can see through this concealment if they subsequently identify the duplicate as false.

This Charm can be stacked to create up to (Essence + 5) total duplicates. Activations past the first costs one mote.

**Totemic:** A Lunar whose spirit shape has Tiny Creature or Minuscule Size may learn this as a Manipulation Charm with Falling Leaf Distraction (p. XX) as its prerequisite, or as a Wits Charm with Cuckoo's Nest Cunning (p. XX) as its prerequisite.

### Thousandfold Wasp Dance

**Cost:** 5m, 4i, 1wp; **Mins:** Dexterity 5, Essence 2
**Type:** Simple
**Keywords:** Perilous, Totemic (Wits)
**Duration:** One scene
**Prerequisite Charms:** Cunning Anglerfish Decoy, Emerald Grasshopper Form

The Lunar's innards roil and churn as she gathers all her aggression, frustration, and stress, manifesting them as a cloud of vermin. She disgorges a swarm of a Minuscule Size animal whose shape she possesses, which flies or scurries to a location within medium range. This swarm is a difficulty (Dexterity or Wits), Damage (Essence, maximum 5)L/round environmental hazard that affects all characters — friend or foe — within short range of its center. Other characters moving through the swarm must spend one Initiative per round, as though it were a battle group. On her turn, the Lunar may reflexively move the swarm one range band in any direction as her move action.

An enemy with appropriate weaponry, like a firewand, can disperse the swarm with a difficulty 7 gambit. Even if he fails the Initiative roll, reduce the difficulty of subsequent gambits by his successes.

**Totemic:** A Lunar whose spirit shape has Minuscule Size may learn this as a Wits Charm.

### Ant-and-Starfish Trick

**Cost:** —(3m, 1wp); **Mins:** Dexterity 5, Essence 3
**Type:** Permanent
**Keywords:** Totemic (Manipulation, Wits)
**Duration:** Permanent
**Prerequisite Charms:** Cunning Anglerfish Decoy

Dividing her Essence among multiple bodies, the Lunar unfolds an aspect of her myriad selfhood. She may use Cunning Anglerfish Decoy for three motes and one Willpower to create a replica with full-fledged personhood and agency, immediately rolling for it to Join Battle if used in combat. It has the following traits:

- It's fully independent, capable of acting and making decisions for itself. If the Lunar creates a replica of a human form, it has her Attributes, Abilities, specialties, and Innate Merits. If she creates a replica of an animal form, it uses that animal's traits except as noted below. She can't create replicas of Legendary Size or Minuscule Size animals.
- It has the Lunar's Tell, Willpower, health track, and Intimacies. It gains a Defining Tie of loyalty



toward the Lunar, which can't be weakened or altered.

- It can travel up to (Essence) miles from the Lunar before dissipating.
- It has Essence 1, no mote pool, and can't shapeshift or use Charms, anima powers, spells, Evocations, etc.
- It carries functioning copies of any equipment the Lunar has, although artifacts are replaced by superficially identical but mundane equivalents. These dissolve if separated from the replica for more than a scene.
- Observers can't identify the replica as a duplicate with read intentions actions unless enhanced with magic or benefitting from superhuman senses.
- The Lunar may touch a replica and end this Charm to absorb it into herself, gaining its memories. If she ends this Charm without doing so or a replica is killed, she doesn't gain its memories.

Replicas enhanced with this Charm count toward the maximum the Lunar can have, but don't benefit from the discount for multiple activations.

**Totemic:** A Lunar whose spirit shape has Tiny Creature or Minuscule Size may learn this as a Manipulation or Wits Charm.

### Living Hive Transformation

**Cost:** 3m, 1wp; **Mins:** Dexterity 5, Essence 3
**Type:** Simple
**Keywords:** Counterattack, Decisive-only, Totemic (Stamina)
**Duration:** One scene
**Prerequisite Charms:** Coiled Serpent Strikes, Cunning Anglerfish Decoy

The Lunar's flesh twists and writhes, portions of her body transforming into small animals or parts of larger creatures. Skin unwinds into serpents; hornets burrow out of her flesh; sharp-fanged maws open across her body. When an enemy successfully attacks her from close range, she can make a **decisive** counterattack with an unarmed attack or natural weapon. This deals (Essence) dice of lethal damage, ignoring Hardness. It doesn't include or reset the Lunar's Initiative. She adds (Essence) dice of damage to counterattacks made with Coiled Serpent Strikes from close range using unarmed attacks or natural weapons.

While clinched, counterattacks enhanced with this Charm ignore penalties for being grappled, and the Lunar can respond to her enemy's restrain, drag, release, or other non-attack grapple actions with counterattacks. If she controls a grapple, she may make one reflexive **decisive** attack on each of her turns against her victim, which functions identically to this Charm's counterattacks.

**Special activation rules:** When the Lunar uses Deadly Beastman Transformation (p. XX), she may reflexively activate this Charm.

**Totemic:** Lunars with hive-dwelling spirit shapes may learn this as a Stamina Charm, with Salamander's Tail Feint (p. XX) as its prerequisite.

### Hungry All-Consuming Cloud

**Cost:** —(4m per turn); **Mins:** Dexterity 5, Essence 4
**Type:** Permanent
**Keywords:** Totemic (Wits)
**Duration:** Permanent
**Prerequisite Charms:** Ant-and-Starfish Trick, Emerald Grasshopper Form

Taking on the shape of a vast swarm, the Lunar unleashes the multitude of herself. When she uses Emerald Grasshopper Form to become a Minuscule Size animal, she may become a swarm. She must pay four motes on each subsequent turn to maintain this. Her swarm-shape loses Minuscule Size's effects (p. XX), gaining the following instead:

- She gains (lowest of Dexterity, Stamina, or Wits) temporary −0 health levels. These temporary levels are the first to be filled when she takes damage, and vanish when filled.

- She gains a *swarming attack* with light weapon traits (Accuracy +4, Damage +7, Defense +0, Overwhelming 1) and the Lethal, Brawl, Flexible, Grappling, Natural, and Piercing tags. Swarming attacks apply to all enemies within close range, using one attack roll. 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 likewise divides her Initiative evenly among hit enemies (rounding up) for Initiative rolls, though she need only pay the gambit's Initiative cost once. Grappling has additional rules, detailed below. Swarming attacks are incompatible with Simple Charms.

- On a successful grapple, she makes one (Strength + Brawl) control roll opposing each enemy she succeeded against on the Initiative roll. On each turn of the clinch, she may either restrain all foes, expending two rounds of control over each of them; make one **withering** or **decisive** savaging attack against all clinched foes, as described above; or release all foes.

- She can't use Parry to defend. She gains +3 Evasion, 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 the entire swarm. She's immune to grapples, unless enhanced with magic that could feasibly constrain her swarm-self.

- Human-sized or smaller characters suffer a −3 penalty on rolls opposing her rushes or disengages, and rolls to disengage from her. They must disengage to move away from her while at short range or closer to her.

**Totemic:** A Lunar whose spirit shape has Minuscule Size may learn this as a Wits Charm.

### Locust-and-Starling Legion

**Cost:** 15m, 1wp (1i per turn); **Mins:** Dexterity 5, Essence 5
**Type:** Simple
**Keywords:** Perilous, Totemic (Wits)
**Duration:** One scene
**Prerequisite Charms:** Hungry All-Consuming Cloud

The Lunar becomes the legion, the horde, the pack, the stampede. She splits off countless copies, becoming a virtual battle group with Size (Essence/2, rounded up) and base Magnitude 10 (regardless of her total health levels). She adds (Size) dice on attack rolls and **withering** damage rolls, +(Size) soak and Magnitude, and can make area attacks and engage gambits (**Exalted**, pp. 208-209). Her area attacks are incompatible with Simple Charms. She must pay one Initiative each turn after activating this Charm to maintain it.

Unlike most battle groups, she doesn't have Drill or Might, her Initiative isn't inert, she can use Charms, and she can make both **withering** and **decisive** attacks, using the same rules as Hungry All-Consuming Cloud to resolve attacks with multiple targets. She can't

benefit from command actions or Charms that specifically enhance battle groups.

The Lunar's Magnitude is separate from her health track, representing the destruction of her duplicates, not harm to herself. Each time she loses a dot of Size, she doesn't make a rout check, but instead rolls ([Dexterity or Wits] + Integrity) to maintain this Charm. On a failed roll, this Charm ends and she suffers a level of unpreventable lethal damage.

This Charm can only be used once per scene. It can't be used in shapes with Minuscule Size or Legendary Size.

**Totemic:** A Lunar whose spirit shape has Minuscule Size may learn this as a Wits Charm.

# Intelligence

## Heart's Blood

### Blood Geas Binding

**Cost:** 10m, 1wp; **Mins:** Intelligence 3, Essence 1
**Type:** Reflexive
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar stands witness to pacts that bind families and nations, a sacred monster empowered to enact awful vengeance on oathbreakers. When she perceives a human making a promise to her or swearing a vow with the intent that she'll be a witness to it, she may sanctify that oath. If he breaks his oath, the Lunar is alerted to this by a spike of rage, and claims his shape as per a sacred hunt.

This Charm can't seal oaths made specifically to let oath-givers easily grant the Lunar their shapes by breaking them.

**Special activation rules:** If the Lunar's Solar mate seals an oath using his anima power, she waives this Charm's Willpower cost, and may use it on that oath even if it's not made to or by her.

### Memory-Drinking Meditation

**Cost:** 1m; **Mins:** Intelligence 3, Essence 1
**Type:** Reflexive
**Keywords:** Stackable
**Duration:** Indefinite
**Prerequisite Charms:** None

The Lunar tastes her prey's mind in his heart's blood. Upon claiming a shape, she gains one of his Ties to an individual at Minor intensity. She must know of the Tie beforehand, either through reading her target's intentions or by correctly inferring his Intimacies.

While in the target's shape, she gains all of his memories related to that Tie. The Storyteller should reveal specific memories when they become relevant, and the Lunar may introduce facts using these memories as though they were a relevant Lore background. This Charm ends if the adopted Tie is completely eroded.

The Lunar may stack this Charm to retain the memories of multiple victims, and/or a victim's memories of multiple Ties.

An Intelligence 5, Essence 3 repurchase lets the Lunar pay a four-mote, one-Willpower surcharge to gain all of her target's memories, not just those related to the adopted Tie. She can also gain an animal's memories without needing to adopt a Tie. She can't eidetically recall every moment of her prey's life, remembering only to the extent that he did, though she can improve this with magic like Counting the Elephant's Wrinkles (p. XX). Note that this only conveys memories of events, not skills, although she may consult stolen memories as a mentor for mundane traits (**Exalted**, p. 178).

### Stolen Voice Echo

**Cost:** —(2m per language); **Mins:** Intelligence 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Memory-Drinking Meditation

The Lunar speaks in borrowed tongues. When she uses Memory-Drinking Meditation, she also gains knowledge of up to (Linguistics + 1) languages her victim knows for two motes per language. She retains fluency only while in that character's form, and uses his accent and dialect.

With Intelligence 4, Essence 3, the Lunar gains permanent fluency in a language once she's spent a season using it. She can use it in all forms, no longer needing Memory-Drinking Meditation to retain it.

### Lessons in the Blood

**Cost:** —; **Mins:** Intelligence 5, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Memory-Drinking Meditation (x2)

The Lunar tastes her enlightened prey's mystical wisdom, making his power her own. When she uses

### EXPERIENCE DEBT

Certain Charms lets player characters increase or gain new traits by incurring experience debt equal to the normal cost of purchasing those traits. Any experience points she subsequently receives go toward paying off the debt, until it's paid in full. An Exalt's player may choose to pay off a debt solely with Lunar Experience, Solar Experience, or similar if she could spend it on that trait. Until the debt is fully paid, the character can't benefit from other effects that cause experience debt. Storyteller characters never go into experience debt.

Memory-Drinking Meditation, she may go into experience debt to instantly and permanently learn one spell or Martial Arts Charm her prey knew, up to (Essence) of her prey's specialties, or up to (Essence) dots of thaumaturgical rituals he knew. She must meet all prerequisites of any such powers. As long as she retains her target's memories, she may consult them as a tutor in other spells or rituals he knew.

The first time the Lunar uses this Charm, she doesn't incur experience debt.

## Knowledge

#### Inevitable Genius Insight

**Cost:** 1m; **Mins:** Intelligence 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar's keen mind synthesizes disparate insights to reveal new truths. She adds ([most relevant of Bureaucracy, Craft, Investigation, Larceny, Linguistics, Medicine, Occult, Socialize, Survival, or War]/2, rounded up) dice to a Lore roll. She treats specialties in that Ability as Lore specialties to justify introducing or challenging a fact, and adds them to the roll.

#### Wayfaring Sage Meditation

**Cost:** —; **Mins:** Intelligence 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Inevitable Genius Insight

The Lunar gleans vital lessons from hard-won experience. Once per session, when she uses intellect, cunning, sorcery, or ties with otherworldly beings to uphold a Major or Defining Intimacy, accomplish a major character or story goal, or achieve a legendary social goal, she gains a Lore background (**Exalted**, p. 237) in a topic related to her accomplishment.

Once per story, the Lunar may purchase a specialty in Bureaucracy, Craft, Investigation, Larceny, Linguistics, Medicine, Occult, Socialize, Survival, or War that's the same as one of her Lore backgrounds for only one experience point.

#### Dreaming Wisdom Revelation

**Cost:** 7m, 1wp; **Mins:** Intelligence 5, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** One story
**Prerequisite Charms:** Wayfaring Sage Meditation

A mystic and visionary, the Lunar realizes uncanny insights. After a scene reading animal entrails, interpreting dreams, imbibing psychedelics, vision questing in the Wyld, performing austerities, or similar, she rolls (Intelligence + [Integrity, Lore, or Occult]), banking foresight points equal to her successes. She may spend foresight points on the following effects reflexively:

**1 point:** Reset the once-per-scene limit on introducing a fact, as long as this upholds a Defining Intimacy or benefits her Solar mate.

**3 points:** Add (higher of Essence or 3) sorcerous motes toward shaping a spell. She may use this benefit multiple times on the same spell.

**3 points:** Gain (higher of Essence or 5) silver craft points, or (Essence) gold points.

**5 points:** Add (Essence/2, rounded up) successes on Investigation, Lore, Medicine and Occult rolls for one scene.

**5 points:** Add +2 Resolve for one scene.

**5 points:** Use Devil-Pleasing Chiminage (p. XX) retroactively. Success reveals she's already acquired the offering.

**5 points:** Use Moonlit Apothecary Cauldron (p. XX) retroactively. Success reveals she's already acquired the medicine.

**7 points:** Automatically succeed on a roll to introduce or challenge a fact, as long as the Storyteller deems success possible.

**7 points:** Use Heaven-Darkening Eclipse (p. XX) retroactively, without needing to roll. Success reveals she's already prepared a contingency to negate the effect in question.

The Lunar must know any Charms enhanced with foresight points. This Charm can only be used once per story, unless reset by gaining a Lore background from Wayfaring Sage Meditation.

### Tale-Spinning Mastery

**Cost:** 10m, 1wp; **Mins:** Intelligence 5, Essence 1
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Wayfaring Sage Meditation

The Lunar storyteller's words breathe wisdom into her audience. She teaches another character through a story — a folk tale, legend, recounting of a historical event, episode from her own life, etc. He gains up to (higher of Lunar's Essence or 3) dots of Abilities, or up to (Lunar's Essence/2, rounded up) dots of Attributes. If the Lunar learned the story in play or introduced it with a fact, and it directly relates to the raised trait, she can confer an additional dot. She can't raise a character's trait ratings above her own.

The student doesn't need to actively train to gain these benefits — as he reflects on the story, he gradually internalizes its wisdom, dividing the training time required by (Lunar's Essence + Intelligence). Player characters incur experience debt for raising traits in this way; a given Storyteller character can only benefit from this Charm once per story.

An Essence 3 repurchase lets the Lunar pay a five-mote surcharge to benefit (Essence) students. Alternatively, she may benefit (Essence x 5) students, but the number of dots she can grant each of them is halved, rounded down.

### Night's Mercy Panacea

**Cost:** 4m; **Mins:** Intelligence 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

Drawing on her understanding of toxins and pestilence, the Lunar formulates efficacious cures. She doubles 9s to treat a poison or disease (**Exalted**, pp. 236-237) she's successfully diagnosed. If her treatment is based on a fact she's introduced regarding that malady, she adds (Lore) non-Charm dice.

With Intelligence 5, the Lunar may pay a five-mote surcharge to double 8s.

With Intelligence 5, Essence 4, the Lunar may pay a six-mote, one-Willpower surcharge to double 7s.

### Plague-Swallowing Kiss

**Cost:** 6m; **Mins:** Intelligence 3, Essence 1
**Type:** Simple
**Keywords:** Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Night's Mercy Panacea

The Lunar devours a malaise afflicting her patient. She rolls (Intelligence + Medicine) against a poison's remaining duration or a disease's morbidity. Success instantly cures her patient, but transfers the poison's remaining duration or the disease into the Lunar, without allowing a (Stamina + Resistance) roll.

**Totemic:** A Lunar whose spirit shape is a carrion-feeder may learn this as a Stamina Charm, with either Disease-Purging Essence or Scorpion-and-Toad Absolution (p. XX) as its prerequisite.

### Moonlit Cauldron Apothecary

**Cost:** 5m; **Mins:** Intelligence 4, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Night's Mercy Panacea

The Lunar's keen understanding deduces secret cures and medicines unknown to most physicians. She rolls (Intelligence + [Lore or Medicine]) to introduce a fact about the location of a medicine or natural substance that's a potent cure for a disease or poison she's successfully diagnosed. The roll's difficulty is the disease's morbidity or the poison's duration, although the Storyteller may reduce it if the cure will require notable effort to retrieve. Each use of this Charm only introduces one dose — if it's a flower that can neutralize manticore venom, it will be a nigh-unique rarity, not a common weed.

Administering the medication lets the Lunar roll to treat the poison or disease instantly. If she treats a poison, her successes are applied directly to lowering its duration, without needing to overcome its difficulty. If she treats a disease, the patient immediately attempts a roll against its morbidity (**Exalted**, p. 234). If successful, the disease's intensity falls by another step after a week has passed.

A Lunar who knows Starfish-and-Salamander Meditation (p. XX) can introduce a medicine to



speed its healing process, rolling against difficulty 1. Administering the medicine adds all successes from a single interval directly toward the roll's goal number, instead of having to overcome its difficulty.

**Special activation rules:** A Lunar who knows Blood-and-Tear Elixir Cultivation (p. XX) may use it reflexively with this Charm to internally synthesizes a single dose of the medicine over (7 – Stamina) days instead of needing to retrieve it.

### Bone-Mending Technique

**Cost:** 6m, 1wp; **Mins:** Intelligence 3, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar's medical prowess drags patients back from death's door. After an hour of treatment, she rolls (Intelligence + Medicine) at a difficulty equal to the total levels of damage in her patient's health track. If successful, the rate at which her patient naturally heals non-aggravated damage (**Exalted**, p. 173) is multiplied by (Lunar's Intelligence + Medicine + 5) while resting. This lasts until he ceases resting or heals all damage.

If the Lunar's treatment is based on a fact she's previously introduced, such as a medicinal herb she can use to make poultices or the healing arts of a nearby society she can employ, she adds (Lore) to her patient's healing rate.

### Flesh-Sculpting Art

**Cost:** 8m; **Mins:** Intelligence 3, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** One surgery
**Prerequisite Charms:** Bone-Mending Technique

The Lunar sculpts flesh like clay, reshaping her patient's body by hand. She rerolls 1s on a Medicine roll to perform surgery (including Bone-Mending Technique's roll) and ignores penalties for lacking tools. Surgery time is drastically reduced, letting her complete an hour's worth of work in one minute. Surgeries enhanced by Flesh-Sculpting Art never cause damage, no matter how intrusive.

Additionally, the Lunar may perform surgeries beyond mundane medicine's limits in the Age of Sorrows — making cosmetic alterations to a patient's body, hollowing out pouches of flesh to smuggle contraband or sealing them up, etc. She can't grant mutations.

### Moon-Kept Mysteries

**Cost:** 4m; **Mins:** Intelligence 3, Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Wayfaring Sage Meditation

The Lunar is versed in obscure wisdoms that haunt midnight and linger at the world's edges. She doubles 9s on a Lore roll, or any Intelligence roll based on analyzing or recalling information. Once per day, if she succeeds with 5+ extra successes, she gains one Willpower.

### Counting the Elephant's Wrinkles

**Cost:** 2m; **Mins:** Intelligence 4, Essence 2
**Type:** Supplemental *or* Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Moon-Kept Mysteries

The Lunar draws forth ancient memories with pristine clarity. Reliving her memory of a single scene's worth of events, she rerolls (Essence) failed dice on a roll to introduce or challenge a relevant fact, or on any mental Attribute roll that memory is germane to. Alternatively, she can reflexively add +3 non-Charm Resolve against an effect that would alter her memories or create false memories.

With Intelligence 5, Essence 3, the Lunar may pay a one-Willpower surcharge to recall a memory up to (Essence + Intelligence) hours in length, such as a lengthy tome's contents or the events of a drunken revel. Once per story, if she encounters evidence that her memories have been magically manipulated, she may use this Charm with a one-Willpower surcharge to negate that effect.

### Unbound Soul Ardor

**Cost:** 5m, 1wp; **Mins:** Intelligence 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** (Essence + Intelligence) days
**Prerequisite Charms:** Moonlit Cauldron Apothecary

Stoking an ally's Essence with herbal smoke, chanted prayers, acupuncture, psychedelics, or similar treatments, the Lunar unbinds all restraints on his might. After an hour, she rolls (Intelligence + [Medicine or Occult]) at difficulty (target's Essence, maximum 5). Success excites his Essence to feverish intensity. He reduces wound penalties by two and ignores fatigue penalties. He adds a success on (Stamina + Resistance) rolls and doubles Stamina to determine how long he can function without food, water, or air (Exalted, 232). However, he can't sleep unless it's magically forced on him. Even then, he doesn't regain Willpower from sleep.

Once this Charm ends, the character is exhausted, suffering a −5 fatigue penalty on all rolls. This penalty falls by one every (6 − his Stamina, minimum 1) days of rest; he can't benefit from this Charm again until it falls to zero.

### Burning Moonfire Mind

**Cost:** 1wp; **Mins:** Intelligence 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Counting the Elephant's Wrinkles, Dreaming Wisdom Revelation

Evincing divine genius, the Lunar beckons forth secret power. She rolls (Intelligence + [Integrity, Lore, or Occult]), banking motes equal to her successes. These can only be spent on mental Attribute Charms that enhance Bureaucracy, Craft, Integrity, Investigation, Lore, Medicine, or Occult rolls, or Resolve. Alternatively, they can be added as sorcerous motes to any spell she shapes. These motes are lost if not spent by scene's end.

This Charm can only be used once per day, unless reset by rolling 5+ successes with Dreaming Wisdom Revelation.

### Midnight Soul Reprieve

**Cost:** 10m, 1wp; **Mins:** Intelligence 5, Essence 3
**Type:** Simple
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Counting the Elephant's Wrinkles

Offering insight and understanding to the troubled, the Lunar guides them through their darkest nights. She assists a patient with a Major or Defining Derangement as an extended (Intelligence + [Medicine or Presence]) action, with a one-month interval, difficulty 5, goal number 20, and terminus (10 − intensity). Success lowers the Derangement's intensity by one step. She need only spend a day each interval interacting with her patient, but each interaction grants the patient (Lunar's Essence) dice on Willpower rolls against the Derangement and reduces its Resolve penalty by one for a week, making repeat visits beneficial. Addictions can be treated as Major Derangements; success cures them completely.

The Lunar can't remove Minor Derangements, but can still benefit patients with them through interaction, as above. No extended roll is required; the Lunar need only use this Charm once per season and subsequently interact with her patients to confer these benefits.

Alternatively, this Charm can be used to fend off a Psyche effect, or a shaping effect or curse that alters the mind, if it can be resisted with Willpower. The Lunar rolls (Intelligence + [Integrity, Occult, or Presence]) at a difficulty of the Essence of the character responsible. Success halves the Willpower cost her patient must pay to resist it, rounded down, and lets the Lunar spend Willpower on his behalf. If an effect requires spending Willpower multiple times to break it, this Charm only applies to one such instance.

**Protean:** In shapes that her patient has a positive Major or Defining Tie toward, the Lunar doubles 9s on rolls made with this Charm.

#### Starfish-and-Salamander Meditation

**Cost:** 3m, 1wp; **Mins:** Intelligence 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Flesh-Sculpting Art, Moonlit Cauldron Apothecary

Gifted with supernatural brilliance, the Lunar knits together maimed flesh, revives withered organs, and even shapes new limbs. She undertakes an extended (Intelligence + Medicine) action to heal a crippling effect, or a similar physical malady such as congenital blindness or sterility. This has a one-month interval, difficulty 5, and a goal number and terminus based on the treated effect's severity: goal number 20 and no terminus for effects comparable to a crippling injury that can be accepted to negate one or two levels of damage (**Exalted**, p. 201); goal number 40 and terminus 15 for those comparable to a three- or four-level injury; or goal number 60 and terminus 10 for those comparable to a five-level injury. She must spend at least a week tending to her patient for each interval, though this can be sped with Flesh-Sculpting Art.

Success fully mends the treated debility. On failure, the Lunar can't attempt to heal the same injury again.

#### What Lies in Darkness

**Cost:** 2wp; **Mins:** Intelligence 5, Essence 4
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Burning Moonfire Mind

The Lunar frees herself from the conscious mind's fetters, speaking secret truths she doesn't yet know. While in an altered state of mind — induced through hallucinogens, fasting, meditation, vision questing in the Wyld, etc. — she rolls to introduce a fact without requiring an appropriate Lore background, although the Storyteller must still deem the fact possible.

This Charm can only be used once per story, unless reset when a fact thus introduced aids the Lunar, her Solar mate, or a character to whom she has a positive Tie in upholding a Major or Defining Intimacy.

### Mysticism

#### Crossroads Walker Entreaty

**Cost:** 6m; **Mins:** Intelligence 2, Essence 1
**Type:** Simple
**Keywords:** Protean
**Duration:** One scene
**Prerequisite Charms:** None

The Lunar bridges the divide between mortal society and the spirit world, advocating for the people under her protection in the courts of divinities. She gains +1 Resolve and Guile against spirits and fae, and such beings must hear her out peacefully when she speaks so long as she and her companions remain peaceful and inoffensive. An entity may pay one Willpower to ignore the Lunar, or two Willpower to initiate hostilities against her and her companions. If the Lunar or any of her companions engage in combat, even in self-defense, further spirits and fae may attack without spending Willpower.

**Protean:** Spirits and fae with positive Major or Defining Ties toward the Lunar's shape must enter Decision Points to resist this Charm, citing another Intimacy of equal or greater strength.

#### Ardent Prayers Fulfilled

**Cost:** 2m; **Mins:** Intelligence 3, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Crossroads Walker Entreaty

When wayward divinities neglect their supplicants, the Lunar shaman intercedes to set things right. When making a persuade, bargain, or threaten roll to convince a spirit or fae to act for his mortal worshipers' benefit, or an influence roll that conveys a message from those mortal worshipers, she doubles 9s and adds (his Cult) non-Charm dice. The spirit or fae can't draw Willpower from his Cult to resist this influence.

**FAE**

"Fae" include both the Fair Folk and other Wyld creatures, like hobgoblins, silverwights, manticores, and buck-ogres. It doesn't include humans and animals mutated by the Wyld.

### Devil-Pleasing Chiminage

**Cost:** 5m, 1wp; **Mins:** Intelligence 4, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Ardent Prayers Fulfilled

The Lunar bears secret wisdom of Heaven and Hell, knowing how best to appease their otherworldly denizens. She rolls (Intelligence + [Lore or Occult]) to introduce a fact regarding the location of something that will make an especially pleasing offering to a specific spirit or fae. The difficulty is (the entity's Essence + 2), although the Storyteller may lower this for offerings requiring notable effort to recover. The offering must be specific and unique — the Lunar couldn't introduce the fact that an entity desires apples, but could declare that the first apple of spring that grows on a specific tree would be efficacious.

Once the Lunar has introduced this fact, the offering must still be secured. It counts as exceptional equipment (**Exalted**, p. 580) on a bargain roll with that entity, and also counts as a Major Intimacy supporting that influence. The offering's benefit only applies to a single roll.

With Essence 2, if the Lunar or her Solar mate conveys the offering, it counts as a Defining Intimacy, and increases the cost to resist by one Willpower.

### Raiton's Dark Auspice

**Cost:** —; **Mins:** Intelligence 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Crossroads Walker Entreaty

Even if her wanderings lead to the Underworld, the Lunar shaman's wisdom is recognized. She adds (higher of Essence or 3) dice on bargain and persuade rolls targeting ghosts. Ghosts whose corpses the Lunar has provided a proper burial or similar funereal rites recognize her deed; they're considered to have Major Ties of friendship toward her. Ghosts whose heart's blood the Lunar took in life also have this Intimacy, though they don't recognize this fact, feeling an inexplicable affinity for her. If a ghost has reason to oppose the Lunar, this virtual Tie is only Minor. If the Lunar attacks a ghost or threatens one of his Major or Defining Intimacies, he can pay one Willpower to suppress his Intimacy toward her for (his Integrity) days.

### Graveyard Hound Vigil

**Cost:** —; **Mins:** Intelligence 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Raiton's Dark Auspice

The Lunar stands between the worlds of the living and the dead, a sentinel against revenants risen from shattered tombs and the Underworld's abhuman horrors. Her Lunar Charms that specifically affect spirits and fae also apply to nonspiritual undead like zombies, but not undead Exalted.

Once per story, when the Lunar upholds a Major or Defining Intimacy by helping a ghost complete unfinished business, slaying an Underworld monster, negotiating between the living and the dead, sealing a shadowland, or performing a similar task, she gains two Willpower and loses one Limit.

### Penumbra Witch Mastery

**Cost:** 3m; **Mins:** Intelligence 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

A student of Creation's mysteries and those that lie beyond the world, the Lunar's insight illumines uncanny darkness. She adds (higher of Essence or 3) dice and rerolls 1s until they cease to appear on a sorcery- or thaumaturgy-related roll; a roll to understand or introduce a fact about a supernatural being, artifact, manse, or similar phenomenon; or a read intentions, profile character, or case scene roll opposing a spirit or fae.

### Otherworldly Wisdom Gift

**Cost:** —; **Mins:** Intelligence 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Inevitable Genius Insight, Penumbra Witch Mastery

The Lunar has walked reality's edges and sipped from fonts of unearthly knowledge. When she introduces or challenges a fact related to spirits, fae, or other inhuman

supernatural creatures, or to other realms of existence or their phenomena, she rerolls (Essence) failed dice.

### Sharing Luna's Gifts

**Cost:** 3m, 1lhl; **Mins:** Intelligence 3, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Flesh-Sculpting Art

The Lunar shares her protean Essence with another, anointing him with her sacred blood. She grants a willing character up to five dots of mutations reflecting an animal whose shape she possesses. The beneficiary need not be human, but must be living. Player characters incur experience debt (p. XX) for gaining mutations in this way; a given Storyteller character can only benefit from this Charm once per story.

This Charm's health level cost is waived if the Lunar grants herself mutations.

### Swarming Locust Punishment

**Cost:** —; **Mins:** Intelligence 4, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Blood Geas Binding

Nature enacts the Lunar's judgment. When a character breaks an oath sanctified with Blood Geas Binding, he's beset by vermin. While not dangerous enough to present a threat in combat, they impose the following consequences:

- The oathbreaker suffers a difficulty (Lunar's Essence), damage 1B/hour environmental hazard while traveling through wilderness as innumerable pests assail him. He may avoid this by remaining in a single location, or traveling through regions devoid of animal life.
- The animals' interference imposes a −4 penalty on rolls to navigate wilderness, forage, find shelter, track characters through the wilderness, or conceal tracks.
- Each night, he rolls (Stamina + [Integrity, Resistance, or Survival]) at difficulty (Lunar's Essence). If he fails, the animals interrupt his sleep, preventing him from regaining Willpower and from reducing fatigue penalties.
- After three nights in a row without restful sleep, he gains the Obsession Derangement (**Exalted**, p. 169) at Minor intensity or increases its intensity by one step, fixating on finding and exterminating his animal tormentors. This Derangement persists after the curse ends.

This curse lasts (Lunar's Essence) weeks. Alternatively, she can revoke it or set a condition by which the target can end it.

### Argent Guardian Yantra

**Cost:** 4m, 1a; **Mins:** Intelligence 3, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Crossroads Walker Entreaty, Penumbra Witch Mastery

Guarding humanity's threshold, the Lunar bars the devils that would cross it. She traces out either a circle of anima, extending out to short range from her, or a line of anima extending from her to a point within short range. She rolls (Intelligence + [Integrity, Lore, or Occult]) to determine the ward's strength. Hostile spirits and fae with Resolve lower than her successes can't cross the ward or attack through it, although those inside a circle when it forms may pass through to exit it. Entities whose Essence exceeds the Lunar's may spend one Willpower to ignore the ward for the scene. This Charm ends if the Lunar leaves the circle or crosses her own line.

### Keeper of Midnight's Gates

**Cost:** 4m; **Mins:** Intelligence 3, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Argent Guardian Yantra

Reality's secret veils open and close at the Lunar's whim, that she might beckon forth ethereal allies or chastise unruly spirits. She rolls (Intelligence + [Lore, Occult, or Presence]) against the (Essence + 2) of a dematerialized spirit she can perceive within medium range. If successful, the spirit materializes without paying the usual cost. The Lunar may strip the spirit of its ability to dematerialize for (her Essence) rounds. Spirits may pay one Willpower to remain dematerialized if their Essence exceeds the Lunar's, or if they have an applicable Defining Intimacy.

### Ghost-Banishing Howl

**Cost:** 3m, 1wp; **Mins:** Intelligence 3, Essence 2
**Type:** Simple
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Keeper of Midnight's Gates

Baying to drive demons back to the depths of Hell, the Lunar banishes body-riding phantasms and spiritual parasites. She rolls (Intelligence + [Lore, Occult, or Presence]) against a possessing spirit's Resolve to exorcise it. Success drives it from its host, and prevents it from possessing him again until the next new moon.

If the Lunar successfully uses this Charm within a circle created with Argent Guardian Yantra, she may invert the ward to contain spirits rather than keeping them out.

**Protean:** In shapes that the possessing spirit has a fear-based Major or Defining Tie toward, every extra success on the Lunar's roll strips one Willpower from him if his Essence doesn't exceed hers.

### Cage of Horn and Sinew

**Cost:** —; **Mins:** Intelligence 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Ghost-Banishing Howl

At times, the Lunar shaman must impart humbling lessons to spirits. After successfully using Ghost-Banishing Howl on a spirit whose Essence doesn't exceed hers, she traps it in an animal within medium range. She can't target familiars or magically enhanced animals. The spirit remains trapped for (1 + threshold successes) months, or until the animal dies.

While imprisoned, the spirit controls the animal's body. He uses its traits, and can't use his own Attributes, Abilities, Merits, or Charms. He retains his memories and Intimacies, but his intelligence is diminished to that of the animal, potentially rendering him incapable of complex thought or emotion. At the Storyteller's discretion, the spirit may regain his mental faculties as his imprisonment progresses. He can't attempt suicide in the animal's body; its survival instincts override his will if he tries.

Once the spirit is freed, he gains a Defining Intimacy reflecting his animal vessel's nature and his experiences during the imprisonment — a demon sealed inside a watchdog might form a Tie of loyalty to its master; a god imprisoned in a deer might form a Tie of fear toward predatory animals. The animal gains one of the spirit's Defining Intimacies, and, at the Storyteller's discretion, may become god-blooded.

**Special activation rules:** When the Lunar incapacitates a spirit of any Essence rating with Demon-Drinking Howl (p. XX), she may use this Charm to trap him inside an animal for a year and a day rather than destroying him. The spirit forms a Defining Tie of gratitude to the Lunar for her mercy, which he can't erode until freed.

### Font of Dark Wisdoms

**Cost:** —; **Mins:** Intelligence 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Penumbra Witch Mastery

Drinking deep of those secrets hidden by the moon's dark face, the Lunar's understanding of cosmic mysteries flourishes. She gains the Thaumaturgist Merit. She may subsequently learn up to five dots worth of thaumaturgical rituals for no experience point cost, although she must still have access to a tutor for them (**Exalted**, p. 490).

This Charm may be purchased up to (Essence/2, rounded up) times.

### Spell-Rending Talon

**Cost:** 3m, 1i; **Mins:** Intelligence 4, Essence 2
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Penumbra Witch Mastery *or* Terrestrial Circle Sorcery

The Lunar's claws rend sorcery as easily as flesh. To use this Charm, she must have Initiative 12+. When she makes a **decisive** attack against an enemy benefitting from a spell that affects only him, each level of damage inflicted also counts as two successes toward distorting the spell (**Exalted**, p. 466). This doesn't count toward the terminus for distortion.

### Beast-Soul Awakening Crucible

**Cost:** 10m, 1wp; **Mins:** Intelligence 3, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** One story
**Prerequisite Charms:** Sharing Luna's Gifts

The Lunar raises a sacred place from the wilderness, consecrated to the divine beast that is her spirit's shape. Those who enter are tested; those found worthy emerge blessed with bestial power. The Lunar spends five days laboring to create a testing ground in a demesne or the Wyld: meditating, performing austerities, bargaining with spirits, etching occult geoglyphs, etc. It's imbued with the Essence of the Lunar's spirit shape; a mortal who successfully completes its trial receives six dots of mutations reflecting that animal, chosen by the Lunar when she uses this Charm.

Lunars with Chimera-Soul Expression (p. XX) choose two sets of mutations per trial ground, reflecting both animals making up their spirit shape; successful participants receive whichever best fits their personality and their triumph's nature. These mutations are hereditary, letting Lunars establish great beastfolk lineages.

The Lunar doesn't choose the trial's nature; it emerges from her spirit shape's nature and the Essence of the demesne or the Wyld. Her player should work with the Storyteller to determine what form the trial takes. It might be a challenge of physical, social, or mental prowess; a test of character or Intimacies; or an ordeal with no single solution. Whatever form it takes, failure carries significant consequences — not necessarily death, but maiming, curses, Derangements, and other afflictions are all possible. A character can only attempt a single such trial ever, pass or fail — she can't subsequently benefit from other trial grounds, even those created by different Lunars. These factors limit the creation of beastfolk en masse.

If the Lunar ends this Charm before the story she used it in ends, the testing ground loses its power. Once the story ends, the testing ground becomes permanent, no longer requiring committed motes and persisting past the Lunar's death. However, testing grounds can be destroyed by building manses over their demesnes, or by permanently shaping the Wyld containing them into Creation with magic such as Wyld-Shaping Technique. (Harmony-With-Reality Technique won't destroy testing grounds.)

A Lunar can't have more than (Intelligence + Willpower) permanent testing grounds. Testing grounds in territories she's claimed with Boundary-Marking Meditation (p. XX) don't count toward this limit.

### Crimson-and-Silver Rebirth

**Cost:** 10m, 1lhl, 1wp; **Mins:** Intelligence 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Sharing Luna's Gifts

The Lunar washes away the Wyld's corruption or sorcerous transformations with her protean blood. She removes a mutation from a willing character, rolling (Intelligence + [Lore, Medicine, or Occult]) against difficulty (mutation's dot rating). Alternatively, she can undo a shaping effect that alters the body, rolling (Intelligence + [Lore, Medicine, or Occult]) against the character who used the effect, who contests with an appropriate (Attribute + Ability) combination. If she fails, she can't attempt to remove that mutation or shaping again.

The Lunar may remove mutations or shaping effects she inflicted without rolling, waiving this Charm's mote and Willpower costs.

### Heaven-Darkening Eclipse

**Cost:** 1m, 1wp; **Mins:** Intelligence 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Argent Guardian Yantra

Drawing on ancient wisdoms and forbidden secrets, the Lunar may uncover flaws hidden in sorcerers' curses or divine miracles. After encountering the ongoing effects of a spirit Charm or a spell, she rolls (Intelligence + [Lore or Occult]) to introduce a method by which that magic may be undone. This roll is opposed by the character who created the effect, using an appropriate (Attribute + Ability) combination. If successful, the Lunar's player and the Storyteller should work together to determine a way that she can end the magic. The effort required to do so should be commensurate with the effect's strength. This can't reverse Instant-duration effects, or magic used by Essence 10 beings. If the Lunar breaks a magical effect with this Charm, the opposing character becomes aware of it, sensing the affront to his primacy.

An Intelligence 5, Essence 4 repurchase lets the Lunar pay a one-Willpower surcharge to introduce a way to permanently undo a Terrestrial sorcerous working, or temporarily suppress a Celestial or Solar working long enough for her to accomplish a significant task.

### Unraveling the Tapestry

**Cost:** 10m, 1wp; **Mins:** Intelligence 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Heaven-Darkening Eclipse

The Lunar finds the thread of doubt in a perfect tapestry. When she learns of a prophecy or similar magic ensuring an event will come to pass, such as God-King's Shrike (**Exalted**, p. 340), she introduces a fact with (Intelligence + [Lore or Occult]), opposing the successes rolled for that effect or (its creator's Essence + 1) it if it was unrolled. Success reveals a loophole in the prophecy that can avert the worst of the foretold doom.

The Lunar's player should work with the Storyteller to devise a task that's dramatically appropriate to opposing the prophecy and sufficiently difficult to justify undermining it. If the task is achieved, the prophecy has only a partial effect. At minimum, this guarantees that the Lunar, her Solar mate, anyone she has a positive Major

## SHAPING EFFECTS

Shaping effects are any magic that transforms a character's body, mind, soul, or fate. They can be defended against with magic like Destiny-Manifesting Method (**Exalted**, p. 304).

or Defining Tie toward, and any territories claimed with Boundary-Marking Meditation won't be killed or destroyed as a direct result of the foretold doom.

If a prophecy the Lunar is unaware of would harm anyone or anything this Charm could protect from certain destruction, she can use this Charm unconsciously, warned of the impinging weight of destiny by a creeping sense of dread.

*Example: A Solar predicts a star will fall on Mahalanka with God-King's Shrike. Raksi uses this Charm, beating his successes. She declares that a spear fashioned from the bones of a certain constellation-god can turn aside the star. Raksi kills the god, creates the spear, and splits the star in half with it. Its fragments still cause destruction, but less than if the star had fallen unbroken, and they won't kill Raksi or those she cares for.*

### Insidious Lunar Transformation

**Cost:** 10m, 1lhl, 1wp; **Mins:** Intelligence 5, Essence 3
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Sharing Luna's Gifts

The Lunar feeds someone her blood as a catalyst for transformation, twisting him into a bestial shape. In combat, this requires a difficulty 5 Brawl or Martial Arts gambit. Outside of combat, her target must either be willing, helpless to stop her, or tricked into consuming her blood unknowingly. The Lunar then rolls ([Intelligence + [Lore, Occult, or Presence]) opposing his (Stamina + [Integrity or Resistance]) roll. Success transforms him into an animal whose shape she possesses (except Legendary Size or Minuscule Size forms). This functions like Lunar shapeshifting (p. XX),



except that the victim's actions use the *lower* of his or the animal's dice pool or static value (3 dice if the animal has no listed pool). His intellect isn't diminished.

This transformation lasts (1 + Lunar's extra successes) days. She may undo it, or set a condition that will end the transformation. She can inflict permanent transformations on mortals or animals whose Willpower doesn't exceed her Essence. This is a shaping effect.

### Endless Masquerade Affliction

**Cost:** —; **Mins:** Intelligence 5, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Insidious Lunar Transformation

Pronouncing a baleful curse, the Lunar traps a foe inside the face and life of another. Using Insidious Lunar Transformation, she may turn a target into a human whose shape she possesses, per Lunar shapeshifting. She adds (Essence) non-Charm dice on her Intelligence roll, and extends the transformation's duration to (1 + extra successes) weeks.

### Selkie Mantle Endowment

**Cost:** 4m, 1hl; **Mins:** Intelligence 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Insidious Lunar Transformation

The Lunar anoints another with her blood, granting him a measure of her infinite freedom. She grants a mortal the ability to change into an animal whose shape she possesses (other than Legendary Size or Minuscule Size shapes) for one Willpower. Other than cost, this is as per Lunar shapeshifting. Mortals use (Lunar's Essence) as their dice cap for this Charm. If the Lunar and recipient both have positive Major or Defining Ties toward each other, reduce this Charm's cost by one mote.

A Lunar with Endless Masquerade Affliction can grant human forms this way.

### Silver Collar Binding

**Cost:** —; **Mins:** Intelligence 5, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Insidious Lunar Transformation

The Lunar transforms her foes not just into beasts, but into slaves. Characters affected by Insidious Lunar Transformation suffer −3 Guile and Resolve against her and gain a Minor Tie of subservience towards her, which can't be eroded below Minor intensity until the transformation ends.

### Spirit-Sealing Talisman

**Cost:** —(+0m or +3m); **Mins:** Intelligence 5, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Cage of Horn and Sinew

Arrayed in totems and fetishes that mark her triumph over countless spirits, the Lunar shaman draws on their puissance to work miracles and empower acolytes. After exorcising a spirit of equal or lesser Essence with Ghost-Banishing Howl, she traps it in a mundane object on her person, imprisoning it until that object is destroyed. Such talismans become supernaturally durable; destroying one requires, at minimum, a Strength 5 feat of demolition at difficulty (Lunar's Essence + Intelligence). If she crafted the talisman, she gains (higher of spirit's Essence or 3) gold points.

If the Lunar commits three motes when using this Charm, she chooses one of the spirit's Eclipse Charms — or, if it has none, works with the Storyteller to design an Eclipse Charm appropriate for the spirit. The talisman's wielder may use this Charm if he meets its prerequisites. If the Lunar has a positive Major or Defining Tie toward a character, she can pay one Willpower to let him use a Charm whose prerequisites he doesn't meet, as long as she meets them. If he lacks a mote pool, she may also pay any mote costs on his behalf. She becomes aware whenever a talisman bearer would benefit from such intervention, regardless of distance.

If the Lunar ends her mote commitment, the talisman no longer offers this benefit, though the spirit remains imprisoned, and she may commit these motes anew to restore the Charm. She can't commit motes to more than (Essence) talismans at a time.

**Special activation rules:** When the Lunar incapacitates a spirit of any Essence rating with Demon-Drinking Fang (p. XX), she may pay one Willpower to imprison it with this Charm rather than destroying it.

### Chains-of-Silver Geas

**Cost:** 8m, 1wp; **Mins:** Intelligence 5, Essence 4
**Type:** Reflexive
**Keywords:** Psyche

**Duration:** Instant
**Prerequisite Charms:** Ghost-Banishing Howl, Heaven-Darkening Eclipse

The Lunar shaman pronounces her binding will upon subdued devils, setting them to mend the harm they've done or driving them beyond the world. To use this Charm, she must successfully defeat a spirit or fae — e.g., in combat, exorcising him with Ghost-Banishing Howl, turning his court or followers against him, etc. The entity must have had a chance to oppose the Lunar. She imposes a geas upon him, compelling him to undertake an inconvenient or serious task (**Exalted**, p. 216) as per a successful persuade action that can't be resisted with Willpower. If her Essence equals or exceeds his, she may impose a life-defining task.

The entity must carry out the assigned task. However, he needn't spend every waking minute attending to it, and can leave it temporarily to protect Major or Defining Intimacies from harm. He can also win a reprieve of (Essence + Willpower) days by entering a Decision Point, invoking a Major Intimacy (or Defining, for life-defining tasks) and paying one Willpower. While this frees him from labor, he can't directly countermand the Lunar's order.

If the geas could last indefinitely or has a time-based duration, such as "stand guard in this spot" or "leave Creation and stay out," it's fulfilled after a year and a day spent actively fulfilling its condition. Geasa with a defined ending condition unrelated to time, such as "kill the satrap" or "move this fortress across the river one brick at a time" can extend beyond this limit. Until the entity fulfills the geas, it can't attempt to harm the Lunar except in self-defense.

This Charm can only be used against a character once per story.

### Doom Brought to Heel

**Cost:** 15m, 1wp; **Mins:** Intelligence 5, Essence 4
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Ghost-Banishing Howl, Moonlit Cauldron Apothecary

The Lunar hunts Creation's myriad ills to their hiding place, dragging them from the darkness with fangs of burning knowledge. After her roll reduces a poison's duration to zero or overcomes a Defining-level disease's morbidity with 3+ extra successes, she expels the affliction entirely from her patient as a spirit. For illnesses, this a disease spirit (**Exalted**, p. 509). For poisons, the Storyteller can alter a disease spirit's traits to reflect poison, use another appropriate spirit's traits, or invent new traits. The spirit's power is commensurate with that of the ailment he originated from, though his Essence can't exceed the Lunar's.

The spirit has a Defining Tie of loyalty toward the Lunar, which can't be weakened or altered for a season. His advice is exceptional equipment (**Exalted**, p. 580) on rolls to diagnose, treat, or resist the ailment, introduce facts about how to combat it, or implement plans based on such facts. If the Lunar uses Moonlit Cauldron Apothecary (p. XX) to introduce a cure for that ailment while advised by the spirit, she waives its Willpower cost. Once the spirit's season of service elapses, he no longer provides these benefits. The Lunar can only have one spirit bound with this Charm at a time; binding a new one requires releasing any previous spirit from his season of service.

A Lunar with Midnight Soul Reprieve (p. XX) can use this Charm after lowering a patient's Derangement from Defining to Minor intensity, fully curing her patient and expelling that Derangement as a spirit. A Derangement spirit's advice counts as exceptional equipment, as above, and waives the Willpower cost of using Midnight Soul Reprieve to treat the same Derangement.

A Lunar with Heaven-Darkening Eclipse (p. XX) can use this Charm after introducing a way to negate an effect with 3+ extra successes. She successfully negates it, twisting the sundered magic's remnants into a spirit. Such spirits don't grant the above benefits, but have supernatural powers antithetical to the god whose miracle was negated or the sorcerous effect negated.

### Witch-Among-Swine Spite

**Cost:** —; **Mins:** Intelligence 5, Essence 4
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Insidious Lunar Transformation

Those who anger the Lunar meet humbling transformations, trapping them in shapes better suited to their crude demeanors. When she's wronged by a character she has a negative Major or Defining Tie toward — e.g., he attacks her or an ally, breaks a promise, trespasses on her land, insults her, etc. — she can use Insidious Lunar Transformation on him while he's within medium range without feeding him her blood, and waiving its health level cost. She must use it in the same scene the slight occurs.

### Devourer of Form

**Cost:** —; **Mins:** Intelligence 5, Essence 4
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Witch-Among-Swine Spite

The Lunar claims her prey's shape completely, ripping it away from him and binding him into a new form. When she takes someone's shape without killing him, she can use Insidious Lunar Transformation against him reflexively at any range, waiving its health level cost.

## Crafting

### Many-Phase Insights

**Cost:** —; **Mins:** Intelligence 1, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar draws inspiration from all aspects of life, honing creative genius with holistic experience. She gains craft points for meeting basic objectives as though she'd completed a basic project (**Exalted**, p. 240) when she successfully:

- Introduces or challenges a fact relating to one of her Craft Abilities.
- Provides medical treatment using equipment or medicine she crafted.
- Navigates through wilderness or sea using tools she crafted, or uses such tools to withstand hardships on such a journey.
- Tattoos a Casteless Lunar (p. XX).

As usual, if the Lunar succeeds with 3+ threshold successes, she gains three silver points per objective fulfilled.

*Example: Blue Scribe introduces the fact that the Vayashi Forest is known for medicinal flora, relating to his Craft (Poisons) Ability. This upholds his Tie of pride for the region, and causes his Solar mate, the beastman Relentless, to strengthen a Tie of respect toward him. Because he met two basic objectives, he gains four silver points.*

### Brilliance-Drinking Approach

**Cost:** —; **Mins:** Intelligence 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Many-Phase Insights, Memory-Drinking Meditation

The Lunar tastes potent inspiration in the heart's blood of renowned artisans and legendary craftsmen. Upon learning this Charm, she gains ten silver points. Additionally, she gains craft points for meeting basic objectives as though she'd completed a basic project (**Exalted**, p. 240) when she claims the shape of a human with at least one Craft rated at 3+, or that the Storyteller deems a professional artisan. At the Storyteller's discretion, animals capable of significant crafting can also grant this reward. If the Lunar claims the form of a human with Craft (Artifact) or Craft (Geomancy) 1+, she's rewarded as per a major project instead.

A Lunar with Demon-Drinking Fang (p. XX) may also gain these rewards by destroying spirit artisans.

### Protean Creator Discipline

**Cost:** —; **Mins:** Intelligence 1, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

A swift-learning artisan, the Lunar effortlessly draws connections between disparate disciplines. Upon purchasing this Charm, for each dot she has in a Craft Ability, she gains a dot that she may place in another Craft Ability whose rating is equal or lower before adding these dots. When she purchases a Craft dot with experience points, she receives an additional dot she may assign to any other Craft Ability with an equal or lower rating.

### Wonder-Weaving Art

**Cost:** 6m; **Mins:** Intelligence 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

Understanding herself, her tools, and her design with transcendent clarity, the Lunar exceeds her own limits. When adding a full Excellency on a Craft roll with any Attribute, she doubles 9s.

An Intelligence 3, Essence 2 repurchase lets the Lunar pay a two-gold-point, one-Willpower surcharge to double 8s.

An Intelligence 5, Essence 4 repurchase lets the Lunar pay a two-white-point, one-Willpower surcharge to double 7s.

### Beast-Slayer's Art

**Cost:** —; **Mins:** Intelligence 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar makes good use of slain prey. When using the remains of an animal, monster, or bestial spirit that she participated in slaying as an essential component of a major project using any Attribute, she gains (highest Mental Attribute) silver points, which must be spent toward an interval of that project. A project can only benefit from one slain beast, and each beast's remains can only benefit one project.

### Pattern-Realizing Genius

**Cost:** 3m, 1wp; **Mins:** Intelligence 3, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** One project
**Prerequisite Charms:** None

Contemplating the materials and components in her workshop, the Lunar understands how they might be worked and assembled, seeing the swiftest route to completion. She undertakes a basic or major project with any Attribute, dramatically accelerating its pace. If she has all tools and materials needed, she can complete most projects in minutes. The most arduous, work-intensive projects can be completed in an hour if basic, or a day if major.

With Intelligence 4, the silver point cost of rolling to complete a major project (**Exalted**, p. 241) is reduced by (Essence) points.

### Endless Ingenuity Approach

**Cost:** —; **Mins:** Intelligence 2, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Many-Phase Insights

A creature of great and uncanny passions, the Lunar is driven to attain untold heights of innovation. When she upholds an Intimacy through knowledge, cunning, or similar intellectual prowess, she gains (Intimacy) gold points and rolls (Intelligence + [highest Craft]) with (Intimacy) bonus dice, gaining silver points equal to her successes.

This Charm can only be used once per story, unless reset by completing a non-basic project that fulfills at least one basic objective.

### Implicit Design Epiphany

**Cost:** —; **Mins:** Intelligence 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Endless Ingenuity Approach

As the Lunar brings new wonders into Creation, she receives a glimpse into the unrealized possibilities implicit in their nature. Once per day, upon completing a project with any Attribute, she may enhance the craft point reward:

- **Basic:** Double the silver points awarded.
- **Major:** Gain an additional two gold and two silver points.
- **Superior:** Gain an additional white point and (Essence/2, rounded up) additional gold points.
- **Legendary:** Gain an additional white point, and add (Essence + 3) non-Charm dice on the roll for gold and silver points.

The Lunar may use this Charm to enhance craft point rewards from Many-Phase Insights, Brilliance-Drinking Approach, Ecstatic Creator Inspiration, and similar effects.

### Inchoate Wonders Realized

**Cost:** 5m, 1wp; **Mins:** Intelligence 5, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** One story
**Prerequisite Charms:** Endless Ingenuity Approach

The Lunar draws mythic potential into reality, speaking legends into being. This Charm can be used on an artifact that's partially completed or in the process of repairs, which must have already accumulated successes equal to at least half the goal number required to create or repair it, rounded down (**Exalted**, p. 241). It temporarily becomes fully functional. For the Lunar, its attunement cost is reduced by five motes.

An unfinished artifact needn't precisely match the capabilities it will have when completed. If its rating is 3+, the Lunar's player and the Storyteller should collaboratively design one Evocation the finished artifact might have, which the Lunar and her Solar mate can awaken without spending experience points. Other Evocations can be awakened normally.

The Lunar may continue working to complete or repair the artifact while this Charm is active.

This Charm may only be used once per story, unless reset by completing or fully repairing an artifact enhanced with it.

### Quenched in Legend

**Cost:** —; **Mins:** Intelligence 5, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Inchoate Wonders Realized

The Lunar breathes unborn dreams into silver and bone. While using Inchoate Wonders Realized, she gains one gold point toward the cost of the project's next interval when one of the following occurs:

- The artifact's wielder uses it to uphold a Major or Defining Intimacy, achieve a major character or story goal, or complete a legendary social goal.
- A character forms a Major or Defining Tie toward the Lunar or the artifact because of an action taken with it.
- A character awakens an Evocation from the artifact.
- Once per session, when the artifact's wielder is awarded a two- or three-point stunt on an action using it.

At the end of a story in which a character used the artifact to uphold a Defining Intimacy, accomplish a major character or story goal, or achieve a legendary social goal, it gains an additional five gold points.

Upon completion, any gold points from this Charm in excess of the final interval's cost are awarded to the Lunar.

### Ever-Mutable Prowess

**Cost:** 6m; **Mins:** Intelligence 4, Essence 2
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Protean Creator Discipline

Receding into the depths of her protean nature, the Lunar discovers untapped potential. After five minutes of meditation or sleep, she may exchange craft points of one type for another. She may exchange silver for gold craft points at a rate of two to one, or exchange white for gold or gold for silver at a rate of one to two. Each activation only allows her to convert one type of craft points.

### Shifting Skin Raiment

**Cost:** —(+5gxp per dot); **Mins:** Intelligence 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Beast-Slayer's Art, Sharing Luna's Gifts

Anointing feathers, fur, or bone with her mutable blood, the Lunar binds animalistic power into a masterpiece. Upon creating clothing, armor, jewelry, or another worn object with a major project enhanced by Beast-Slayer's Art, she can reflexively use Sharing Luna's Gifts, imbuing the object with up to five dots of mutations reflecting her prey's nature, paying five gold points per dot.

A character wearing this object can spend one Willpower as a miscellaneous action to gain those mutations for a scene: a feather cloak becomes wings, wolf-fang bracers extend into claws, etc. Though magical, these objects aren't artifacts; they aren't indestructible and can't sustain Evocations.

If this object is bestowed on a character via Shining Moon-Child Mark (p. XX), he can activate its mutations without spending Willpower.

### Silver Crucible Refinement

**Cost:** 1m, 1wp, 1s/g/wxp per die; **Mins:** Intelligence 4, Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Wonder-Weaving Art (x2)

Dreams of success and nightmares of failure stoke the Lunar's brilliance, burning away the dross of imperfection. She adds up to (Essence, maximum 5) non-Charm dice on a Craft roll with any Attribute. Enhancing basic or major projects costs silver points; superior projects cost gold points; legendary projects cost white points. With Intelligence 5, Essence 3, craft points spent on this Charm also count toward the cost of a major, superior, or legendary project's finishing roll (**Exalted**, pp. 240-242).

### Ecstatic Creator Inspiration

**Cost:** —; **Mins:** Intelligence 3, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Endless Ingenuity Approach

Exulting in triumph, the Lunar envisions untold possibilities. She gains craft points for meeting basic objectives as though she'd completed a major project (**Exalted**, p. 240) when she upholds a Defining Intimacy through

knowledge, cunning, or intellectual prowess (note that this always fulfills the basic objective for upholding an Intimacy). As usual, if the Lunar succeeds with 3+ threshold successes on an action that upheld the Intimacy, she gains three gold points and one silver point per objective.

### Manifest Miracle Forging

**Cost:** 10m, 1wp; **Mins:** Intelligence 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** One project
**Prerequisite Charms:** Pattern-Realizing Genius, Silver Crucible Refinement

Sensing the nascent potential of magical materials and exotic reagents, the Lunar understands how to draw forth their power to shape wonders. She undertakes a superior project with any Attribute at an accelerated pace. Artifacts require (Artifact – 1) months; the time to complete a manse is halved; mundane large-scale projects can be completed in no more than (10 – Essence) weeks. Artifact repairs take no more than (Artifact – 1) weeks. Each interval's cost is reduced by (Essence/2, rounded up) gold points. This Charm is incapable of accelerating work on N/A artifacts or First Age artifice.

### God-Skinning Hunter Art

**Cost:** 20m, 1wp; **Mins:** Intelligence 5, Essence 3
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Beast-Slayer's Art, Manifest Miracle Forging

The Lunar binds her mightiest prey's Essence into wonders worthy of the hunt. Upon beginning a superior project with any Attribute to create an artifact that incorporates the remains of a supernatural creature she participated in slaying, she gains (its Essence x2) gold points, which must be spent toward the project's interval rolls or the costs of Charms enhancing it.

Upon completion, the Lunar rolls (prey's Essence), awakening one Evocation whose prerequisites she meets at no experience cost for every two successes, minimum one Evocation. Alternatively, she may awaken Evocations for another character that participated in slaying the quarry, or for her Solar mate.

This Charm can only be used once per story.

### Inexplicable Lunar Wonders

**Cost:** —; **Mins:** Intelligence 5, Essence 3
**Type:** Supplemental
**Keywords:** None



**Duration:** One project
**Prerequisite Charms:** Manifest Miracle Forging

Standing on mystery's precipice, the Lunar anticipates challenges yet to arise. She begins a superior or legendary project with any Attribute to create an artifact or manse without defining exactly what she's making, depicting a craftsman of uncanny foresight. For an artifact, she need only determine its level and what magical materials and other components she's incorporating into it; for manses, only the demesne she's raising it atop (which determines its aspect and level) need be determined. The project should be left offscreen or vague; while characters can observe the artifact or manse in progress, players won't know what it is until it's finished.

Upon completing the project, the player reveals what her character has been crafting all along. This Charm can't create First Age artifice.

This Charm can only be used once per story, unless reset by completing a superior or legendary project other than the one it enhances.

#### Unbound Demiurge's Dream

**Cost:** 10m, 1wp, 5wxp; **Mins:** Intelligence 5, Essence 5
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Manifest Miracle Forging, Wonder-Weaving Art (x3)

As the Lunar toils at her forge of wonders, the flow of time becomes a mere phantasm of her imagination; seconds unwind into centuries and decades collapse into days. A Craft roll made with any Attribute as part of a superior or legendary project doesn't count toward that project's terminus.

This Charm can only be used (Essence/3, rounded up) times on any single project.

## Warfare

#### Predator's Deadly Cunning

**Cost:** 3m; **Mins:** Intelligence 2, Essence 1
**Type:** Supplemental
**Keywords:** Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** None

The movements of armies, battlefield geography, supply lines, and countless other details whirl through the Lunar's mind as she devises her strategy. She adds (higher of Essence or 3) dice on a Strategic Maneuver roll, rerolling 1s until they cease to appear.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Stamina Charm.

#### Argent Pack Formation

**Cost:** 3m; **Mins:** Intelligence 2, Essence 1
**Type:** Supplemental
**Keywords:** Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Predator's Deadly Cunning

The Lunar's all-encompassing understanding of her forces ensures their deployment makes the most of their strengths. She adds a success to a Strategic Maneuver roll, and ignores penalties equal to the highest (Might + 1) of any allied battle group.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Stamina Charm.

#### Raiton Follows After

**Cost:** 1m; **Mins:** Intelligence 2, Essence 1
**Type:** Supplemental
**Keywords:** Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** None

Leading from behind, the Lunar guides her forces to red victory. Every 10 on an Intelligence-based order rolls an additional non-Charm die. If the Lunar orders a battle group to attack a crashed foe, she adds (Intelligence) bonus dice.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Stamina Charm.

#### Silver General Foresight

**Cost:** 3m; **Mins:** Intelligence 3, Essence 1
**Type:** Reflexive
**Keywords:** Totemic (Stamina)
**Duration:** One scene
**Prerequisite Charms:** Predator's Deadly Cunning, Raiton Follows After

Everything unfolds as the Lunar has foreseen. To use this Charm, she must be fighting under a stratagem she's successfully enacted. Allied battle groups add a success on attack rolls, and she rerolls 1s on Intelligence-based command actions.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Stamina Charm.

#### Dauntless Tactician's Reversal

**Cost:** 2m, 1i per die; **Mins:** Intelligence 3, Essence 2
**Type:** Reflexive

**Keywords:** Perilous, Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Raiton Follows After

Stemming the tide of her opponents' forces, the Lunar reveals hidden defenses. When an allied battle group makes a rout check, she adds up to (its Size + Might) dice on the roll for one Initiative per die. If successful, the battle group also gains +1 Defense and +(Initiative spent) soak until the end of its next turn.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Stamina Charm.

### Triumph-Directing Insight

**Cost:** 4m (+3i); **Mins:** Intelligence 3, Essence 2
**Type:** Reflexive
**Keywords:** Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Dauntless Tactician's Reversal

As the Lunar directs the flow of battle, her arrayed forces create an opening for her allies to seize victory. When a battle group that benefits from her order action crashes an enemy or reduces an enemy battle group's Size, she may transfer the Initiative Break to an ally within medium range of her. If the Initiative Break came from attacking a battle group, she may pay a three-Initiative surcharge to grant that ally (damaged group's previous Size x2) additional Initiative.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Stamina Charm.

### Silver Lion Supremacy

**Cost:** 2m; **Mins:** Intelligence 3, Essence 2
**Type:** Supplemental
**Keywords:** Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Argent Pack Formation

Marshaling puissant legions of beastfolk or other supernaturally empowered troops, the Lunar forges daring plans of attack. She adds non-Charm dice on a Strategic Maneuver roll equal to the highest Might of any allied battle group. If she stunts with a description that invokes her soldiers' superhuman capabilities — carrying out an Ambush stratagem at night while leading beastfolk capable of seeing in darkness, or leading a flank of aquatic demons in a Pincer Attack from the sea — she adds non-Charm successes instead.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Stamina Charm.

### Quicksilver Strategy Meditation

**Cost:** 3m, 1wp; **Mins:** Intelligence 4, Essence 2
**Type:** Simple
**Keywords:** Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Silver Lion Supremacy

The Lunar's plans are formless and enigmatic, adapting to foes' strategies and unexpected circumstances. She makes a Strategic Maneuver roll, selecting two potential stratagems to enact. She may allocate her extra successes to whichever stratagem she wishes, and if she rolls enough to meet both their thresholds, may enact them simultaneously.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Stamina Charm.

### Sparks-to-Fireflies Reversal

**Cost:** 10m, 5i, 1wp; **Mins:** Intelligence 5, Essence 3
**Type:** Simple
**Keywords:** Perilous, Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Quicksilver Strategy Meditation, Triumph-Directing Insight

A legendary strategist, the Lunar is never caught off guard or left without recourse. She makes a Strategic Maneuver roll in battle, revealing preparations she's previously taken. A single enemy may pay one Willpower to oppose this with his (Intelligence + War) roll; if the battle is occurring under a stratagem he enacted, the Willpower cost is waived. If the Lunar meets her stratagem's threshold, she enacts it and negates any enemy stratagems in place.

This Charm can only be used once per story, unless reset by suffering a significant setback in combat — e.g., the rout of an allied battle group or the destruction of a major defensive measure — that threatens a Major or Defining Intimacy.

**Totemic:** A Lunar whose spirit shape is a creature that hunts in groups may learn this as a Stamina Charm.

## Sorcery

### Terrestrial Circle Sorcery

**Cost:** —; **Mins:** Intelligence 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Any four Mental Attribute Charms

Crossing the Terrestrial Circle's threshold, the Lunar is initiated into mysteries unknown. She may use Terrestrial Circle sorcery. She learns one Terrestrial spell — her control spell — and one shaping ritual for free.

#### Cloaked in Moonfire

**Cost:** —; **Mins:** Intelligence 4, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Terrestrial Circle Sorcery

The Lunar's anima banner shifts and warps as sorcerous Essence flows through it. While her anima level is glowing or higher, she doesn't lose sorcerous motes on turns wherein she doesn't gather additional sorcerous motes.

#### Shadow-Hands Invocation

**Cost:** 2m; **Mins:** Intelligence 4, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** One turn
**Prerequisite Charms:** Cloaked in Moonfire

The Lunar's shadow moves independently, weaving sorcery in her stead as she attends to other matters. She flurries a shape sorcery action with a nonattack action, reducing the penalty on both rolls by one. If she knows Celestial Circle Sorcery, she ignores all penalties, including the Defense penalty.

An Intelligence 5, Essence 3 repurchase lets her extend this Charm's duration to one scene for a four-mote, one-Willpower surcharge.

#### Celestial Circle Sorcery

**Cost:** —; **Mins:** Intelligence 4, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Terrestrial Circle Sorcery, any five Terrestrial Circle spells

Attaining the sublime heights of the Celestial Circle, the Lunar returns to the world bearing wisdom that burns. She may use Celestial Circle sorcery. She learns one Celestial spell — an additional control spell — and one shaping ritual for free.

#### Cosmos-Rending Fury

**Cost:** 5m, 1wp; **Mins:** Intelligence 5, Essence 5
**Type:** Reflexive
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Celestial Circle Sorcery

The Lunar's primal rage speaks puissant sorceries unbidden from her soul's depths. Upon winning Join Battle, she may take a reflexive shape sorcery action to begin casting a spell, adding a free full Excellency.

## Manipulation

### Heart's Blood

#### Argent Trickster's Rook

**Cost:** —; **Mins:** Manipulation 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

Flashing a wicked grin as she rolls the dice or turns over her cards, the Lunar claims faces unwisely wagered against her. She performs a sacred hunt by challenging a human to dice, cards, or a similar game of chance, convincing him to stake his shape as his wager. She needn't convince him that she can actually take his form, and may convince him through vague language, metaphor, or half-truth. Her own wager must be one that her target would consider equal in value to the theft of his shape. If the Lunar wins — including by cheating, as long as she isn't caught — she concludes the sacred hunt and claims her target's form. Her target must be genuinely playing to win.

If the Lunar's target wins or catches her cheating, the sacred hunt fails, and she can't take his shape through this Charm until next story. She may still attempt sacred hunts against him by other means.

### Influence

#### Fox-Tailed Trickster's Grace

**Cost:** 5m; **Mins:** Manipulation 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar transgresses norms and taboos without consequence, dancing across forbidden lines with carefree ease. When she violates a custom, she makes a special (Manipulation + [Presence or Socialize]) instill roll against all witnesses who belong to that culture. Affected characters rationalize excuses not to punish, reprimand, or think poorly of the Lunar for this violation — taking her for a foreigner who doesn't know better; recalling hearing of a heroic deed she's performed and deciding it justifies overlooking the slight; deciding the violated

custom is foolish and ill-considered; etc. They can't form or strengthen negative Ties toward the Lunar or weaken positive Ties to her as a result of her transgression. Resisting this influence requires entering a Decision Point and calling upon a Major or Defining Intimacy.

Note that this Charm won't excuse legal consequences for violating laws even if it negates social or cultural stigma.

With a Manipulation 3, Essence 2 repurchase, targets that belong to the culture may opt not to apply Resolve against the influence. The Lunar is aware of anyone who does so, and may pay one Willpower to grant each of them a pool of (her Essence) dice. Those characters may add these dice on influence rolls to convince others to overlook a violation of the same custom, or to argue against the custom itself. These dice are lost if not used within (Lunar's Essence) days.

#### Forsaking-the-Blood Posture

**Cost:** 5m; **Mins:** Manipulation 3, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Fox-Tailed Trickster's Grace

Harshly excoriating a rival, the Lunar turns his people against him. She makes a Manipulation- or Charisma-based instill roll, ignoring multiple target penalties, to create a negative Tie toward a character or weaken positive Ties toward him by accusing him of violating a custom or more of a culture he belongs to. Targets who belong to the accused's culture suffer a –2 Resolve penalty against this roll, and can't bolster Resolve with Ties toward their shared culture or Principles that express solidarity, tribalism, or similar.

#### Tarnished Silver Imprecation

**Cost:** 5m, 1wp; **Mins:** Manipulation 4, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Forsaking-the-Blood Posture

The Lunar's rumormongering stains her victim's reputation soul-deep. She adds (higher of Essence or 3) dice on an instill roll to create a negative belief about a character present in the scene. Affected characters, other than the accused, also treat this as a persuade roll, convincing them to spread this belief through rumors, jokes, mocking nicknames, etc. Each affected character does so for at least (6 – his Integrity) days.

If Lunar's instill roll affects the accused, the rumor lives on in his shadow for (Lunar's extra successes against him) days. Anyone attempting to read his intentions is exposed to this Charm's influence, using the original roll's successes. Such characters use their successes on the read intentions roll in place of their base Resolve, if lower.

#### Generosity of the Cuckoo

**Cost:** 7m; **Mins:** Manipulation 3, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Fox-Tailed Trickster's Grace

Few can refuse the Lunar's gifts, be they baskets of poisoned fruit or the red-handed spoils of her latest crime. She offers a gift to a single character without asking anything in return, making a special (Manipulation + [Presence or Socialize]) instill roll with double 8s. If his Resolve is beaten, he takes whatever the Lunar offers. While he may store the object, exchange it, give it away to others, or "use up" limited gifts such as foodstuffs, he can't discard or abandon the Lunar's gift. He can't spend Willpower to resist unless the gift is obviously dangerous, or if accepting it would violate a Major or Defining Intimacy.

#### Laughing Raccoon Audacity

**Cost:** —; **Mins:** Manipulation 4, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Fox-Tailed Trickster's Grace

The Lunar diminishes her social standing, falling beneath respectable society's notice. She can use Fox-Tailed Trickster's Grace to instill a Tie of scorn or disgust toward herself (or her current shape) in addition to the roll's usual effects. Instead of excusing her transgressions, affected characters dismiss her behavior and any subsequent transgressions that scene as "normal" for a madwoman, foreigner, or similar undesirable. They won't punish or reprimand her, merely wishing that someone else would attend to that unpleasant task.

#### Glib Tongue Technique

**Cost:** 4m; **Mins:** Manipulation 2, Essence 1
**Type:** Supplemental
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar knows what others wish to hear, making even the tallest tales seem reasonable as she masterfully plays to her audience. She doubles 9s on an instill roll, and ignores one point of penalty from implausible claims (**Exalted**, p. 215).

### Heart-Snaring Deception

**Cost:** 3m; **Mins:** Manipulation 3, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Glib Tongue Technique

The Lunar preys on others' desire to believe. When she makes an instill roll against one target that exploits one of his Intimacies, she ignores (Intimacy) points of penalty for implausible claims. If this exceeds the total value of such penalties, she adds the difference in non-Charm dice.

### Uncertain Sky Ambiguity

**Cost:** 6m; **Mins:** Manipulation 3, Essence 1
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Glib Tongue Technique

There are no certainties in the company of tricksters. The Lunar makes a special (Manipulation + [Presence or Socialize]) instill roll with (higher of Essence or 3) bonus dice. Success causes targets to doubt the truth of a specific fact. A traveler waiting on a companion might question whether he's at the correct teahouse; a merchant might second-guess his cargo's value; a pickpocket's victim might doubt whether he had the stolen item with him all along. This uncertainty can be leveraged as though it were a Major Intimacy for the scene.

Characters presented with direct evidence of the fact's truth may resist this influence without spending Willpower. A character with an Intimacy encompassing belief in the fact in question treats this influence as unacceptable: a soldier with a Tie of loyalty toward his commander might question whether he heard her orders correctly, but not whether he serves her.

### The Shadow Who Wasn't There

**Cost:** 3m; **Mins:** Manipulation 3, Essence 1
**Type:** Reflexive
**Keywords:** Totemic (Appearance)
**Duration:** One scene
**Prerequisite Charms:** Uncertain Sky Ambiguity

Endlessly elusive, the Lunar extricates herself from even the most tenacious suspicions. When she observes one or more characters discussing someone whose identity they don't know, or infers that such an unknown person is on those characters' minds, she employs subtle mannerisms and social cues to make them completely certain that the unknown person is neither the Lunar nor her current shape. Her targets must be able to see or hear her, though she need not directly address them. This certainty can be leveraged through social influence as though it were a Minor Intimacy. A character may pay one Willpower to resist this Charm, becoming immune for one scene.

**Totemic:** A Lunar whose spirit shape mimics the appearance of a plant or animal may learn this as an Appearance Charm, with Perfect Symmetry (p. XX) as its prerequisite.

### Ever-Present Shadow Insinuation

**Cost:** 3m; **Mins:** Manipulation 3, Essence 1
**Type:** Reflexive
**Keywords:** Totemic (Appearance)
**Duration:** One scene
**Prerequisite Charms:** The Shadow Who Wasn't There

Suffusing her mien with notoriety, the Lunar subtly implicates herself in others' minds. This Charm functions like its prerequisite, but inverts its effect, leaving targets certain that the unknown individual they're thinking of *is* the Lunar, or her current shape.

If the Lunar uses this Charm and its prerequisite simultaneously, the cognitive dissonance of being certain that the Lunar was and was not the unknown individual overwhelms targets, imposing a −1 penalty on social and mental rolls until they resist one or both Charms. Each contradictory certainty can be leveraged as a separate Intimacy.

**Totemic:** A Lunar whose spirit shape mimics the appearance of a plant or animal may learn this as an Appearance Charm.

### Wayward Pariah Affliction

**Cost:** 4m, 1wp; **Mins:** Manipulation 4, Essence 1
**Type:** Simple
**Keywords:** Mute, Protean
**Duration:** Instant
**Prerequisite Charms:** Forsaking-the-Blood Posture, Uncertain Sky Ambiguity

The Lunar undermines the confidence of mighty princes and esteemed elders by questioning their place in society. She makes a special (Manipulation + [Presence or Socialize]) instill roll against one character to convince him that he's secretly distrusted and scorned by other members of a culture he belongs to. He treats any positive Ties toward members of that culture, or to the culture itself, as one step lower in intensity. Additionally, his suspicions and insecurity impose a −2 penalty on influence rolls and read intentions rolls he makes that target members of that culture. This

lasts until another member of the culture convinces the target that he's welcome in it, using the rules for overturning social influence (**Exalted**, p. 221).

**Protean:** If the Lunar uses this Charm in the shape of a human who belongs to the culture in question, her target suffers −1 Resolve against the influence.

#### Inexplicable Mystery Incarnation

**Cost:** 2m; **Mins:** Manipulation 2, Essence 1
**Type:** Reflexive
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** None

Drawing her anima inward, the Lunar masks her power. She mutes all motes spent to create or enhance an influence roll with any Attribute, a read intentions roll, or an application of Resolve or Guile.

#### Subtle Speech Method

**Cost:** 3m; **Mins:** Manipulation 2, Essence 1
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** None

Employing deft circumlocutions and subtle innuendo, the Lunar carries on two conversations simultaneously. She appears to speak on one topic, but the subtext of her speech conveys either a single idea or an influence roll, perceived only by those she wishes to grasp her true meaning. Those characters must still understand the language the Lunar is speaking in.

#### Voice-Hurling Method

**Cost:** 2m; **Mins:** Manipulation 3, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Subtle Speech Method

Reshaping vocal cords, the Lunar effects masterful ventriloquism. Her voice appears to come from a point within short range for a single influence roll or ten seconds of regular speech. She may speak from concealment without revealing her location, imposing a two-success penalty on Awareness rolls to locate her.

#### Hyena-Grinning Playfulness

**Cost:** 4m; **Mins:** Manipulation 3, Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Uncertain Sky Ambiguity

The Lunar weaves blood-chilling threats into idle banter or small talk without changing her tone of voice or demeanor, leaving victims confused and terrified. When she makes a threaten roll with any Attribute, her targets won't form negative Ties toward her because of it, nor can they strengthen negative Ties to her at the scene's end. Such characters won't take offense at the threats or respond with hostility. Resisting the threaten roll ends this effect; affected characters unable to do so may spend one Willpower to resist solely the effect of this Charm instead.

This Charm can only be used once per scene.

#### Wolves-in-the-Mist Incitement

**Cost:** 6m, 1wp; **Mins:** Manipulation 4, Essence 2
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Hyena-Grinning Playfulness

The Lunar's predatory Essence suffuses her voice and mannerisms, awakening primal fears that sleep in the caverns of the soul. She makes a (Manipulation + [Presence or Socialize]) inspire roll to create fear. This doesn't require her to directly address her targets, though she must speak in a language they understand or employ body language. This Charm's victims won't perceive the Lunar as the source of their fear.

Affected characters believe they're in imminent danger from an unknown threat. In addition to an inspire action's normal effects, for the rest of the scene they suffer −1 Resolve and Guile, and a −2 penalty on actions that don't help safeguard against the danger. This increases to −3 on Join Battle rolls and Awareness rolls to detect enemies — the victims are too preoccupied with the nonexistent threat to see the real danger. Once a character has Joined Battle, these penalties no longer apply to him (although the inspired fear remains).

#### Innocuous Rumormonger Remark

**Cost:** 5m; **Mins:** Manipulation 3, Essence 2
**Type:** Supplemental
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Subtle Speech Method

The Lunar passes off her arguments as rumors, tantalizing gossip, and popular opinion. When she makes an instill roll, targets can't bolster their Resolve with negative Ties toward her. Unless they successfully read her intentions or profile her that scene, they won't recognize that she attempted to influence them, believing they drew their own conclusions from the widespread gossip.

### Chattering Magpie Inflection

**Cost:** —(1m, 1wp); **Mins:** Manipulation 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Innocuous Rumormonger Remark

The Lunar conceals her voice within the mutterings of a crowd. She can use Innocuous Rumormonger Remark for one mote and one Willpower while within close range of multiple characters to conceal her statement's source. Onlookers perceive it as being a general sentiment expressed by the crowd she's in — even those in the crowd can't discern who said it.

If the Lunar knows Voice-Hurling Method, she can use this Charm while within short range of multiple characters.

### Lying to the World

**Cost:** —; **Mins:** Manipulation 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Inexplicable Mystery Incarnation

Every lie that rolls off the Lunar's lips and into believing ears is a prayer to herself. When she succeeds on a Manipulation-based influence roll or successfully asserts Guile, she gains two motes. This can't exceed the number of motes spent enhancing the roll or her Guile.

### Brother-or-Duty Dilemma

**Cost:** 5m; **Mins:** Manipulation 4, Essence 2
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Heart-Snaring Deception

The Lunar plays her victim's passions against his beliefs. When an influence roll with any Attribute exploits a Tie to an individual, her target can't use a Tie to a group or a Principle to bolster his Resolve, or in a Decision Point, if its intensity is lower.

**Protean:** If the exploited Tie is toward the Lunar's current shape, her victim can't use such Intimacies at all.

### Faithless Wolf Strays

**Cost:** 4m; **Mins:** Manipulation 5, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Brother-or-Duty Dilemma

A master of self-deception, the Lunar argues against her own ideals. When she bolsters her Resolve with a Tie to an individual, it can't be penalized by Ties toward groups or Principles if they have lower intensity (though they may still support persuade actions). If the bolstering Tie is toward her Solar mate, such Intimacies can't penalize her Resolve unless they're of greater intensity.

### Countless Shadow-Puppets Dance

**Cost:** —; **Mins:** Manipulation 4, Essence 2
**Type:** Permanent
**Keywords:** Totemic (Appearance)
**Duration:** Permanent
**Prerequisite Charms:** Ever-Present Shadow Insinuation

Weaving stolen faces into a tapestry of mystery and rumor, the Lunar inhabits the stage of others' assumptions. When she uses The Shadow Who Wasn't There or Ever-Present Shadow Insinuation, she's no longer limited to making her targets believe that she or her current human shape either was or was not the unknown individual in question. She can cause their assumption to fall on any human whose shape she possesses, without needing to wear it.

Note that using those two Charms together only produces cognitive dissonance if they create conflicting certainties — e.g., if the Lunar induces the belief that a mysterious serial killer is the satrap's advisor and isn't the Lunar, no penalty results.

**Totemic:** A Lunar whose spirit shape mimics the appearance of a plant or animal may learn this as an Appearance Charm.

### Empress-Grifting Confidences

**Cost:** 4m, 1wp; **Mins:** Manipulation 4, Essence 2
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Heart-Snaring Deception

Everyone longs to be lied to, and the Lunar trickster is happy to oblige. She rolls (Manipulation + [Presence or Socialize]) as she lies to instill either a Principle of belief in her words, or another appropriate Intimacy. A character whose Resolve is penalized against this influence by one of his Intimacies can't spend Willpower to resist it until next scene, unless presented with direct evidence contradicting the lie. If the Lunar succeeds, and no affected character spends Willpower to resist by the scene's end, she gains one Willpower.



### Gnawing Mouse Malaise

**Cost:** 5m, 1wp; **Mins:** Manipulation 4, Essence 2
**Type:** Simple
**Keywords:** Mute
**Duration:** One story
**Prerequisite Charms:** Fox-Tailed Trickster's Grace (x2)

The Lunar poisons armies and ministries from within, sowing chaos and turmoil. She spends a scene interfering with an organization she (or whoever she appears to be) holds a position of authority within — giving subordinates contradictory instructions, misappropriating funds, spreading rumors about other organization members, destroying records, etc. She rolls (Manipulation + [Bureaucracy, Larceny, or Socialize]) with (Essence) automatic successes, opposed by the highest appropriate (Attribute + Ability) roll of any involved group member. A general might roll (Intelligence + War) against an attempt to disrupt his supply lines; a devious bureaucrat might roll (Manipulation + Bureaucracy) to counter the Lunar's efforts with his own schemes; a crime boss might roll (Charisma + Larceny) to retain his syndicate's loyalty; etc.

Success inflicts internal turmoil, mismanagement, and delay. 1s on group members' rolls subtract successes on rolls to carry out the organization's official business — a Bureaucracy roll to allocate a ministry's resources and manpower, an Investigation roll to sniff out corruption within a business, a general's Strategic Maneuver roll to position an army, etc. — and the time necessary to complete such actions (or the interval of extended actions) is doubled. When a roll penalized in this way fails, the Lunar gains one Willpower, maximum one per day. She gains +3 Guile against effects that would reveal her culpability.

An organization member can undo this sabotage by successfully uncovering the Lunar as its culprit and completing a project (**Exalted**, p. 226) to undo or reform whatever harm she caused. Alternatively, magic such as Woe-Capturing Web can oppose this Charm.

This Charm can only be used on a given organization once per story.

### Grows-in-the-Telling Technique

**Cost:** 4m, 1wp; **Mins:** Manipulation 4, Essence 2
**Type:** Reflexive
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Heart-Snaring Deception

Even the wildest lies grow more believable with repetition. The Lunar resets a failed instill roll to convince others of a falsehood. If a target uses the same Intimacy to bolster his Resolve against her renewed roll that he did against the original roll, reduce the bonus it applies by one. Any penalties the Lunar suffers for dubious claims on the renewed roll are halved.

This Charm can only be used once per scene.

### Herd Subversion Approach

**Cost:** 5m; **Mins:** Manipulation 4, Essence 2
**Type:** Supplemental
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Fox-Tailed Trickster's Grace (x2)

The Lunar invites transgression and disobedience, tempting others to forsake long-held traditions and mores. When she makes a persuade, bargain, or threaten roll to convince one or more characters to violate or act contrary to a culture's custom, members of that culture suffer −1 Resolve. Such characters can't use Ties to that culture to bolster their Resolve or spend Willpower in Decision Points.

### Secret Devil's Presence

**Cost:** 1m, 1wp; **Mins:** Manipulation 4, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** The Shadow Who Wasn't There, Tarnished Silver Imprecation

Preying on suspicion and paranoia, the Lunar sows rumors of herself. She accuses someone of being an impostor, rolling a special (Manipulation + [Larceny, Performance, Presence, or Socialize]) instill roll against his (Charisma + [Bureaucracy, Performance, Presence, or Socialize]) roll, rerolling a failed die for each of his 1s. She can accuse someone who isn't present, but at a −3 penalty, and he still rolls.

If successful, the Lunar's extra successes become an instill roll against all other characters present to create a Tie of suspicion toward the accused character, convincing them that he's a disguised conman, shapeshifter, possessing spirit, etc. Characters already watching for a suspected impostor must pay an additional Willpower to resist this influence.

As long as affected characters retain the instilled Tie, their read intentions rolls against the accused yield false positives — giving them a definite sense that something's wrong with his behavior or appearance — unless their successes also beat the Lunar's Guile.

This Charm's Willpower cost is waived if it's used with Tarnished Silver Imprecation.

**Special activation rules:** The Lunar may activate this Charm reflexively when she uses Wolves-in-the-Mist Incitement, waiving its Willpower cost, to convey both Charms' effects with Wolves-in-the-Mist Incitement's roll.

### Creating-the-Wolf Attitude

**Cost:** —; **Mins:** Manipulation 4, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Forsaking-the-Blood Posture

Twisting the words of accusers and enemies, the Lunar lays her sins on their backs. When she's accused of violating a custom, she may use Fox-Tailed Trickster's Grace to excuse her transgression, even if it occurred in the past. If she successfully influences all characters present, she may reflexively use Forsaking-the-Blood Posture for free, turning the accusation back on her accuser. Each 9 and 10 on her roll for Fox-Tailed Trickster's Grace adds a bonus die on Forsaking-the-Blood Posture's roll.

### False Burrow Pursuit

**Cost:** 3m, 1wp; **Mins:** Manipulation 4, Essence 3
**Type:** Reflexive
**Keywords:** Mute, Protean, Psyche
**Duration:** Instant
**Prerequisite Charms:** Empress-Grifting Confidences

The Lunar sends others chasing down paths that never existed. She opposes an influence roll with a special (Manipulation + [Presence or Socialize]) instill roll against its speaker, suddenly changing the topic of conversation. If her roll beats both the opposing character's roll and his Resolve, he abandons his original intent, instead making an influence roll appropriate to the Lunar's chosen topic. He forgets what the previous topic of discussion was for the rest of the scene, though if another character reminds him of it, he can spend one Willpower to resist this influence.

This Charm may only be used once per scene.

**Protean:** In shapes that the Lunar's target has a Tie toward, if she successfully changes the topic to one related to the Tie's emotional context, he can't resist this influence unless he enters a Decision Point and invokes an Intimacy of equal or greater intensity after being reminded of the original topic.

### Trash-is-Treasure Misdirection

**Cost:** 3m, 1wp; **Mins:** Manipulation 4, Essence 3
**Type:** Simple
**Keywords:** Psyche
**Duration:** Instant
**Prerequisite Charms:** Generosity of the Cuckoo, Uncertain Sky Ambiguity

The Lunar's sales pitch conveys such impassioned sincerity that her mark sees pearls instead of pebbles. She makes a (Manipulation + [Performance or Presence]) bargain roll against a single character. If successful, she convinces him that whatever she offers is actually another object of a similar size and shape, but with a Resources value up to (1 + Lunar's extra successes) higher than the actual object's, before the Storyteller determines whether that offer is sufficient. She might pass off a handful of leaves as Realm scrip, a rusted saber as a bladesmith's masterpiece, or a clay brick as a silver ingot. This isn't an illusion or disguise — the Lunar's lie is so convincing that her target disregards all evidence to the contrary, even that of his own eyes.

This Psyche effect lasts (Lunar's Essence) hours. An affected character may pay three Willpower to resist if another character disputes the object's value, such as a vendor refusing to be paid in leaves, or if attempting to use the object makes apparent the discrepancy between what it is and what the victim believes it to be. Once the Lunar uses this Charm against a specific character, he's immune to further uses for (his Integrity) days.

With a Manipulation 5, Essence 4 repurchase, the Lunar may target multiple characters with this influence, spending at least several minutes speaking to do so. She uses the lowest number of extra successes over any audience member's Resolve when determining what she can cause affected characters to perceive.

### Wolf-Amid-the-Fold Approach

**Cost:** 1m, 1wp; **Mins:** Manipulation 4, Essence 3
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Brother-or-Duty Dilemma

Clothed in stolen skin and speaking with another's voice, the Lunar exploits the web of relationships her prey has left behind. When she makes an influence roll using any social Attribute while in a stolen human form, characters with Major or Defining Ties to that form must pay one additional Willpower to resist. If all affected targets decline to resist with Willpower, the Lunar gains one Willpower.

### Commanded to Fly

**Cost:** 5m, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Empress-Grifting Confidences

Caged and collared, the Lunar finds freedom in obedience. She can use this Charm when she succumbs to a Psyche effect or mind-affecting curse. It still takes effect, but her player adds a stipulation or condition equivalent to an inconvenient or serious task (**Exalted**, p. 216) to the actions it compels her to take. The imposed condition can't directly contravene the controlling influence, but may make its dictates more difficult for the Lunar to achieve, or alter the outcome intended by the opposing character. The added condition can't be one that would let the Lunar ignore the influence as unacceptable.

This Charm can only be used once per story, unless reset by successfully completing a task imposed by a Psyche effect or curse in a way that upholds one of the Lunar's Major or Defining Intimacies (regardless of whether the outcome is what the opposing character envisioned). Alternatively, it may be reset by completing a legendary social goal (**Exalted**, p. 134).

*Example: A Solar uses Hypnotic Tongue Technique to command Anja Silverclaws to kill a forest-god, the leader of a troublesome spirit court. Anja uses Commanded to Fly to add the stipulation that she must take the Solar's shape and carry out the god's murder while wearing it — a task that's merely inconvenient, as she has a Charm to take shapes by gambling, and the Solar seems an easy mark. However, if she had a Defining Tie to the Solar, and no way to take his form without killing him, this stipulation would be unacceptable influence, so she couldn't add it. Likewise, she couldn't add a stipulation that she kill the god without using any of her Exalted might or weaponry, as the spirit is dangerous enough to make this a life-defining task.*

### Coyote-Laughing Hilarity

**Cost:** 3m, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Reflexive
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Fox-Tailed Trickster's Grace, Hyena-Grinning Playfulness

The Lunar defeats arguments by agreeing with them, playing off the sincerest of statements with jovial manner and deft wit. When a character makes an influence roll, she opposes it with a (Manipulation + [Performance,

Presence, or Socialize]) roll. If she rolls more successes, her reaction to that character's influence convinces all other affected targets that it was meant sarcastically, ironically, or humorously, inverting its effect. An instill roll accusing the Lunar of various misdeeds would be seen as praise for her, building positive Ties; an inspire roll to calm a crowd only angers them further.

This Charm won't invert an influence roll's effect against the Lunar unless she enhances it with Whispering Silver Serpent, waiving the Willpower cost of such an activation.

### Knotted Tongues Affliction

**Cost:** 8m, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Simple
**Keywords:** Psyche
**Duration:** One story
**Prerequisite Charms:** Uncertain Sky Ambiguity

The Lunar's words seep into the mind like corrosive acid, burning away the burden of understanding. She makes a special written or spoken (Manipulation + [Linguistics, Presence, or Socialize]) instill roll against one character. Success removes his knowledge of all languages, rendering him unable to employ or understand spoken or written communication.

The victim's freedom from language gives him an affinity for animals. Animals don't receive a Resolve bonus against his influence rolls when he communicates through body language, nor does he receive a Resolve bonus when animals do so against him.

The victim may pay one Willpower to regain understanding of a single language for a scene. Once he's done so (Lunar's Essence) times, this influence ends. Otherwise, it lasts until this Charm ends.

With Essence 5, this Charm's duration extends to Indefinite.

### Whispering Silver Serpent

**Cost:** 4m, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Supplemental
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Empress-Grifting Confidences

Such are the depths of the Lunar's deception that even she believes it. When she lies — either in an influence roll or ordinary dialogue — she convinces herself that she's telling the truth. Until end of scene, read intentions or profile character rolls can't reveal any evidence that she lied. Even mind-reading magic shows that she believes what she's saying.

This Charm can contest lie-detecting magic like Judge's Ear Technique. Such contests are resolved by opposed rolls, with the Lunar rolling (Manipulation + [Larceny, Presence, or Socialize]) with (Essence) bonus dice. If successful, her statement appears true.

### Cobra's Hypnotic Gaze

**Cost:** 5m; **Mins:** Manipulation 5, Essence 3
**Type:** Supplemental
**Keywords:** Mute, Psyche
**Duration:** Instant
**Prerequisite Charms:** Whispering Silver Serpent

Speaking with mesmerizing tone and cadence, the Lunar lulls her prey into a half-trance. She may use Manipulation instead of Appearance to determine the bonus dice added (**Exalted**, p. 218) on an instill or persuade roll. If she adds any dice this way, her victim's trance is deep enough that his Intimacies can't modify his Resolve, positively or negatively, against that influence. He can still invoke Intimacies in a Decision Point.

### Forgetful Victim Technique

**Cost:** 10m, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Reflexive
**Keywords:** Psyche
**Duration:** Instant
**Prerequisite Charms:** Cobra's Hypnotic Gaze, Grows-in-the-Telling Technique

The Lunar's eyes burn with devilish intensity as she scours her presence from a witness' memory. At a scene's end, she makes a special (Manipulation + [Presence or Socialize]) instill roll against one character. Success suppresses his memories of the scene, without a chance to resist with Willpower. He forgets everything that happened during that scene, and believes no time has passed since the scene's beginning.

If a character failed an influence roll targeting solely the Lunar's victim during the erased scene, that action resets.

Conversely, if a character succeeded on a persuade, bargain, or threaten roll against the target, that influence is terminated along with his memory of it. If the player of the influencing character doesn't consent to this, the Lunar's instill roll is subject to the rules for overturning influence (**Exalted**, p. 221), and fails entirely if she can't overturn the opposing influence. Instilled Intimacies and inspired emotions remain, though the victim doesn't realize they're the result of another's influence.

If someone reminds the victim of the scene's events, or he finds evidence that time has passed without his awareness, he may resist this influence for three

Willpower, regaining his memories. Terminated influence resumes, while reset actions must be reset again, if characters haven't already attempted them.

This Charm can only be used once per day. Once the Lunar uses this Charm against a character, he's immune to further uses for (his Integrity) days.

### Shadow Faith Inversion

**Cost:** 8m, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Supplemental
**Keywords:** Protean, Psyche
**Duration:** Instant
**Prerequisite Charms:** Cobra's Hypnotic Gaze, Herd Subversion Approach

The Lunar's words poison the soul, twisting the heart against itself. When she makes an instill roll to weaken a single character's Intimacy, he can't use that Intimacy to bolster his Resolve — instead, it penalizes his Resolve as though it supported the influence.

This Charm can only be used against a character once per story.

**Protean:** If the Lunar uses this Charm in a shape that's the object of the targeted Intimacy, resisting the influence requires entering a Decision Point and citing a different Intimacy whose intensity equals or exceeds that of the targeted Intimacy.

### Nameless Monster Embodiment

**Cost:** 10m, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Simple
**Keywords:** Psyche
**Duration:** Indefinite
**Prerequisite Charms:** Shadow Faith Inversion

The Lunar becomes a monstrous avatar of doubt, a living denial of her prey's deepest-felt convictions. She makes a special (Manipulation + [Presence or Socialize]) instill roll against a character she's spent at least a scene interacting with, embodying the antithesis of one of his Defining Principles that she's aware of. That Intimacy can't bolster his Resolve against this influence, which can't be resisted with Willpower. If she succeeds, her target suffers the following effects:

- −2 Guile and Resolve against her.
- While he can perceive her, he can't use the targeted Principle to increase his Resolve or in Decision Points.
- Acting against the Principle while he can perceive the Lunar causes him to lose one Willpower and roll an extra die for Limit (if applicable). If he has no Willpower, he can't act against that Intimacy.
- He can't read her intentions unless he spends one Willpower.
- When he encounters a situation where the Principle is relevant, the Lunar intuitively realizes this and receives a brief description of that situation.

The victim can end this influence by completing eroding the targeted Principle, or by winning a noteworthy victory over the Lunar: besting her in combat, swaying an audience against her in a debate, driving a rival business led by her into bankruptcy, etc. Ending this influence by triumphing against the Lunar grants the victim one Willpower and lets him shed one Limit, and also renders the targeted Principle immune to subsequent uses of this Charm by her.

This Charm can only be used against a character once per story.

### Taboo-Banishing Transgression

**Cost:** —(+1wp); **Mins:** Manipulation 5, Essence 3
**Type:** Permanent
**Keywords:** Psyche
**Duration:** Permanent
**Prerequisite Charms:** Fox-Tailed Trickster's Grace (x2)

The Lunar disperses traditions and mores like half-remembered dreams. For a one-Willpower surcharge, Fox-Tailed Trickster's Grace suppresses affected characters' memory and knowledge of the violated custom. Any Principles that embody the affected custom are suppressed. She might cause Immaculate monks to forget their faith's aniconism by erecting an idol to a local god beside their shrine. This lasts (6 – victim's Integrity) hours, but affected characters are freed from it if they're reminded of the custom.

### First-in-School Assumption

**Cost:** 5m, 4i, 1wp; **Mins:** Manipulation 5, Essence 4
**Type:** Reflexive
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Wolf-Amid-the-Fold Approach

Seizing on the chaos of the battlefield, the Lunar tempts the rank and file of enemy armies away from their banners. Before an enemy battle group rolls a rout check, she makes a (Manipulation + [Presence or War]) roll against its Resolve. If she succeeds and the battle group suffers dissolution (**Exalted**, p. 209), it reforms under her

command, losing a dot of Size. Deserters, mercenaries, and ill-treated troops turn to the Lunar's side, believing she offers the best chance for survival, while those who refuse to turn traitor make up the lost dot of Size.

Once the battle ends, the battle group's members form a Minor Tie toward the Lunar, with a Storyteller-chosen emotional context.

This Charm can only be used once per day, unless reset when a battle group acting under the Lunar's order action deals enough damage to an enemy battle group to reduce its Size.

### Mind-Blanking Fear Technique

**Cost:** 5m, 1wp; **Mins:** Manipulation 5, Essence 4
**Type:** Simple
**Keywords:** Protean, Psyche
**Duration:** Instant
**Prerequisite Charms:** Forgetful Victim Technique, Wolves-in-the-Mist Incitement

The Lunar's words burrow into her victim's subconscious, suffusing one of his memories with such an overwhelming feeling of dread that his mind recoils from it. She makes a special ([Charisma or Manipulation] + Presence) threaten roll against one character, referencing the events of a past scene. If the Lunar was in that scene, she adds (Essence) successes on the roll. She might tell him he saw nothing when he broke into the prince's chambers last night, cryptically remark on a conversation he had with a local merchant in a threatening tone, or similar. If successful, he's convinced that his memories of that scene never happened — it was only a nightmare, trick of his imagination, hallucination, or similar figment. This can't be resisted by spending Willpower.

The target gains +(Lunar's extra successes/2, rounded up) Resolve against influence that contradicts his disbelief in the targeted memory. A character may break this Psyche effect by presenting the victim with direct evidence that the scene occurred and overcoming his boosted Resolve. Failure renders the victim immune to further attempts for the day, but lowers this Resolve bonus by two.

The Lunar may undo this effect reflexively regardless of distance, drawing the suppressed memory to the forefront of her victim's mind.

**Protean:** In a human or animal shape that her victim has a Major or Defining Tie of fear towards, the successes added for targeting a memory of a scene the Lunar was in are non-Charm if she was also in that shape in that scene.



### Nation-Sundering Shadow

**Cost:** —(+5m); **Mins:** Manipulation 5, Essence 4
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Nameless Monster Embodiment

The Lunar bears civilization's shadow as a disquieting cloak. After at least a week immersed within a culture, she can use Nameless Monster Embodiment at a five-mote surcharge, targeting one of that culture's customs. Her roll is opposed by the ([Charisma or Intelligence] + [Bureaucracy or Socialize]) roll of that culture's leader or a significant figure within it. If successful, any members of that culture with Defining Ties toward it or Defining Principles embodying the targeted custom suffer the effects of Nameless Monster Embodiment with regard to such Intimacies. While the Lunar remains immersed in an affected culture, she can inflict an automatic botch once per story on any roll made by a leader or administrator within that culture related to a large-scale project.

A culture afflicted by this Charm can end it if members of it publicly triumph over the Lunar, or if a prominent member completes a project (**Exalted**, p. 226) reaffirming the targeted custom. This renders that custom immune to subsequent uses of this Charm by the Lunar.

This Charm can only be used once per story, unless reset by achieving a legendary social goal (**Exalted**, p. 134).

### Parade-of-Follies Deliverance

**Cost:** 10m, 1wp; **Mins:** Manipulation 5, Essence 4
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Commanded to Fly

The Lunar reveals secret paths to freedom, even if they lead through the gates of madness. She makes a special (Manipulation + Presence) persuade roll, which doesn't require a supporting Intimacy, against a character under the influence of a Psyche effect or mind-affecting curse, using the rules for overturning influence (**Exalted**, p. 221). If successful, her target enters a Decision Point and must invoke either a Defining Tie that opposes the Psyche effect or curse, or a positive Major or Defining Tie to the Lunar (or her current human shape) to pay one Willpower. If he does, the Lunar adds a condition to the compelled course of action, as per Commanded to Fly.

If the Lunar uses this Charm on her Solar mate, she succeeds without needing a roll. He may reflexively form a positive Major Tie toward her in the Decision Point.

This Charm can only be used on a character once per story.

## Guile

### Moonlight Curtain Drawn

**Cost:** 3m; **Mins:** Manipulation 2, Essence 1
**Type:** Reflexive
**Keywords:** Mute
**Duration:** One scene
**Prerequisite Charms:** None

Vanishing into the depths of herself, the Lunar hides her true face. She gains +1 Guile. If an effect opposing her Guile would reveal information inconsistent with her current animal or human shape, potentially revealing her as a shapeshifter or impostor, the bonus increases to +3.

A Manipulation 4, Essence 2 repurchase of this Charm extends its duration to Indefinite.

### Cat-Eyed Enticement

**Cost:** 3m; **Mins:** Manipulation 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Moonlight Curtain Drawn

The Lunar's inscrutability lends mysterious appeal to her arguments. To use this Charm, she must have successfully asserted Guile previously that scene. She rerolls (higher of Essence or 3) failed dice on an influence roll with any Attribute against a single character who failed opposing her Guile. She may use this Charm once per successful application of Guile.

### Argent Deceiver Smile

**Cost:** —(2m); **Mins:** Manipulation 3, Essence 1
**Type:** Permanent
**Keywords:** Mute
**Duration:** Permanent
**Prerequisite Charms:** Moonlight Curtain Drawn

Radiating honesty and sincerity, the Lunar conceals her silvered tongue. While using Moonlight Curtain Drawn, she may pay two motes to apply its +3 Guile bonus against any effect that would reveal information indicating that she's lying, or that her behavior is intended to deceive even for an instant.

### Seven-Veiled Visage

**Cost:** 1m; **Mins:** Manipulation 4, Essence 1
**Type:** Reflexive

**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Argent Deceiver Smile

Endless layers of misdirection enfold the Lunar's innermost self, concealing it from all but the most impeccable discernment. (Essence) 1s on a roll opposing the Lunar's Guile subtract successes. She can't use this Charm against characters she's unaware of.

**Protean:** If the Lunar is in a human shape the opposing character has a Defining Tie toward, failure casts him into despair over his inability to understand someone who means so much to him. He suffers a dice penalty equal to the 1s on his roll, maximum (Lunar's Essence), on social and mental actions for the scene.

### Sublime Façade Art

**Cost:** —(1m); **Mins:** Manipulation 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

A natural at deception, the Lunar employs many methodologies to conceal her emotions. She may use Integrity, Larceny, or Performance instead of Socialize when calculating Guile. For one mote, she ignores a point of penalty to her Guile, though this can't reduce the penalty for being unaware of an observer.

### Anemones Conceal Clownfish

**Cost:** 3m; **Mins:** Manipulation 4, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Seven-Veiled Visage

The Lunar lends an air of mystery to even the most boorish companions, insinuating hidden depths they don't possess. When she witnesses an ally being targeted by an effect opposing his Guile, she grants him +1 non-Charm Guile. The maximum amount he may raise his Guile with Charms is also increased by +1.

If the Lunar uses this Charm to benefit her Solar mate, any motes he spends to enhance his Guile are muted.

### Forgotten Self Wisdom

**Cost:** 3m; **Mins:** Manipulation 4, Essence 2
**Type:** Reflexive
**Keywords:** Mute, Stackable
**Duration:** Indefinite
**Prerequisite Charms:** Moonlight Curtain Drawn (x2)

Assuming another's identity, the Lunar casts aside a part of herself. Upon shapeshifting into a human or animal form, she suppresses an Intimacy incompatible with impersonating that shape. It can't be detected by read intentions actions or similar effects, nor can it modify her Resolve, justify persuade actions against her, or be called upon in Decision Points. The Lunar's own behavior may still reveal the Intimacy to an observer. She can stack this Charm to suppress multiple Intimacies.

This Charm ends if the Lunar leaves the shape she used it in. If the Lunar ends it and uses the sealed Intimacy to bolster her Resolve or in a Decision Point in the same scene, she can't use this Charm again for the rest of the day.

### Labyrinth of the Beast

**Cost:** 4m, 1wp; **Mins:** Manipulation 5, Essence 2
**Type:** Reflexive
**Keywords:** Mute, Protean
**Duration:** Instant
**Prerequisite Charms:** Forgotten Self Wisdom

The Lunar submerges her conscious mind in the depths of the countless beasts that teem in her Essence. After successfully asserting Guile against a read intentions roll with at least a single 1, she may use this Charm, causing the opposing character to believe he succeeded. However, instead of the truth, he sees only an animalistic drive of her choice — hunger, aggression, lust, etc. — and disregards her until end of scene unless her actions prompt further attention.

**Protean:** If the Lunar uses this Charm in an animal's shape, it causes the opposing character to instead see only the instincts and drives typical to a normal animal of that kind. She may use it even after a successful read intentions roll, as long as it contained at least a single 1.

### Inconspicuous Feral Lifestyle

**Cost:** —(1m); **Mins:** Manipulation 5, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Labyrinth of the Beast

Immersing herself in the simple life of a beast, the Lunar falls beneath suspicion. While in an animal shape and undertaking activity characteristic of that species without ulterior motive — singing to attract a mate as a songbird, chasing after vermin as a cat, basking in the sun as a lizard, etc. — she may use Labyrinth of the Beast for only one mote, even against opposing effects that roll no 1s.

While using Silver Mask Submersion, the Lunar always enjoys the benefits of this Charm, even if not in animal form or engaging in characteristic behavior.

### River Reflects Desire

**Cost:** 5m, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Reflexive
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Labyrinth of the Beast

The Lunar becomes a mirror wherein others glimpse their hearts' desires. After successfully asserting Guile against a read intentions roll with at least a single 1, the Lunar may use this Charm, causing the opposing character to believe he succeeded. However, instead of the truth, he sees whatever he'd most desire to see. A merchant prince recruiting caravan guards might see absolute loyalty to anyone who can pay sufficiently, while a Dragon-Blooded chasing rumors of an Anathema might believe the Lunar both knows the Anathema's true identity and is eager to aid him.

### Silver Mask Submersion

**Cost:** 6m, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Simple
**Keywords:** Psyche
**Duration:** Indefinite
**Prerequisite Charms:** Labyrinth of the Beast

Telling herself the ultimate lie, the Lunar forgets herself. To use this Charm, she must be in the shape of a human to whom she has a Tie, or an animal shape. She twists her identity into that of her shape, overwriting her Intimacies with that character's Intimacies, or a set of Intimacies that the Storyteller deems an appropriate representation of that character's personality or animal's instincts. Her true Intimacies are suppressed — she can act against them without eroding them or gaining Limit, they don't modify her Resolve, they can't be discerned with read intentions rolls, etc.

The Lunar retains her memories, but they're distorted to fit her new identity. Memories that can't be reconciled with the identity are repressed. She can still act on her true motives, though distorted memories or her overwritten Intimacies might influence how or if she does so. As the Lunar is not aware that she's a shapeshifter, she can't voluntarily leave her current shape. She can still use Charms, Evocations, and spells, though she may be surprised by this power and believe it to be a blessing or curse.

The Lunar may define one condition that will end this Charm when she uses it, such as a certain amount of time passing, hearing a particular phrase, or witnessing a specific person's death. She can't voluntarily end this Charm except at a story's end, or if she witnesses a threat to one of her true Major or Defining Intimacies, or her Solar mate.

### Will-Drowning Void

**Cost:** 6m; **Mins:** Manipulation 5, Essence 3
**Type:** Reflexive
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Cat-Eyed Enticement, Seven-Veiled Visage

Those who gaze too long upon the embodied enigma that is the Lunar find themselves lost in the perilous depths of the unknown. If a character fails a roll opposing the Lunar's Guile, he loses one Willpower, which she gains.

This Charm can only be used once per day, unless reset by upholding a Major or Defining Intimacy through deception, cunning, or trickery.

### Mind-Shattering Mystery

**Cost:** 7m, 1wp (1m, 1wp); **Mins:** Manipulation 5, Essence 4
**Type:** Reflexive
**Keywords:** Protean, Psyche
**Duration:** Instant
**Prerequisite Charms:** River Reflects Desire, Will-Drowning Void

Drawing back her mask, the Lunar reveals horrors beyond imagination. After successfully asserting Guile against a read intentions roll, the Lunar makes a special (Manipulation + [Presence or Socialize]) instill roll with (Essence) bonus dice against the opposing character. Success inflicts the Madness Derangement (**Exalted**, p. 168) at Minor intensity, or strengthens an existing Minor Derangement to Major. If the Lunar succeeds with at least (victim's Integrity) extra successes, she may instead inflict Madness at Major intensity, or strengthen a Major Derangement to Defining. Her victim must immediately make a Willpower roll against that Derangement, with 1s subtracting successes.

If the Lunar enhanced her Guile with Will-Drowning Void, using this Charm against that read intentions roll costs only one mote and one Willpower.

**Protean:** If the Lunar uses this Charm in a shape the opposing character has a Major or Defining Tie of fear toward, the dice added to her influence roll are non-Charm.

## Subterfuge

### Moonlight-on-Mist Puzzle

**Cost:** 5m; **Mins:** Manipulation 2, Essence 1
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** None

A natural genius at deception, the Lunar ensures no traces remain to contradict her lies. She completes a roll to conceal evidence or conceal tracks instantly, doubling 9s. She may optionally roll with Manipulation instead of the Attribute normally used for those actions.

### Gloaming Auspice Trickery

**Cost:** 3m; **Mins:** Manipulation 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Moonlight-on-Mist Puzzle

Such is the Lunar's exuberance in her own apparent good fortune that rivals don't notice as she pulls cards from her sleeves or swaps honest dice for weighted sets. She doubles 7s on a roll with any Attribute to cheat at a game of chance or similar contest without being noticed, or to poison food, drink, or a weapon unnoticed. This Charm's efficacy diminishes with repetition — the second time she uses it in a scene, she doubles 8s; all subsequent uses that scene double 9s.

### Falling Leaf Distraction

**Cost:** 3m; **Mins:** Manipulation 4, Essence 1
**Type:** Simple
**Keywords:** Mute, Protean
**Duration:** One scene
**Prerequisite Charms:** Gloaming Auspice Trickery

The Lunar's voice captivates her audience with subtle harmonics, directing their attention away from the deft motions of her hands or her allies creeping through the shadows. She makes a special (Manipulation + [Larceny, Performance, or Presence]) instill roll, ignoring multiple target penalties. Each character whose Resolve is beaten is drawn in by the Lunar's patter. As long as she continues speaking — which she may do reflexively — they suffer a −(higher of Lunar's Essence or 3) penalty on Awareness or Investigation rolls opposing Larceny or Stealth rolls. As this Charm relies on the Lunar occupying the center of attention, it doesn't penalize rolls opposing her own Stealth attempts. Characters can't spend Willpower to resist this influence unless failing a roll would threaten a Major or Defining Intimacy.

**Protean:** In animal shapes, the Lunar instead distracts affected characters that can see her, drawing their attention to her adorable or unusual behavior.

### Night Sky Burial

**Cost:** 6m; **Mins:** Manipulation 3, Essence 1
**Type:** Supplemental
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Moonlight-on-Mist Puzzle

The Lunar's crimes are the crimes of the blameless, howling night. She adds (Essence) successes on a conceal evidence roll. Characters that fail opposing Investigation rolls believe they succeeded, but uncover a clue consistent with one of the following false results of the Lunar's choice:

**Crime Without Motive:** The evidence points to a crime of opportunity, committed by petty criminals or undesirables.

**Escaped Tiger Tragedy:** The evidence points toward actions of wild animals.

**Nameless Horror Omen:** The evidence points to involvement of spirits, fae, or other inhuman creatures.

**Only the Wind:** The evidence points to freak weather, an accidental fire, or similar natural disasters.

**Wicked Tyrant's Hand:** The evidence points to involvement of someone with authority over the victim or investigator.

With a Manipulation 5, Essence 2 repurchase, the Lunar may pay a one-Willpower surcharge to make investigators think the false evidence is genuine even on a successful Investigation roll, in addition to the true evidence. The investigator is aware of the discrepancy, but not of which piece of evidence is true. This effect can only be used once per story, unless reset by accomplishing a major character or story goal through criminal means.

### Second Shadow Forgery

**Cost:** 1m, 1wp; **Mins:** Manipulation 3, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Moonlight-on-Mist Puzzle

Drawing on boundless cunning and persuasiveness, the Lunar deceives even the keenest eyes. She rolls (Manipulation + Linguistics) to forge a written work. If she lacks a copy of the original to work from, she suffers

a penalty: recreating a book she's read once incurs a −3 penalty, while working entirely off second-hand descriptions incurs a −5 penalty. As long as she rolls a single success, the forgery succeeds. Characters who have reason to doubt its authenticity can roll (Perception + [Investigation or Linguistics]) at a difficulty of (the Lunar's Essence + Manipulation) to realize it's a fake.

If the Lunar knows Mirror-Hand Stroke, she may forge new works in a character's handwriting and style, so long as she has access to a single book-length sample of his writing or three smaller samples, such as letters, poems, or memoranda. If she has both a writing sample and the original author's heart's blood, the difficulty to detect the forgery increases by 1.

Alternatively, the Lunar can counterfeit a specific object with a Craft project, including artifacts and similar magical objects, though these forgeries are always mundane in function. As with texts, she suffers a penalty if she lacks firsthand access to the copied object. Characters may roll (Perception + [Awareness, Bureaucracy, or Investigation]) against difficulty (Lunar's Essence + Manipulation) to spot a counterfeit if they examine it closely, without needing specific reason to suspect it.

#### Shifting Silver Masquerade

**Cost:** 1m; **Mins:** Manipulation 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar convincingly inhabits countless roles, intuitively realizing and correcting any missteps. If she acts out of character while disguised, allowing other characters to make new rolls to spot her Tell or see through a disguise, 1s on those rolls subtract successes.

Alternatively, this Charm can add a non-Charm success on an acting-based Performance roll with any Attribute.

#### Many-Voiced Mockingbird Attitude

**Cost:** 1m; **Mins:** Manipulation 2, Essence 1
**Type:** Supplemental
**Keywords:** Mute, Protean, Totemic (Charisma)
**Duration:** Instant
**Prerequisite Charms:** Shifting Silver Masquerade

The Lunar speaks with countless stolen tongues. She flawlessly mimics, for a single influence roll or ten seconds of regular speech, the voice of a character whose speech she's spent at least an hour observing or whose shape she's claimed — even in shapes not capable of human speech.

A Manipulation 4 repurchase lets the Lunar use this Charm reflexively for three motes to perfectly mimic a specific valid voice for a full scene. She can still use her own voice, or use this Charm's supplemental effect to mimic other voices.

**Protean:** If the Lunar uses this Charm in the shape of the character she imitates, she instead rerolls 1s on influence rolls to impersonate him or explain away discrepancies. Alternatively, she may reflexively add +1 Guile against a roll that would reveal information contradictory to her impersonation. She gains both benefits while using this Charm's scene-long version.

**Totemic:** A Lunar whose spirit shape can mimic human speech or other animals' noises may learn this as a Charisma Charm, with Argent Songbird Voice (p. XX) as its prerequisite.

#### Mirror-Hand Stroke

**Cost:** —; **Mins:** Manipulation 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Many-Voiced Mockingbird Attitude

Drawing from deep-seated instincts contained in the heart's blood, the Lunar imitates the style of an author whose face she's stolen. She may effortlessly copy the handwriting and writing style of any person whose heart's blood she possesses, although this doesn't give her the ability to write in languages she doesn't know. A character with reason to doubt such text's authenticity can notice the forgery with a (Perception + [Investigation or Linguistics]) roll at a difficulty of (Lunar's Manipulation + Essence).

#### Laughing Devil Distraction

**Cost:** 3m; **Mins:** Manipulation 3, Essence 1
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** None

Catching a foe's attention with mockery or mischief, the Lunar creates an opening for her allies. She rolls a distract gambit with (Manipulation + [Performance, Presence, or Socialize]) against the Resolve of an enemy within medium range.

**Special activation rules:** This Charm may be flurried.

#### Clouds Cover Moon

**Cost:** 3m; **Mins:** Manipulation 4, Essence 2
**Type:** Reflexive
**Keywords:** Mute, Psyche, Totemic (Dexterity)



**Duration:** Instant
**Prerequisite Charms:** Falling Leaf Distraction

Ushering in darkness, the Lunar blinds her victims to reason. She rolls ([Dexterity or Manipulation] + Larceny), doubling 9s, when she extinguishes a light source, opposing the (Perception + Awareness) rolls of anyone who'd notice. Onlookers who fail rationalize this as perfectly normal, attributing it to a gust of wind, shoddy lamp oil, or similar innocuous causes. They won't relight that light source unless not doing so interferes with whatever duties or activities they're currently carrying out. This Psyche effect can't be resisted with Willpower.

If the Lunar extinguishes multiple light sources within close range of one another with a single action, she need only use this Charm once.

**Totemic:** A Lunar whose spirit shape has Tiny Creature or Minuscule Size may learn this as a Dexterity Charm, with Thieving Magpie Trick (p. XX) as its prerequisite.

### Candle-Eating Rat Trick

**Cost:** —; **Mins:** Manipulation 4, Essence 2
**Type:** Reflexive
**Keywords:** Totemic (Dexterity)
**Duration:** Instant
**Prerequisite Charms:** Clouds Cover Moon

The Lunar swallows the light of day to bring the night. Upon spending 5+ muted motes while her anima is dim, she extinguishes all light sources other than anima banners within medium range. Alternatively, she can extinguish a single light source within long range. Magical light sources relight themselves at scene's end; mundane light sources must be relit normally.

If the Lunar uses Clouds Cover Moon together with this Charm, a single activation covers all extinguished light sources, and she doubles 8s.

This Charm can only be used once per scene.

**Totemic:** A Lunar whose spirit shape has Tiny Creature or Minuscule Size may learn this as a Dexterity Charm.

### Devil's-Eye Brand

**Cost:** 6m, 1wp; **Mins:** Manipulation 4, Essence 2
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Secret Devil's Presence

Marking another with the distinctive sign of her divinity, the Lunar curses or blesses him to be mistaken for her. She must first touch her victim. In combat, this requires a difficulty 5 Brawl or Martial Arts gambit; outside of combat, she may accomplish this through social influence, trickery, or similar means. She then rolls (Manipulation + [Larceny, Occult, or Presence]) opposing her victim's ([Appearance, Stamina, or Wits] + Integrity) roll. Success marks the victim with a physical characteristic almost identical to the Lunar's Tell for (1 + Lunar's extra successes) hours.

The false Tell is obvious to all who perceive it, and imposes a −4 penalty on disguise rolls to conceal it. Onlookers must succeed on a difficulty 7 (Perception + Awareness) roll to realize that the false Tell is *not* identical to the Lunar's. Anyone that can see both the Lunar and her victim suffers a −2 penalty on rolls to spot the Lunar's Tell or distinguish the false Tell. This mark doesn't confer any benefits or disadvantages associated with the Lunar's Tell — milky-blind eyes could still see normally, while mutations wouldn't confer their benefits on the victim. This is a shaping effect (p. XX).

With Manipulation 5, Essence 3, the Lunar may extend the false Tell's duration from hours to days by committing this Charm's mote cost for that duration.

### Reflection-Twisting Theft

**Cost:** 2m, 1wp; **Mins:** Manipulation 4, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Second Shadow Forgery

Reaching into a mirror or similar surface, the Lunar draws forth a mundane object's reflection. This is a perfect copy of the original, except that it's reflected left-to-right. Noticing this inversion is impossible without magic; even then, it requires a (Perception + [Awareness, Bureaucracy, or Investigation]) roll at difficulty (Lunar's Essence + Manipulation). This is true even if the inversion would normally impede the object's function — readers notice nothing amiss about a book whose contents are written backwards, and can still read it. As long as the duplicate remains in existence, the original object casts no reflection.

### Reflection-Shattering Stroke

**Cost:** 5m (+1wp); **Mins:** Manipulation 5, Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Reflection-Twisting Theft

The Lunar diverts a fatal blow to murder her victim's reflection, confronting him with his own mortality. After incapacitating a character with a **decisive** attack while his reflection is visible in any surface, she can use this Charm. He's still incapacitated, but isn't at risk of dying. Instead, he witnesses his reflection's death, forming a Defining Tie of fear toward the Lunar (or her current shape). Mortals are left permanently without a reflection; Exalted and other supernatural characters regain theirs once the story ends.

The Lunar can draw the slain reflection into reality for one Willpower. This corpse is a mirror-image of the Lunar's victim, reversed left-to-right. Noticing this discrepancy requires a (Perception + [Awareness, Investigation, or Medicine]) roll at difficulty (Lunar's Essence + Manipulation), which suffers a −4 penalty if not enhanced by magic or superhuman senses. The corpse bears replicas of everything on the victim's person, as per forgeries created with Reflection-Twisting Theft, although replicas of artifacts or other magical items function as mundane equivalents.

### Wolf Cries Sheep

**Cost:** —; **Mins:** Manipulation 5, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Night Sky Burial

The Lunar hangs her misdeeds around the throats of rivals and enemies, letting them bear the blame. She can use Night Sky Burial to leave false evidence implicating another character as the culprit of the concealed action. She can choose to combine this with another one of the options offered by Night Sky Burial: e.g., if she chooses Escaped Tiger Tragedy she might make it seem her victim freed a caged beast that caused the ultimate act.

### Butterfly Eyes Mirage

**Cost:** 8m, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Simple
**Keywords:** Mute, Protean, Psyche
**Duration:** One scene
**Prerequisite Charms:** Candle-Eating Rat Trick, The Shadow Who Wasn't There

The Lunar's innate genius for misdirection and beguiling presence can blind a man to a tiger staring him in the face. She makes a special (Manipulation + [Larceny, Performance, or Presence]) instill roll against a single target. If she succeeds, she prevents him from noticing one thing present in the scene — a character, object, natural feature, etc. Inanimate things that span more

than a single range band can't be concealed. The Lunar must continue speaking to maintain this concealment, doing so as a reflexive action on each of her turns.

If the Lunar prevents her victim from noticing another character, this functions as though that character had successfully made a Stealth roll to establish concealment against her victim, including the potential to make surprise attacks. If that character breaks concealment by attacking or taking other overt actions, this Charm ends.

If the Lunar conceals an object, terrain feature, or other inanimate thing, the target can't notice it with any sense except touch. He could be rendered unaware of the sword sheathed at his side, the flames raging in a burning building, or the sudden drop of a cliff as he chases the winged Lunar toward it. While he may walk heedlessly into perils, he becomes aware of them with enough time to at least attempt to mitigate harm — if he fell off a cliff, he could attempt an Athletics roll to grab onto the cliffside before falling.

If the Lunar's misdirection imperils one of her victim's Defining Intimacies — for example, if a concealed assassin moves to cut down his beloved husband — the victim may spend one Willpower to resist this influence. Otherwise, this influence can't be resisted with Willpower.

This Charm can only be used on a character once per story.

**Protean:** In shapes that her target has a Defining Tie of curiosity, fascination, love, desire, etc. toward, the Lunar adds (Essence) successes on her roll.

### False Moonrise Phantasm

**Cost:** 2m per level of anima, 1wp; **Mins:** Manipulation 5, Essence 3
**Type:** Reflexive
**Keywords:** Mute, Stackable
**Duration:** Indefinite
**Prerequisite Charms:** Devil's-Eye Brand

The Lunar sheds her soul's light, a will-o'-the-wisp that leads pursuers astray. When she would gain anima, she can displace those levels onto a character within medium range marked with Devil's-Eye Brand, committing two motes per level. Un-Exalted victims manifest the Lunar's own anima, with her distinctive colors and iconic display; Exalted victims instead flare their own anima banners. The victim's false Tell becomes impossible to conceal while his anima level is glowing or higher, and he suffers the normal Stealth penalties (p. XX); un-Exalted victims gain no benefits from this anima banner.

Characters whose anima is already at bonfire can't be affected.

If the Lunar ends this Charm before her victim's anima banner has fully subsided, or if the false Tell fades before that, all displaced levels of anima return to her, adding to her own.

If the Lunar uses this Charm multiple times in the same scene to displace her anima onto the same character, she waives the Willpower cost of subsequent activations.

### Inchoate Self Realization

**Cost:** 15m, 2wp; **Mins:** Manipulation 5, Essence 4
**Type:** Reflexive
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Butterfly Eyes Mirage, Silver Mask Submersion

An omnipresent trickster, the Lunar hides behind every face, in the shape of every buzzing insect or scuttling vermin, anywhere and everywhere. During a scene where the Lunar isn't present, she can use this Charm to reveal that a human or animal already present whose form she could take is actually her. She gains its heart's blood as a retroactive sacred hunt, and must pay the cost to shapeshift into it, muting the cost.

This can only be used to replace narratively unimportant characters, and never powerful beings such as Exalted or spirits — in a scene set at a prince's court, the Lunar couldn't replace the prince, one of his trusted viziers, or the captain of the palace guard, but could replace a servant or a rank-and-file guard. She couldn't declare that the rogue yeddim stampeding through Nexus is actually her, but could reveal that she's been the songbird singing from a tree, or a fly buzzing around a satrap's meal (assuming she has Emerald Grasshopper Form). For the scene's duration, characters cannot roll to read her intentions, profile her, or spot her Tell — her presence there is proof she hasn't been found out. Only Eye of the Unconquered Sun or similarly mighty magic can reveal her. If the Lunar initiates hostilities after using this Charm, she may potentially launch an ambush (**Exalted**, p. 203).

This Charm represents the Lunar's deft skill at infiltration and impersonation. If the Storyteller deems it implausible for her to appear in a scene — for example, if it's set in a fortress whose guards are on the lookout for shapeshifters, or the manse of a Dragon-Blood with potent Awareness and Investigation Charms — he may require a (Manipulation + [Larceny, Socialize,

or Stealth]) roll against an appropriate difficulty to succeed, maximum 10. Successfully circumventing an Imperial military camp's guards might be difficulty 2-4, depending on the quality of the troops posted, while sneaking under the notice of an all-seeing Solar or infiltrating a meeting of gods and Sidereals might be difficulty 10. On a failed roll, she's unable to enter the scene. Even if successful, she must still explain how she's insinuated herself into it. However, assuming the Lunar succeeds on the roll and contrives an appropriate explanation, there are no circumstances whereby it's truly impossible for her to infiltrate a scene as long as a viable candidate for replacement is present.

This Charm can only be used once per story.

An Essence 5 repurchase requires False Moonrise Phantasm, and lets the Lunar pay a fifteen-mote, one-Willpower surcharge to use this Charm in scenes where she's already present. In addition to replacing another character present in the scene, she reveals that the person that seemed to be her was someone else that the Lunar passed off as a perfect duplicate of herself at some point during the last round. She can use this Charm to evade an attack's damage after it's rolled; doing so requires her to make a roll, as above, against a difficulty equal to the total levels of damage dealt.

# Perception

## Heart's Blood

### Whispering Heart Revelation

**Cost:** —; **Mins:** Perception 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

A fearsome witch-god come to take the measure of mortals, the Lunar uncovers a person's truest self in that which he seeks most desperately to hide. She performs a sacred hunt to take a human's shape by seeking out a secret of great importance to him — one that persuading him to reveal would count as a serious or life-defining task (**Exalted**, p. 210). Once the Lunar uncovers this secret, she may conclude the hunt, taking her target's form. However, if she's mistaken as to the secret's significance or truth, the hunt fails, and she can't take her target's shape through this Charm again this story. She may still attempt sacred hunts against him by other means.

Once the Lunar takes someone's form with this Charm, she retains it permanently, even if the secret's later revealed. A single secret can only be used to take one person's shape, even if it applies to many.

### Face-Taker's Gaze

**Cost:** —; **Mins:** Perception 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Whispering Heart Revelation

The Lunar drinks deep of her prey's soul with her eyes, seeing herself reflected in the mirror of his heart. She performs a sacred hunt to claim a human's shape by observing him, spending the majority of her active time watching, until she discovers one of his Defining Intimacies — either with a successful read intentions roll, or by observing his actions.

Once the Lunar uncovers a Defining Intimacy, she may conclude the sacred hunt by forming that Intimacy herself and raising it to Defining. This counts as the Intimacy needed to take a human shape. Once the Lunar takes a shape this way, she can't voluntarily weaken the acquired Intimacy for the rest of the story.

If the Lunar's mistaken as to her prey's Intimacies, the sacred hunt fails; she can't take his shape through this Charm again this story. She may still attempt sacred hunts against him by other means. This usually occurs if the Lunar makes an incorrect assumption about her target's Intimacies and doesn't verify it by reading his intentions, but can also result from deceptive magic.

## Senses

### Ever-Wary Fox Technique

**Cost:** 3m; **Mins:** Perception 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar faces many foes and perils, cultivating a keen instinct for danger. She adds a non-Charm success on a roll opposing Stealth or to detect a hidden peril such as a trap, poisoned drink, or approaching storm. She may use this Charm to make such Perception rolls while asleep or incapacitated, removing any penalty she might suffer from such states, including that of Bear Sleep Technique. She may awaken instantly upon successfully detecting a threat, or even revive herself from unconsciousness if incapacitated, though she still suffers the effects of incapacitation.

### Distant Thunder Anticipation

**Cost:** 3m; **Mins:** Perception 2, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Every-Wary Fox Technique

The Lunar can scent the changing of the winds and hear the unhearable sounds that presage storms. She rolls (Perception + [Awareness, Investigation, or Survival]) to predict the weather in her current location, forecasting a single hour ahead for each success rolled. She can't predict the results of weather-changing magic.

With Perception 3, Essence 2, when the Storyteller describes a non-magical change in the weather, the Lunar may roll (Perception + [Awareness, Investigation, or Survival]) to introduce a fact about a preparation or contingency she's made in anticipation of this change. The Storyteller should set the difficulty of the roll based on how plausible the preparation is and how significant an advantage it'll confer.

### Moonlit Sentinel Vigilance

**Cost:** —(+2m); **Mins:** Perception 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Ever-Wary Fox Technique

Whether beset by scores of night-grim thieves or a hunting pack of claw striders, the Lunar's keen senses reveal every foe. When using the Perception Excellency, Ever-Wary Fox Technique, Heightened Sense Method, or Wolf-Eye Advantage to detect concealed enemies, she may pay two motes to extend their durations until her next turn, applying them to all such rolls she makes during that time. When using multiple Charms in the same instant, she need only pay the surcharge once.

### Worry the Bone

**Cost:** 5m; **Mins:** Perception 2, Essence 1
**Type:** Reflexive
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Ever-Wary Fox Technique

The Lunar keeps a close watch over what's hers. She adds (higher of Essence or 3) non-Charm dice on a roll to detect someone stealing from her, and can contest magic that's normally unnoticeable. If successful, she may immediately Join Battle, adding extra successes on the theft-detection roll as dice to her roll. If she beats the thief's Join Battle roll and uses her first turn to attack him, this is a surprise attack (**Exalted**, p. 203).

Alternatively, this Charm can protect against disarm gambits, granting +1 Defense and increasing the gambit's difficulty by (Lunar's Perception/2, rounded up). If the gambit misses or fails, the Lunar may respond with a **decisive** counterattack.

### Observed Prey Instinct

**Cost:** 3m, 1i; **Mins:** Perception 3, Essence 1
**Type:** Reflexive
**Keywords:** Perilous, Totemic (Dexterity), Uniform
**Duration:** Instant
**Prerequisite Charms:** Ever-Wary Fox Technique

The Lunar's predatory nature provides an uncanny intuition for when she risks becoming prey. She rolls (Perception + Awareness) opposing the attack roll of an unexpected attack (**Exalted**, p. 203). Success removes a surprise attack's Defense penalty. Against ambushes, success instead lets her defend normally, but sets her Defense to 1, plus one for every two threshold successes, up to a maximum of her normal base Defense.

**Totemic:** If the Lunar's spirit shape is a prey animal with Tiny Creature or Minuscule Size, she may learn this as a Dexterity Charm, with Agile Beast Defense (p. XX) as its prerequisite.

### Sense-Sharpening Change

**Cost:** 4m (or 1m); **Mins:** Perception 2, Essence 1
**Type:** Reflexive
**Keywords:** Stackable
**Duration:** One scene
**Prerequisite Charms:** None

The Lunar shifts her body to hone one of her senses. She chooses a single sense, rerolling 1s until they cease to appear on Perception rolls using it, and ignoring (Essence) points of penalty from overstimulation or understimulation of that sense even on non-Perception rolls. She could ignore penalties to vision caused by darkness or blinding light, but not by fog or distance.

The Lunar may stack this Charm to enhance different senses. The cost of activations beyond the first is reduced to one mote.

### Stricken Calf Sense

**Cost:** 3m; **Mins:** Perception 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Sense-Sharpening Change

The Lunar healer has a predator's keen sense for the herd's weakest member. She rerolls 5s and 6s until they cease to appear on a diagnosis roll, and completes it instantly.

Alternatively, this Charm can supplement a roll to detect a concealed character or a tracking roll. If the opposing character suffers from an ailment the Lunar has previously diagnosed, she adds a non-Charm success.

#### Spider-Amid-Roses Discernment

**Cost:** 5m; **Mins:** Perception 3, Essence 1
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Every-Wary Fox Technique, Stricken Calf Sense

An assassin's subtlest venoms are as obvious to the Lunar as a majordomo's thick perfume. She doubles 8s on a scent-based roll to detect poisons, diseases, or similar contaminants, such as an Awareness roll to sniff out poison in a goblet of wine or a Medicine roll to diagnose an ailment.

Alternatively, she doubles 8s on a scent-based roll to detect a concealed enemy or trap that might expose her to poison or disease.

With Perception 5, Essence 3, the Lunar can detect tasteless and odorless substances, inferring their presence from the way they displace or dilute other scents.

**Protean:** In animal shapes with Keen Nose, the Lunar doubles 7s instead.

#### Prey's Scent Discernment

**Cost:** —(2m); **Mins:** Perception 2, Essence 1
**Type:** Permanent
**Keywords:** Protean
**Duration:** Permanent
**Prerequisite Charms:** Sense-Sharpening Change

The Lunar has a keen recollection for the scent of sweat and blood. When she succeeds on a scent-based Awareness roll to detect or examine a character, a profile character roll, or a read intentions roll, she memorizes her target's scent. Memorized scents are normally retained for one day, but the scents of characters she has a Major or Defining Tie toward and of her Solar mate are retained indefinitely.

If the Lunar encounters a character whose scent she's memorized, she may pay two motes to recognize him. If he employs a disguise enhanced by magic or specifically devised to mask his scent, she instead adds a non-Charm success on rolls to see through it.

With a Perception 4, Essence 2 repurchase, successful case scene or tracking rolls let the Lunar memorize her target's scent, so long as it's no more than (Essence + Perception) days old.

**Protean**: In animal shapes with Keen Nose, waive this Charm's cost.

#### Heightened Sense Method

**Cost:** 2m; **Mins:** Perception 3, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Sense-Sharpening Change

The Lunar's sensory organs adapt to whatever circumstances she finds herself in. She ignores (higher of Essence or 3) points of sensory-related penalties on a roll with any Attribute that would *not* be negated by Sense-Sharpening Change, such as penalties to eavesdrop through a thick stone wall, shoot an arrow across a mist-covered battlefield, or track a scent through the rain.

If the Lunar uses this Charm while she has Sense-Sharpening Change enhancing a relevant sense, both Charms negate all sensory penalties.

#### Echo-Drinking Awareness

**Cost:** 5m, 1wp; **Mins:** Perception 4, Essence 1
**Type:** Simple
**Keywords:** Protean
**Duration:** One day
**Prerequisite Charms:** Heightened Sense Method

The Lunar reshapes her vocal cords and inner ears, perceiving the world through ultrasonic vibrations. She can "see" through echolocation, visualizing black-and-white images of everything out to long range even in zero visibility. Her echolocation penetrates walls and similar obstructions, so long as they aren't airtight. Characters can still use Stealth against the Lunar, but she adds a success on rolls to detect them.

If the Lunar enhances her hearing with Sense-Sharpening Change, its benefits also apply to rolls that would normally be vision-based.

**Protean:** In shapes with Echolocation, the Lunar instead doubles 9s on echolocation-based rolls, including Join Battle rolls. Unlike most Protean Charms, this includes the Lunar's true human shape.

#### Prowling Stalker Concentration

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

**Keywords:** Mute
**Duration:** One day
**Prerequisite Charms:** Heightened Sense Method

The Lunar takes in a locale's every detail, studying the lay of the land, the circulation of people, its architecture, and countless other factors until her insights crystallize into transcendent clarity. After at least an hour surveilling a specific location — a building, military camp, forest shrine to a local deity, small cave, etc. — she rolls (Perception + [Awareness, Investigation, or Larceny]). If in a territory she's claimed with Boundary-Marking Meditation (p. XX), she adds (Essence) successes. She banks a pool of non-Charm dice equal to her successes. She may add up to (higher of Essence or 3) banked dice when she takes one of the following actions with any Attribute:

- Awareness rolls to detect concealed enemies or hidden dangers within the location.
- Larceny rolls to infiltrate the location, such as by picking a lock, disguising herself to pass unnoticed within it, forging documents needed for entry, or stealing a key.
- Stealth rolls within the location, taking advantage of her observation of its sight lines and potential hiding places.
- Athletics rolls to maneuver through the location or bypass obstacles.
- Lore rolls to introduce or challenge facts regarding the location.
- Influence rolls to convince a character to grant her entry or pacify guard animals.
- Any rolls resisting environmental hazards or traps within the location.

This Charm can only be used once per day.

### Sense-Borrowing Method

**Cost:** 5m; **Mins:** Perception 4, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** (Essence + Perception) days
**Prerequisite Charms:** Heightened Sense Method

Reaching out to an animal's mind, the Lunar experiences the world through its senses. She rolls (Perception + [Awareness, Occult, or Presence]) against the Resolve of an animal she can see, unmodified by Intimacies. Success forges a mental link between them. By meditating, she experiences the world from its perspective instead of her own, making Perception rolls using her own dice pools and Charms, but benefitting from the animal's sense-enhancing Merits. Depending on her rolls, she may notice details that it overlooked, or vice versa.

She can't borrow the senses of familiars or magically enhanced animals, except her own familiar. When used on her familiar, she waives this Charm's cost, extends its duration to Indefinite, and can use it without needing to see her familiar.

With an Essence 2 repurchase, the Lunar can pay a one-Willpower surcharge to borrow the senses of humans or magically enhanced animals. A third purchase at Perception 5, Essence 3, lets her pay this surcharge to borrow the senses of spirits or fae.

### Unwavering Predator's Eye

**Cost:** —(3m); **Mins:** Perception 2, Essence 1
**Type:** Permanent
**Keywords:** Totemic (Wits)
**Duration:** Permanent
**Prerequisite Charms:** None

Reading subtle cues in her foes' body language and scent, the Lunar is ready to act before they are. She may Join Battle with Perception instead of Wits. For three motes, she doubles 9s on a Join Battle roll.

**Totemic:** Lunars with predatory spirit shapes may learn this as a Wits Charm.

### Wolf-Eye Advantage

**Cost:** 2m; **Mins:** Perception 3, Essence 1
**Type:** Supplemental
**Keywords:** Totemic (Wits)
**Duration:** Instant
**Prerequisite Charms:** Sense-Sharpening Change, Unwavering Predator's Eye

Essence refines the Lunar's senses in battle, eliminating flaws in her awareness. She rerolls 1s until they cease to appear on a Join Battle roll or a roll opposing Stealth in combat.

While Sense-Sharpening Change is active, beating an enemy's Stealth roll in combat awards the Lunar one Initiative.

**Totemic:** Lunars with predatory spirit shapes may learn this as a Wits Charm, with Grudge-Nursing Resentment (p. XX) and Unwavering Predator's Eye as its prerequisites.

### Argent Goddess Eye

**Cost:** —; **Mins:** Perception 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Sense-Sharpening Change

Seeing the world around her with utter clarity, the Lunar draws power from the perfection of her senses. When she succeeds on a Perception roll to detect a concealed enemy or hidden danger, she gains motes equal to the 9s and 10s on her roll. This can't exceed the number of motes spent enhancing the roll.

If the Lunar knows Understanding the Prey (p. XX), this Charm also benefits read intentions and profile character rolls.

### Blood on the Wind

**Cost:** 4m; **Mins:** Perception 4, Essence 2
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Prey's Scent Discernment

The Lunar's prey can never escape her, even if they flee to the ends of the earth. For every 10 on a tracking roll, she rolls an additional non-Charm die and rerolls a 1. She can track even characters using Traceless Passage (**Exalted**, p. 412) or similar magic.

**Protean:** In animal shapes with Keen Nose, the Lunar also adds non-Charm dice equal to her quarry's wound penalty at the time he left the tracks.

### Instinctive Supremacy Approach

**Cost:** 3i; **Mins:** Perception 4, Essence 2
**Type:** Reflexive
**Keywords:** Perilous, Totemic (Wits)
**Duration:** Instant
**Prerequisite Charms:** Wolf-Eye Advantage

Surveying the battlefield in an eyeblink, the Lunar finds the path to perfect action. After winning Join Battle, she may use this Charm once during the first round of combat to add a free full Excellency to a single action made with any Attribute.

While Sense-Sharpening Change is active, this Charm's cost is waived.

**Totemic:** Lunars with predatory spirit shapes may learn this as a Wits Charm.

### Shadow-Scouring Persistence

**Cost:** 5m, 1wp; **Mins:** Perception 4, Essence 2
**Type:** Simple
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Instinctive Supremacy Approach, Observed Prey Instinct

The Lunar hounds devils out of the shadows, forcing them into the open. She makes a gambit against an enemy in concealment that she's aware of, adding (Essence) successes on the attack and Initiative rolls. The gambit's difficulty equals her enemy's Stealth successes. Success breaks his concealment, harrying him into plain view of the Lunar's allies.

**Protean:** In animal shapes with sense-enhancing Merits, the Lunar may use this Charm reflexively on her turn. It doesn't count as her attack for the round.

### Soul's Eclipse Unity

**Cost:** —; **Mins:** Perception 3, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

Claiming her Solar mate as an immutable part of herself, the Lunar weaves him deep into her consciousness. To learn this Charm, she must have encountered her Solar mate or one of his former incarnations. No matter where he is, she's aware of any physical pain or emotional distress that he suffers, though not its cause. If her Solar mate is in a place she's familiar with, she's aware of his whereabouts; if not, she can sense what direction he's in and adds (Intimacy) non-Charm successes on rolls to find him.

She may use her Tie to her mate's former incarnation to add successes on rolls to seek out his new incarnation.

### Fivefold Transcendent Insight

**Cost:** —(+1wp); **Mins:** Perception 4, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Argent Goddess Eye

Attaining the apex of sensory perfection, the Lunar embodies the Essence of ultimate clarity. She may extend the duration of Sense-Sharpening Change to Indefinite for a one-Willpower surcharge. If she activates it multiple times in an instant to enhance multiple senses, she need only pay this surcharge once for all of them.

While the Lunar has Sense-Sharpening Change active enhancing all five senses, the costs of her Perception Charms are discounted by two motes, and Argent Goddess Eye awards two motes for 10s instead of one.

### Hundred-Eyed Watcher

**Cost:** —(+3m, 1wp); **Mins:** Perception 4, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Sense-Borrowing Method

The Lunar's eyes are everywhere and nowhere, watching her foes from countless vantages. For a three-mote, one-Willpower surcharge, she can use Sense-Borrowing Method on all animals of a single species within long range: sparrows roosting in an abandoned manse, rats infesting a caravel's hold, ants crawling through a household's kitchen, etc. While observing through them, she makes only one Perception roll, adding dice equal to the group of animals' Size (**Exalted**, p. 206). This is halved, rounded up, if the animals are Minuscule Size. She ignores penalties if the majority of the sense-ridden animals perceiving something are unimpeded by that penalty.

Once an animal leaves this Charm's range, the Lunar's link with it ends. If the Lunar ceases meditating, her Sense-Borrowing Method ends. Hundred-Eyed Watcher is incompatible with non-animals' senses.

A Perception 5, Essence 4 repurchase lets the Lunar borrow the senses of all animals of one species within (Essence) miles, or within a territory claimed with Boundary-Marking Meditation (p. XX).

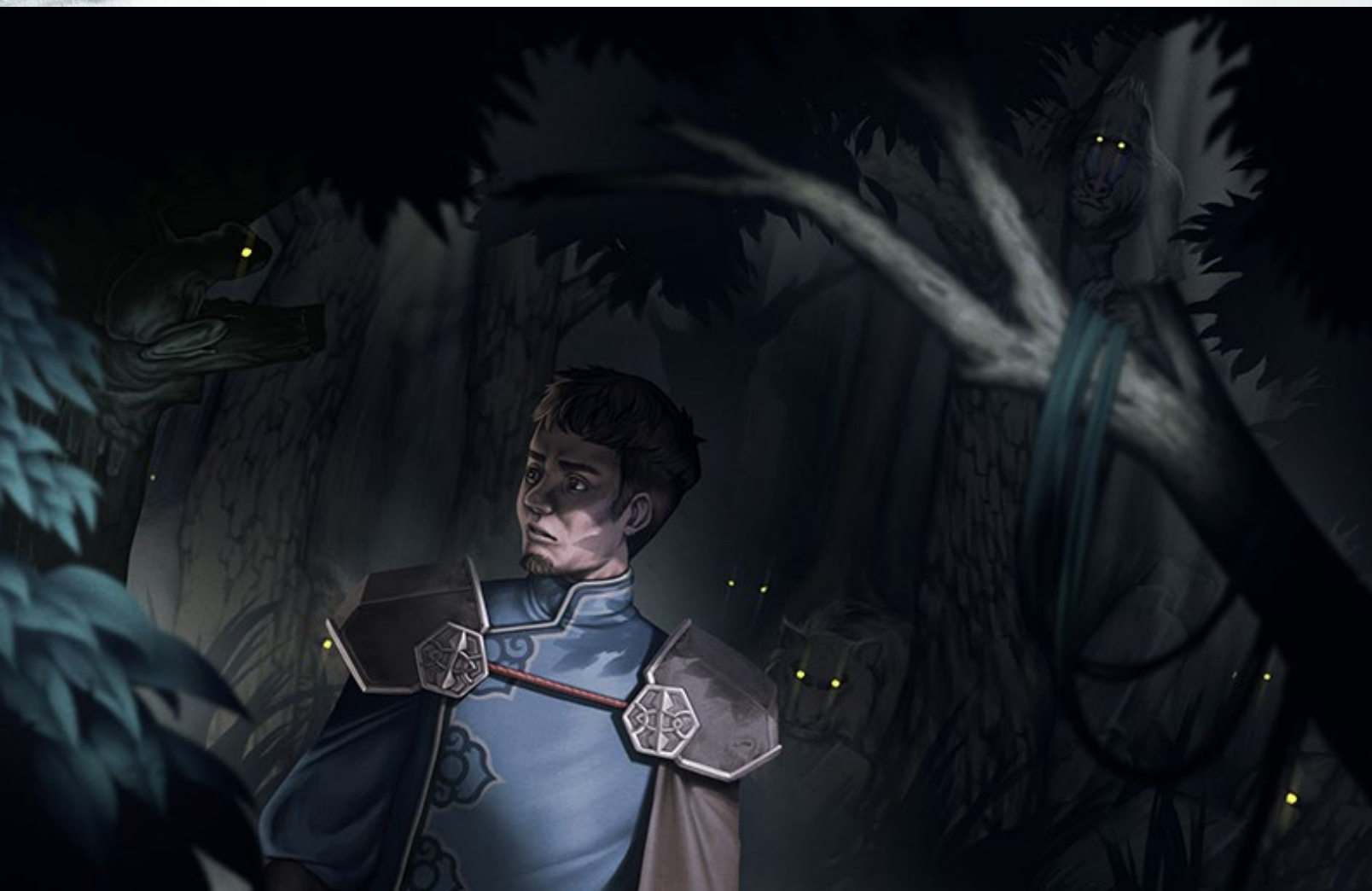
**Special activation rules:** When the Lunar uses Watchful Spider Stance, she may reflexively activate Sense-Borrowing Method, waiving Hundred-Eyed Watcher's Willpower surcharge. This extends its duration to Indefinite.

### Scent of Bygone Ages

**Cost:** 7m, 1wp; **Mins:** Perception 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Blood on the Wind

The Lunar breathes in the world's Essence, revealing the past. She cases a scene instantly with (Perception + [Awareness, Investigation, or Survival]) to reconstruct a specific event, subtracting one success per day since it occurred. This can't be negated by Sense-Sharpening Change or Heightened Sense Method.

Success lets her mentally reconstruct a single scene from the scents of the people and things involved. She identifies any characters she knows, gets a general description of unknown characters, and discerns all



characters' movements and emotional states. She can't usually discern visual or auditory details, such as an unknown character's appearance or the content of a conversation, but creative stunting may circumvent this.

Certain conditions increase the time interval used in determining the roll's penalty. Each applicable condition increases it by one step (from days, to weeks, to months, to seasons, to years):

- The Lunar has used Prey's Scent Discernment to memorize the scent of a character who was present.
- She's pursuing an investigation that upholds one of her or her Solar mate's Defining Intimacies.
- A character she has a Major or Defining Tie toward was present. Her Solar mate always counts, including past incarnations.
- She has Essence 5+.

### Watchful Spider Stance

**Cost:** 10m, 1wp; **Mins:** Perception 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Blood on the Wind, Echo-Drinking Awareness, Fivefold Transcendent Insight

The Lunar sinks into a deep trance, occluding her mundane senses so that her soul might see the world clearly. As long as she meditates, her senses are magnified. She sees in all directions simultaneously, as though every inch of her skin was an eye, and can see clearly out to a mile away. She can make hearing- or scent-based (Perception + Awareness) rolls out to (Essence) miles away, or (Essence x5) miles for very strong noises or smells such as a legion's footfalls or a wildfire's smoke. She doubles 7s on touch- or taste-based rolls. While meditating in a territory claimed with Boundary-Marking Meditation (p. XX), she can make sight-, hearing-, and scent-based Perception rolls to perceive anything within the territory, regardless of distance or obstruction. This Charm ends if the Lunar ceases meditating.

This Charm can be used while hibernating with Bear Sleep Technique (p. XX). This diminishes the extended range of the Lunar's senses — every mile of range she'd normally enjoy is reduced to 100 yards — but negates the Perception penalty for hibernation.

A Perception 5, Essence 4 repurchase lets the Lunar use this Charm without meditating while she has 8+ motes committed to Sense-Sharpening Change. This reduces its duration to one day.

### Inevitable Spoor Discovery

**Cost:** 3m, 1wp; **Mins:** Perception 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant *or* Indefinite
**Prerequisite Charms:** Blood on the Wind

Scenting even the most imperceptible traces of her quarry, the Lunar is implacable in pursuit. She makes a tracking roll with (Essence) bonus dice, ignoring penalties from terrain and the tracks' age. She can track a character from (Essence/2, rounded up) miles away, even if doing so would normally be impossible.

If successful, the Lunar may commit this Charm's mote cost to bank a pool of non-Charm successes equal to the 9s and 10s on her roll. She may add banked successes to Awareness or Survival rolls to detect the tracked character, Investigation rolls to profile him or examine his doings, or Socialize rolls to read his intentions. Banked successes remain available until they're all spent or the Lunar ends her commitment.

**Protean:** In animal shapes with Keen Scent, the range at which the Lunar can track characters increases to (Essence).

### Mystery-Stalking Pursuit

**Cost:** 3m, 1wp; **Mins:** Perception 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Blood on the Wind, Heightened Sense Method

The Lunar can spot a single bent blade of grass in a rolling pasture or a lone dinar missing from a vault. She rolls (Perception + [Awareness, Investigation, or Survival]) to case a scene instantly, rerolling all dice that initially show failures.

If successful, the Lunar banks non-Charm successes equal to the 10s on the roll. She can add up to (Essence) banked successes on Perception rolls she makes to follow up on the discovered clue, such as reading the intentions of a culprit the evidence implicates. Banked successes last until the story ends or the Lunar uses this Charm again.

This Charm can only be used once per day, unless reset by upholding a Major or Defining Intimacy by pursuing the information revealed by a case scene roll.

### Red Visions Realized

**Cost:** 2m, 1wp; **Mins:** Perception 5, Essence 3
**Type:** Supplemental
**Keywords:** Totemic (Wits)
**Duration:** Instant
**Prerequisite Charms:** Instinctive Supremacy Approach

Perceiving myriad paths of possibilities, the Lunar chooses the one that leads to victory. She makes two Join Battle rolls, keeping the higher of the two results. She need only pay the cost of any Charms enhancing the rolls once. If she wins Join Battle, she gains one Willpower.

**Totemic:** Lunars with predatory spirit shapes may learn this as a Wits Charm.

### Dread Beast's Eye

**Cost:** 10m, 1wp; **Mins:** Perception 5, Essence 3
**Type:** Reflexive
**Keywords:** Totemic (Wits), Withering-only
**Duration:** Instant
**Prerequisite Charms:** Red Visions Realized

Guided by predatory instinct, the Lunar becomes one with the flow of battle. After crashing a higher-Initiative enemy, she rolls Join Battle. If he had a −2 or greater wound penalty, she adds a free full Excellency on the roll.

This Charm can only be used once per scene, unless reset by incapacitating a nontrivial enemy with a **decisive** attack from Initiative 30+.

**Totemic:** Lunars with predatory spirit shapes may learn this as a Wits Charm.

### Omniscient Instinct Concentration

**Cost:** —(1wp); **Mins:** Perception 5, Essence 5
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Watchful Spider Stance (x2)

Standing at the center of the changing seasons, the Lunar scents distant strife on the wind, reads portents written in the stars, and discerns secret wisdom from her dreams. When an event occurs within (Essence x100) miles that threatens or strongly impacts the object of one of the Lunar's Defining Ties, or her Solar mate, she may spend one Willpower to focus her senses on the distant event, receiving a brief description of it as well as the direction and distance to it. Any Survival rolls she makes to navigate her way toward the event's location double 7s. While Watchful Spider Stance is active, the Lunar can sense such events at any range, as long as she's within the same realm of existence.

The Lunar can always sense the death or reincarnation of her Solar mate with this Charm, regardless of range or being in a different realm of existence, and without needing to spend Willpower.

## Scrutiny

### Understanding the Prey

**Cost:** 4m; **Mins:** Perception 2, Essence 1
**Type:** Supplemental
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar's keen senses cut to the truth of a person. She doubles 9s on a roll to read intentions, profile a character, or contest a disguise.

### Serpent-Revealing Savvy

**Cost:** 3m; **Mins:** Perception 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Understanding the Prey

The Lunar is wise to her enemies' ways, rarely caught off guard by even the most silken-tongued schemer. This Charm can be used after the Lunar discerns a motive she opposes by successfully reading a character's intentions or profiling him. Every two extra successes on her roll grant +1 Resolve against any social influence the character employs that scene to advance that motive, maximum (Perception − 1).

### Forked Tongue Discernment

**Cost:** 2m; **Mins:** Perception 4, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Serpent-Revealing Savvy

The Lunar can hear the flutter of a liar's heart or taste dishonesty in his sweat. She reflexively reads a character's intentions with (Perception + [Awareness, Investigation, or Socialize]), adding (Essence) successes, after he makes a statement. Success reveals whether the statement is a lie, or — if it's a half-truth — which parts are false.

Once she's caught a character lying, the Lunar can use this Charm to test his statements without needing to roll for the rest of the scene. Her target can still resist

with effects that would let his Guile automatically succeed, in which case the Lunar makes an opposed (Perception + [Investigation or Socialize]) roll with (Essence) bonus dice.

### Understanding the Herd

**Cost:** 2m; **Mins:** Perception 2, Essence 1
**Type:** Supplemental
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Understanding the Prey

A person carries his people's scent in his blood; no matter his travels, his homeland flows through his veins. A successful read intentions or profile character roll reveals what culture the target belongs to, in addition to the normal information, as well as any Tie he possesses to that culture. If he's disguised as a member of another culture, the Lunar receives a result consistent with the disguise unless her successes also exceed his disguise successes.

If the Lunar is unfamiliar with the revealed culture, the Storyteller should provide a useful piece of information, e.g., "he belongs to a nomadic society that follows the migrations of mammoth herds." Alternatively, if the Storyteller hasn't worked out the culture's details, the Lunar's player may detail them as though introducing a fact with her original roll.

With a Perception 3, Essence 2 repurchase, once the Lunar uncovers what culture a character belongs to, she can subsequently use this Charm to determine his position within it. Success reveals his social, political, and economic standing, as well as the nature of any position he holds within the culture. If other characters present in the scene hold authority over her target within that culture, or if he holds authority over them, she discerns these relationships, as well as any Ties her target holds to those characters.

### Fellow Hound Insight

**Cost:** 6m; **Mins:** Perception 3, Essence 1
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Understanding the Herd

The Lunar's insight traces webs of interrelation, revealing friends and foes of any stolen face she might wear. She rolls read intentions with (Essence) automatic successes to determine if a character knows a specific person whose shape she possesses and any Ties he has toward that person. This roll succeeds automatically unless opposed by magic.

With Perception 4, the Lunar may use this Charm without a specific person in mind to determine if a character knows *any* person whose shape she possesses, learning that person's identity and her target's Tie toward him on a success. If the target knows multiple people, the Storyteller chooses which one is revealed.

### Expected Guest Insight

**Cost:** —; **Mins:** Perception 5, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Fellow Hound Insight

Discerning the fears and desires of those around her, the Lunar knows how best to embody them. She can use Fellow Hound Insight to determine whether a character has any positive or negative Ties toward a group or category that encompasses a human or animal shape she possesses. She might discern that a Guild merchant prince desires a Delzahn lover, or that a bandit leader fears insects crawling on his skin. She may either inquire into a character's Ties toward a specific group, or ask without any particular group in mind, in which case the Storyteller chooses which Intimacy is revealed.

### Taboo-Observing Reverence

**Cost:** 6m; **Mins:** Perception 3, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Understanding the Herd

A world-walker experienced in the ways of countless peoples, the Lunar fits into strange societies as though she'd lived among them her entire life. She makes a special read intentions roll to understand a cultural custom, at a difficulty based on the custom's obscurity and secrecy. Identifying an everyday greeting might be difficulty 1-2; a yearly harvest rite might be difficulty 3-4; a coming-of-age ritual practiced only by societal elites might be difficulty 5+. If she has an applicable Lore background, she may roll with Lore instead of Socialize.

Success reveals the observed custom's nature and purpose, letting the Lunar perform it faultlessly. If she does engage in the custom that scene, she gains one Willpower. In addition, this roll counts as a successful read intentions roll against each participant in the custom whose Guile is beaten, revealing an Intimacy that's relevant to the custom or to a fellow participant. The Lunar learns nothing on failure, or if the observed behavior isn't part of a cultural or societal custom.

This Charm may only be used once per scene.

### Exquisite Heart's Taste

**Cost:** 4m; **Mins:** Perception 3, Essence 1
**Type:** Supplemental
**Keywords:** Mute, Protean
**Duration:** Instant
**Prerequisite Charms:** Understanding the Prey

A bead of sweat glistening on a brow, a dilated pupil, or a slight irregularity of breath betrays the secrets of even the most stone-faced courtier. When the Lunar profiles a character or reads his intentions, his Guile is penalized by any of his Intimacies that support revealing the sought information as though it were his Resolve. This Charm is inapplicable against automatons, mindless undead, and similar beings.

**Protean:** In animal shapes with Keen Nose, the Lunar also adds (Intimacy) bonus dice.

### Soul-Piercing Predator Gaze

**Cost:** 6m; **Mins:** Perception 3, Essence 1
**Type:** Simple
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Exquisite Heart's Taste

The divine predator uncovers her prey's weaknesses. The Lunar makes a special read intentions or profile character roll. If successful, the Storyteller reveals that character's most significant weakness to the Lunar's player: syphilis plaguing a master swordsman, a Dynast's overwhelming debts, a merchant prince's poor reputation, a Wyld monstrosity's vulnerability to ash wood, etc. She may seek to find a character's greatest weakness in general, or in a specific arena. However, there must be evidence, no matter how scant, from which she can infer this information. She gains a temporary specialty in exploiting this weakness in an Ability of her choice. It lasts indefinitely, but she can only have one specialty granted by this Charm at a time.

**Protean:** In shapes that her target has a Tie of fear toward, the Lunar can use Exquisite Heart's Taste at no cost to penalize his Guile with that Intimacy.

### Shadow Hunter Insight

**Cost:** 3m; **Mins:** Perception 3, Essence 1
**Type:** Supplemental
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** Soul-Piercing Predator Gaze

Lurking in night's darkness, the Lunar stalks her prey. After profiling a character or reading his intentions without him being aware of her, if she Joins Battle against him within (Essence + Perception) days, she adds non-Charm dice equal to the 1s and 2s on that character's Join Battle roll. If she acts before the stalked character in the first round and attacks him, she adds that many dice on the damage roll.

### Far-Seeing Storm Crow

**Cost:** —; **Mins:** Perception 5, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Soul-Piercing Predator Gaze

The Lunar sees the secret dooms hanging over her prey. After successfully using Soul-Piercing Predator Gaze, she rolls (Perception + Lore) to introduce a fact about her target's weakness, adding her extra successes from the original roll as a non-Charm bonus. This roll can be enhanced by applicable Intelligence Charms. She might reveal that a Dynast's poor social standing stems from his weak bloodline, that a warrior's illness was caused by a disease-god's curse, or that a merchant's financial ruin is the result of machinations by rivals in a nearby city. The Storyteller can still veto facts that contradict established details of the setting or interfere with the story.

If the Lunar knows Scent of Midnight Dweomers, she can introduce facts explaining how her target's weakness is caused by spirits, sorcery, or other supernatural forces without needing an appropriate Lore background.

### Cautious Rat Concentration

**Cost:** 5m; **Mins:** Perception 4, Essence 1
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Exquisite Heart's Taste

The Lunar watches those who watch her. She makes a read intentions roll against all characters she's aware of. She discerns whether each character whose Guile she beat harbors any suspicions toward her, and those suspicions' general nature — she can distinguish whether the prince eyeing her believes she might be an impostor, or fears she's seduced his husband. If the Lunar uncovers any suspicion, she gains +1 Guile for the scene.

This Charm can only be used once per scene.

### Secret Sense Intuition

**Cost:** 3m; **Mins:** Perception 3, Essence 1
**Type:** Reflexive

**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Ever-Wary Fox Technique, Understanding the Prey

The Lunar seems nigh-omniscient to those that hunt her: Assassins feel their blood run chill as she cheerfully greets them; invisible devils flee the ferocious intensity of her gaze. When a character she's unaware of comes within short range, she rolls to read his intentions. Success reveals his presence and location along with his current emotional state, and lets her reflexively make an influence roll targeting him, which he suffers –2 Resolve against.

If the Lunar knows Perceiving the Hidden World, she may use this Charm against dematerialized entities even while not using Perceiving the Hidden World.

This Charm may only be used once per scene, unless reset by successfully detecting a hidden character with it.

### Uncanny Dreamer's Insight

**Cost:** —(10m); **Mins:** Perception 3, Essence 1
**Type:** Permanent
**Keywords:** Mute
**Duration:** Permanent
**Prerequisite Charms:** Secret Sense Intuition

The Lunar's preternatural intuitions reveal themselves in dreams. When she sleeps, the Storyteller reveals an opportunity to use Awareness or Investigation that she missed that day — a location she failed to case, a suspicious character she should have profiled, a hidden trap she overlooked, etc. If multiple opportunities exist, the Storyteller should choose the one most useful to the Lunar's current pursuits. She can spend ten motes to make the relevant roll retroactively, reliving her memories of that event. If this uncovers useful information, she gains one Willpower.

She can reflexively activate Perceiving the Hidden World or Scent of Midnight Dweomers, if she knows them, applying their benefits as she relives the memory.

### Untangling the Web

**Cost:** 3m; **Mins:** Perception 2, Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

Recognizing subtle patterns and hidden meanings, the Lunar discerns concealed truths. She can read a page of text in a second, and longer texts in one to ten minutes, depending on length. If she rolls to decipher a code or recognize a written forgery while reading, she rerolls (Perception) failed dice. This can contest Charms such as Letter-Within-a-Letter Technique (**Exalted**, p. 323).

Alternatively, she rerolls (Perception) failed dice on a read intentions roll against a character who's deliberately using abstruse language or circumlocutions to conceal his true motives or Intimacies.

### Motive-Dissecting Eye

**Cost:** 2m; **Mins:** Perception 3, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Serpent-Revealing Savvy

The Lunar sees through the obsequious etiquette of scheming courtiers and the sweet words of charlatans. When she witnesses a character make an influence roll, she reflexively reads his intentions to uncover either the motive behind that influence or an Intimacy of his that it upholds, adding non-Charm successes equal to the 1s on his roll.

If the Lunar discovers information that lets her use an Intimacy to bolster her Resolve against the influence and uses Serpent-Revealing Savvy, that Charm's Resolve bonus is non-Charm.

### Wolf Knows the Flock

**Cost:** —; **Mins:** Perception 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Soul-Piercing Predator Gaze, Understanding the Herd (x2)

Even the mightiest herds can be slaughtered by those who know where to strike. The Lunar can use Soul-Piercing Predator Gaze against a culture, rolling (Perception + [Bureaucracy, Investigation, or Socialize]) opposing the Guile of that group's leader or of the most prominent figure opposing her efforts. Normally, this takes (10 – Essence) days of interaction with the targeted group, although the Storyteller may rule that it takes longer for especially large, widespread, or decentralized groups. Success reveals the culture's greatest weakness — a leader who lacks his subordinates' respect; insufficient funding; a powerful rival's enmity; etc. — and grants a temporary specialty in exploiting it.

### Pack-Preserving Instinct

**Cost:** —(+2m); **Mins:** Perception 4, Essence 2
**Type:** Permanent
**Keywords:** None

**Duration:** Permanent
**Prerequisite Charms:** Secret Sense Intuition

A devoted sentinel, the Lunar sees to the safety of those closest to her heart. When she perceives her Solar mate or a character she has a positive Major or Defining Tie toward in circumstances where certain Perception Charms could benefit him, she can use those Charms to enhance his rolls by warning him, paying a two-mote surcharge on each. Valid Charms are Ever-Wary Fox Technique, Observed Prey Instinct, Secret Sense Intuition, Veil-Rending Scrutiny, and Worry the Bone.

### Perspective-Shifting Persistence

**Cost:** 3m, 1wp; **Mins:** Perception 4, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Understanding the Prey

The Lunar observes her quarry from many angles, and with many eyes. After failing a read intentions roll, she resets that action against her target. If she changes into a different shape before reading his intentions again that scene — even if he knows it's still her — success grants one Willpower.

### Underbelly-Seizing Insight

**Cost:** 1wp; **Mins:** Perception 4, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Soul-Piercing Predator Gaze

A patient hunter, the Lunar waits for the perfect moment to exploit weakness. She adds a free full Excellency on a roll with any Attribute that benefits from Soul-Piercing Predator Gaze's specialty, or on a Join Battle roll enhanced by Shadow Hunter Insight.

This Charm can't be used against the same target more than once per story.

### Razor Insight Tutelage

**Cost:** 3m, 1wp; **Mins:** Perception 4, Essence 3
**Type:** Reflexive
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Underbelly-Seizing Insight

The Lunar witch-sage is a harsh mentor, providing guidance through trials and tribulations. After exploiting a weakness revealed by Soul-Piercing Predator Gaze to defeat a character in some area of endeavor, she makes a reflexive ([Appearance or Charisma] + [Performance, Presence, or Socialize]) persuade roll, adding (Perception) non-Charm dice. The character is treated as having an Intimacy that supports the Lunar's influence, with an intensity based on the severity of his defeat:

- **Minor:** The target willingly surrendered or fled, was unable to protect a Minor Intimacy, lost assets or prestige equivalent to 1-2 dots of Merits, etc.
- **Major:** The target suffered a crippling injury or was reduced to his −4 health levels, was unable to protect a Major Intimacy, was prevented from achieving a major character or story goal, lost prestige or assets equivalent to 3-4 dots of Merits, etc.
- **Defining:** The target was incapacitated, was unable to protect a Defining Intimacy, was prevented from achieving a legendary social goal, lost prestige or assets equivalent to 5+ dots of Merits, etc.

Success convinces the character to undertake a task that will help him to overcome his weakness, compensate for it, or undo its causes. This Charm can't be used against a character more than once per story.

**Protean:** If the Lunar's target has a Tie to her current shape that supports her influence, treat its intensity as one step greater. If it's already Defining, the influence costs an additional Willpower to resist instead.

### Dream-Delving Voyage

**Cost:** 5m, 1wp; **Mins:** Perception 5, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Exquisite Heart's Taste, Motive-Dissecting Eye

Descending into a sleeper's dreams, the Lunar witnesses his heart laid bare. She makes a special (Perception + [Investigation, Occult, or Socialize]) read intentions roll against a sleeping character, who suffers the −2 Guile penalty for being unaware of her. Success lets her witness one dream, plus an additional dream for every two extra successes. Each dream reveals a piece of useful information — an Intimacy, a glimpse into a memory, a relevant clue for the Lunar's investigations, etc.

This Charm can only be used on a character one per day.

### Veil-Rending Scrutiny

**Cost:** 3m; **Mins:** Perception 5, Essence 3
**Type:** Reflexive
**Keywords:** Mute



**Duration:** Instant
**Prerequisite Charms:** Motive-Dissecting Eye, Secret Sense Intuition

The scent of spies and eavesdroppers wrinkles the Lunar's nose. When a character she's unaware of rolls to read her intentions, she reflexively rolls (Perception + [Awareness, Investigation, or Socialize]) with (Essence) bonus successes opposing his Guile. Success removes the −2 Guile penalty for being unaware of her observer (**Exalted**, 218). If the Lunar subsequently reads her observer's intentions or threatens him that scene, she adds a success.

## Mysticism

### Perceiving the Hidden World

**Cost:** 4m; **Mins:** Perception 2, Essence 1
**Type:** Reflexive
**Keywords:** Protean
**Duration:** One scene
**Prerequisite Charms:** None

The Lunar's senses awaken to the ephemeral existence of spirits. She can perceive (but not touch) dematerialized entities.

**Protean:** In animal shapes with sense-enhancing Merits, the Lunar intuits whenever a dematerialized character comes within long range, prompting her to use this Charm if she chooses.

### Spirit-Rending Fury

**Cost:** 1m; **Mins:** Perception 2, Essence 1
**Type:** Reflexive
**Keywords:** Uniform
**Duration:** One tick
**Prerequisite Charms:** Perceiving the Hidden World

The Lunar's fangs rend the veil between worlds. For one tick, she may attack or otherwise physically interact with dematerialized characters. If she can't perceive dematerialized targets, she suffers a −3 penalty on physical actions against them.

While this Charm is active, dematerialized characters can physically interact with the Lunar — for example, with counterattacks or clash attacks. She can't end this Charm prematurely to avoid this.

### Demon-Drinking Fang

**Cost:** 3m; **Mins:** Perception 2, Essence 1
**Type:** Supplemental
**Keywords:** Aggravated, Decisive-only

**Duration:** Instant
**Prerequisite Charms:** Spirit-Rending Fury

The Lunar's teeth run red with the spilt blood of immortality. Her **decisive** attack deals aggravated damage to spirits and fae. If such an enemy's Initiative is lower than hers, she adds (Perception) dice of damage. Spirits incapacitated by such attacks are permanently destroyed.

### Shed Divinity's Nectar

**Cost:** —(+1wp); **Mins:** Perception 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Demon-Drinking Fang

Savoring the taste of divine ichor, the Lunar subsumes its nature into her own. After incapacitating a spirit or fae with Demon-Drinking Fang, she can pay one Willpower to absorb its Essence instead of destroying it. She gains the following benefits for one story, or until she next uses this Charm:

- A Major Intimacy reflecting her victim's nature and purpose.
- Up to (Lunar's Essence + victim's Essence) dots of mutations reflecting its capabilities.
- Its Cult Merit, if higher than hers.

Once the story ends, the Lunar may either permanently destroy her victim, or spit it forth from her Essence, sparing it.

### Wyld-Sensing Instincts

**Cost:** 1m; **Mins:** Perception 2, Essence 1
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Perceiving the Hidden World, Sense-Sharpening Change

The Lunar's senses are attuned to the Wyld's flux and flow. She adds (higher of Essence or 3) on a roll to detect or track fae, read their intentions, uncover evidence of their doings, diagnose maladies caused by fae or the Wyld, or perceive the nature of Wyld phenomena.

**Protean:** In animal forms with sense-enhancing Merits, the Lunar waives this Charm's cost when using it to enhance rolls with an enhanced sense.

### Devil-Restraining Grip

**Cost:** 4m, 1wp; **Mins:** Perception 3, Essence 2
**Type:** Simple
**Keywords:** Decisive-only, Protean
**Duration:** Until the grapple ends
**Prerequisite Charms:** Spirit-Rending Fury

Sighting the ephemeral divine, the Lunar drags it forcefully into form. To use this Charm, Spirit-Rending Fury must be active. The Lunar makes a grapple gambit against a dematerialized entity, setting the gambit's difficulty to (higher of [the enemy's Essence or 2]). She may roll (Perception + Occult) in place of (Strength + [Brawl or Martial Arts]) to establish control of the clinch, and successfully clinching the enemy renders him material for the grapple's duration.

**Protean:** In animal forms with Legendary Size or grappling-related abilities, the Lunar adds (Essence) dice on the attack and Initiative roll.

### Scent of Midnight Dweomers

**Cost:** 4m; **Mins:** Perception 4, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Perceiving the Hidden World

The Lunar recognizes the Wyld's sickly-sweet aroma, the exotic spices of Malfeas, the Underworld's rotting stench, and more. She rolls (Perception + Occult). One success reveals boundaries between Creation and other worlds, such as entrances to spirit sanctums or the border of a shadowland or Wyld zone, and the realms they lead to. One success also lets her detect the presence of ongoing sorcerous or necromantic effects, while (Circle x2) successes lets her identify a spell or working's function. She can identify the aspect, function, and properties of a hearthstone, demesne, or manse with 3 successes if it's standard, or 5 successes if it's greater.

The Lunar can also determine the nature of a spirit or fae she can perceive by scent with (his Essence) successes. If such an entity is disguised as another type of being, add its disguise successes to the difficulty of identifying it.

### Divinity-Stealing Whisper

**Cost:** 3m, 1wp; **Mins:** Perception 5, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Scent of Midnight Dweomers

When prayers offered up to the gods go unanswered, their worshipers may seek the Lunar's aid and intercession. She may use this Charm either in a spirit's presence or at

one of its temples or sacred sites. She rolls (Perception + Occult) with double 8s against a difficulty of (the spirit's Essence + Cult). Magic that enhances hearing can always benefit this roll. Success lets her eavesdrop on prayers being made to that spirit, filtering through countless mortal voices to identify the single desire or goal the spirit's worshipers most desire his aid with.

If the Lunar determines that the spirit has no intention of providing aid — potentially by reading his intentions — she may intercede in his stead. If she accomplishes the desired goal, and at least a majority of the spirit's worshipers recognize this, she strips away the spirit's divine authority. He loses his Cult rating, and she gains it. If his Essence equals or exceeds the Lunar's, he instead loses one dot of Cult, which she gains, bringing her up to a maximum of his original Cult rating. If the Lunar knows God-Body Consumption, she may use it to gain his Eclipse Charms as though she'd killed him.

### Claw That Rends the Veil

**Cost:** 5m; **Mins:** Perception 4, Essence 3
**Type:** Simple
**Keywords:** Uniform
**Duration:** One scene
**Prerequisite Charms:** Devil-Restraining Grip

A pulsing silver-white aura suffuses the Lunar with sacred fire, marking her as the bane of spirits. She enhances her unarmed attacks, a natural weapon, or a weapon she's fused with using Last Warrior's Unity (p. XX), lowering the cost of Demon-Drinking Fang and Devil-Restraining Grip by two motes when used with it. When she changes shape, she can enhance a new natural weapon.

The Lunar's baleful aura renders her Hideous (**Exalted**, p. 162) to spirits. She can use Perception instead of Appearance to determine how many dice she adds to threaten rolls against them. Upon using this Charm, she may reflexively make a threaten roll against one or more spirits.

### Silver Curtain Parted

**Cost:** 5m, 1wp; **Mins:** Perception 4, Essence 3
**Type:** Simple
**Keywords:** Totemic (Wits)
**Duration:** Instant
**Prerequisite Charms:** Devil-Restraining Grip

Walking between worlds, the Lunar deftly touches the other side and pries open its gateways. She rolls ([Perception or Wits] + [Larceny or Occult]) to enter a spirit's sanctum, pass through a normally inaccessible magical portal, cross a boundary between realms of existence, or temporarily breach a magical barrier like a fiery wall created by a sorcerous working. The roll's difficulty equals the Essence of the character who created or owns the boundary; if no such character exists, the Storyteller assigns a difficulty from 1-5. Success lets the Lunar and (Essence x2) companions pass through safely.

**Totemic:** A Lunar whose spirit shape is migratory may learn this as a Wits Charm, with Wyld Migration Formation (p. XX) as its prerequisite.

### Devil's Hidden Footprints

**Cost:** —; **Mins:** Perception 5, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Scent of Bygone Ages, Scent of Midnight Dweomers

The Lunar recognizes the sweet perfume of miracles and the vile stench of damnation. She can use Scent of Midnight Dweomers to detect traces of Essence left by the use of magic, or by an anima banner flaring to bonfire, with a difficulty equal to the number of months that have elapsed since the event occurred, minimum 1. Success reveals that the event occurred and how long ago it happened. She may spend extra successes among the following options, in any order:

- **1 extra success:** Determine the responsible character's Essence rating.
- **1 extra success:** Determine whether the responsible character is her Solar mate.
- **2 extra successes:** Discern the responsible character's general nature — e.g., whether he's a god, demon, raksha, Dragon-Blood, Sidereal, or something mysterious and unclassifiable.
- **2 extra success:** If the Lunar knows Catching the Prey's Scent (p. XX), memorize the responsible character's scent.
- **4 extra successes:** After determining the responsible character's general nature, determine his identity if she's already familiar with him.
- **(Charm's minimum Essence) extra successes:** After detecting the use of a spirit Charm, discern its general function and the purpose it was used for.
- **(Circle x 2) extra successes:** After detecting the use of a spell, discern its general function and the purpose it was used for.

- **(Artifact) extra successes; 10 if N/A:** After detecting the use of an artifact's Evocation, discern its general effect and the nature of the artifact it belongs to.

### God-Body Consumption

**Cost:** 3m per Charm; **Mins:** Perception 5, Essence 3
**Type:** Reflexive
**Keywords:** Decisive-only, Stackable
**Duration:** Indefinite
**Prerequisite Charms:** Shed Divinity's Nectar

Savoring the taste of slain divinity, the Lunar subsumes its nature into her own. Upon permanently killing a character, she may access any of his Eclipse Charms (**Exalted**, p. 514) of whose Essence minimums she meets, committing three motes per Charm. She may have up to (Essence) Eclipse Charms accessed through God-Body Consumption at a time, either through a single use or multiple stacked activations.

The Lunar may permanently learn Charms accessed through God-Body Consumption for eight experience points each. She no longer needs to commit motes to use such Charms, and they don't count toward the maximum of (Essence). She waives the experience point cost of the first Eclipse Charm purchased this way.

If the Lunar uses Charms to perform a non-lethal sacred hunt, she may trigger God-Body Consumption to take the Eclipse Charms of a God-Blood, Eclipse Caste Solar, or similarly empowered human when she takes his shape.

### Two Worlds Penumbra

**Cost:** 5m; **Mins:** Perception 5, Essence 3
**Type:** Reflexive
**Keywords:** Protean
**Duration:** One scene
**Prerequisite Charms:** Devil-Restraining Grip

Walking the invisible borders of the spirit realm, the Lunar illumines its denizens with her soul's fire. As long as her anima level is glowing or higher, dematerialized characters within medium range become visible to all observers, flickering like shadows against her anima's light. At bonfire, the Lunar's anima casts them into sharp relief — those within short range are rendered tangible, able to touch and be touched by material characters.

A character whose Essence exceeds the Lunar's may pay one Willpower to become immune to this Charm for one scene.

**Protean:** If a dematerialized character has a Tie of fear toward the Lunar's shape, it can't resist this Charm without entering a Decision Point and invoking an Intimacy of equal or greater intensity.

### Omen-Beast's Evil Eye

**Cost:** —(30m, 1wp); **Mins:** Perception 5, Essence 5
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Far-Seeing Storm Crow, Razor Insight Tutelage, Scent of Midnight Dweomers

Eyes burning silver, the Lunar's gaze pierces the barrier of possibility to usher in the doom waiting beyond. When she uses Far-Seeing Storm Crow, she may pay a thirty-mote, one-Willpower surcharge to introduce the fact that her target's weakness will doom him in a coming challenge. The roll's difficulty is (victim's Essence), plus a modifier depending on the severity of the foretold doom: +0 for events causing serious complications for her victim, such as a debt-ridden merchant's creditors calling in what he owes or a prideful tyrant facing opposition from a political rival; +3 for a severely dangerous peril, such as a merchant's creditors sending hired thugs to violently coerce repayment or a covert attempt at poisoning a tyrant; or +5 for a life-altering catastrophe, such as a merchant being enslaved by his creditors or a mass rebellion breaking out in a tyrant's kingdom.

To enact her prediction, the Lunar must inform her victim of it — and how he might avert it, specifying a course of action that, if accomplished within (5 + his Integrity) days, will prevent the doom. By default, this can be no greater than an inconvenient task (**Exalted**, p. 216); she can specify a serious task with 3+ extra successes or a life-changing task with 6+ extra successes. Regardless of severity, the task must be one that the Storyteller deems the victim could feasibly complete within the allotted time span. The disaster is also averted if the Lunar releases her mote commitment prematurely, or goes a full day without reminding the target of the oncoming doom and the flaw that caused it.

If this Charm's victim can't avert the foretold doom, it's sure to happen. The specifics may vary from the Lunar's prediction based on how events unfold in play, but her target will face a crisis of appropriate severity. However, he's not assured to fail. Successful rolls, creative thinking, allies' assistance, and other assets can mitigate the overall harm and impact of the crisis.

This Charm can only be used once per story, unless reset by accomplishing a legendary social goal (**Exalted**, p. 134) by exploiting a character's greatest flaw or convincing a character to overcome his greatest weakness.

# Stamina

## Heart's Blood

### Hero's Heart Challenge

**Cost:** —; **Mins:** Stamina 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

Testing her fortitude against a worthy rival, the Lunar claims his face as a trophy of her triumph. She performs a sacred hunt to claim a human's shape by challenging him to a physical contest — a footrace, wrestling match, duel, drinking contest, etc. If the Lunar wins, she may conclude the sacred hunt and claim her opponent's form by accepting a Major Tie of respect toward the opponent — if she deems him unworthy, she can't gain his form. This counts as the Intimacy needed to take a human shape (p. XX). Winning by cheating is valid if the Lunar isn't caught, but her opponent must be genuinely trying to win.

If the Lunar's target wins or catches her cheating, the sacred hunt fails, and she can't take his shape through this Charm for the rest of the story. She may still attempt sacred hunts against him by other means.

## Defense

### Impenetrable Beast-Armor

**Cost:** 3m; **Mins:** Stamina 2, Essence 1
**Type:** Reflexive
**Keywords:** Dual
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar thickens her skin, forming a thick hide, bony plates, or tough scales. She adds (higher of Essence or 3) natural soak against a **withering** attack or gains Hardness (Stamina) against a **decisive** attack.

### Durant Quicksilver Adaptation

**Cost:** —; **Mins:** Stamina 3, Essence 1
**Type:** Permanent
**Keywords:** Withering-only
**Duration:** Permanent
**Prerequisite Charms:** Impenetrable Beast Armor

The Lunar's body hardens itself against the force of blows that strike her. She may use the Stamina Excellency to raise her soak against a **withering** attack after it hits, but before damage is rolled.

### Steel Paw Style

**Cost:** —; **Mins:** Stamina 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

Standing firm as she interposes her weapon between herself and the world, the Lunar becomes an unshakable aegis. When she blocks with a medium or heavy weapon, unarmed attack, or natural weapon, she may use Stamina instead of Dexterity to calculate Parry.

### Den Warden Method

**Cost:** 3m; **Mins:** Stamina 3, Essence 1
**Type:** Supplemental
**Keywords:** Dual, Protean
**Duration:** Instant
**Prerequisite Charms:** Impenetrable Beast-Armor or Steel Paw Style

A living bulwark, the Lunar shelters allies behind her mighty frame. When she takes a defend other action, her ward may use her soak and Hardness in place of his own against attackers that overcome her Parry. This includes any bonuses added to the Lunar's soak or Hardness.

**Protean:** In animal shapes with Immense Guardian, damage rolls against the Lunar's ward suffer a –2 penalty.

### Unmoving Aurochs Defense

**Cost:** 3m; **Mins:** Stamina 2, Essence 1
**Type:** Reflexive
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar dramatically magnifies her body's density, withstanding the mightiest blows without yielding an inch. For an instant, she can't be physically moved, whether by smash attacks, a grappler's throw, Heaven Thunder Hammer (**Exalted**, p. 274), etc. This Charm 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 significantly increases the Lunar's mass. This normally causes no complications, but may cause the Lunar to sink into soft mud, snap a tightrope supporting her, etc. It also suppresses Graceful Crane Stance's effect for an instant.

### Enduring Mammoth Bastion

**Cost:** 4m, 2i; **Mins:** Stamina 3, Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only, Perilous
**Duration:** Until next turn
**Prerequisite Charms:** Impenetrable Beast-Armor

The Lunar shrugs off spear points and arrows, her skin unmarked even by those that strike true. When determining if her Hardness prevents damage from a **decisive** attack, her attacker compares only his Initiative to her Hardness, without considering damage dice added by other sources. If his attack's damage roll doesn't include his Initiative due to magic, he compares the lower of his damage dice or his actual Initiative to the Lunar's Hardness.

If the Lunar is unarmored, waive this Charm's Initiative cost.



### Invulnerable Moonsilver Carapace

**Cost:** 10m, 1wp; **Mins:** Stamina 3, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Durant Quicksilver Adaptation

Moonsilver flows across the Lunar's skin as she solidifies her anima, encasing her in indestructible armor. She creates a shell or carapace that counts as artifact armor (+11 soak, 10 Hardness, −2 mobility). Its soak can't be reduced below (Stamina) by effects that ignore armored soak, like Piercing attacks.



This armor counts as moonsilver, shapeshifting with the Lunar (p. XX). She may fuse it 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.

This Charm may be repurchased any number of times, each repurchase adding an Evocation to the carapace. These Evocations' themes and functions derive from the Lunar's personality, spirit shape, and Caste.

With Essence 3, this Charm's duration becomes Indefinite.

**Special activation rules:** When the Lunar uses Deadly Beastman Transformation, she may reflexively activate this Charm.

### Moonsilver Thew Exertion

**Cost:** 4m; **Mins:** Stamina 3, Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Unmoving Aurochs Defense

The Lunar amplifies her body's mass as she wrestles a foe, becoming too heavy to be taken down or pinning a foe beneath tremendous weight. She rerolls (Stamina) failed dice on a grapple control roll or a roll opposing an enemy's control roll. Such is her mass that she can oppose the grapples of Legendary Size enemies (but not clinch them). This Charm carries the same consequences for increasing mass as its prerequisite.

### Stone Rhino's Skin

**Cost:** 2m or 5m; **Mins:** Stamina 4, Essence 2
**Type:** Reflexive
**Keywords:** Dual, Perilous
**Duration:** Instant
**Prerequisite Charms:** Durant Quicksilver Adaptation

Even the mightiest blows rebound from the Lunar's flesh. After an attack hits her or she fails to resist an environmental hazard or trap, before damage is rolled, she may use this Charm for two motes against a **withering** attack, or five motes against **decisive** damage. Damage-roll 1s subtract successes. If an attack deals no damage, the Lunar steals one Initiative from her attacker (after he resets to base Initiative, if it was **decisive**).

### Frenzied Bear Fortification

**Cost:** 7m; **Mins:** Stamina 5, Essence 2
**Type:** Reflexive
**Keywords:** Dual, Protean
**Duration:** One scene
**Prerequisite Charms:** Stone Rhino's Skin

Pain strengthens the Lunar's fierce will to survive, redoubling her unkillable vigor. She adds her wound penalty to her soak and her Hardness. This stacks with other Charms that grant Hardness, but not with Hardness from artifact armor or animal shapes.

**Protean:** In animal shapes with Berserker, the Overwhelming rating of **withering** attacks against the Lunar is reduced by her wound penalty.

### Unyielding Silver Sentinel

**Cost:** 3m, 2i; **Mins:** Stamina 4, Essence 2
**Type:** Reflexive
**Keywords:** Perilous
**Duration:** One scene
**Prerequisite Charms:** Unmoving Aurochs Defense

No power can force the Lunar back when she stands her ground, or turn her aside when she charges. She waives Unmoving Aurochs Defense's cost, unless she's crashed.

### Quicksilver Aegis Embodiment

**Cost:** 4m, 3i (4m); **Mins:** Stamina 4, Essence 3
**Type:** Reflexive
**Keywords:** Perilous, Withering-only
**Duration:** Instant
**Prerequisite Charms:** Enduring Mammoth Bastion

The Lunar's skin hardens unto imperviousness against blows that would otherwise pierce the thickest defenses. Her soak can't be reduced, and she can apply it against unsoakable **withering** damage.

If the Lunar is unarmored, she waives this Charm's Initiative cost, and it loses the Perilous keyword.

### Weapon-Trapping Body Dominion

**Cost:** 3m, 2i, 1wp; **Mins:** Stamina 5, Essence 3
**Type:** Reflexive
**Keywords:** Clash, Perilous
**Duration:** Instant
**Prerequisite Charms:** Quicksilver Aegis Embodiment

The Lunar's body becomes fluid and permeable as she's struck, her foe's weapon entering her flesh only to be trapped by twisting cords of sinew, swift-congealing blood, or a cage of solid bone. She clashes an attack with a (Stamina + Resistance) roll, adding (Hardness/2, rounded up) dice. In addition to the usual benefits of winning a clash, if she was attacked with a hand-to-hand weapon, her body absorbs it, disarming her attacker. Characters may dislodge the absorbed weapon with a disarm gambit or a difficulty 5 feat of strength that requires Strength 5+.

If the attacker used a weapon with the Natural or Worn tag, his limb is instead mired in the Lunar's flesh. Treat this as a grapple that requires no attack or Initiative roll; the Lunar rolls (Stamina + [Brawl, Martial Arts, or Resistance]) with double 9s as her control roll opposing the attacker's (Strength + [Brawl or Martial Arts]).

This Charm is incompatible with armor, except Invulnerable Moonsilver Carapace.

### Steadfast Yeddim Meditation

**Cost:** 6m (4m); **Mins:** Stamina 5, Essence 3
**Type:** Reflexive
**Keywords:** Perilous, Withering-only
**Duration:** Instant
**Prerequisite Charms:** Frenzied Bear Fortification

Such is the Lunar's divine fortitude that she might not even notice blows struck against her. She adds Hardness to her soak against a **withering** attack made by a lower-Initiative enemy. If this reduces an attack to its minimum damage, her attacker loses the point of Initiative gained from hitting her.

If the Lunar is unarmored, this Charm costs two motes less.

### Wounded But Never Down

**Cost:** 1m per level of damage, 5i, 1wp; **Mins:** Stamina 5, Essence 3
**Type:** Reflexive
**Keywords:** Perilous, Protean, Stackable
**Duration:** Indefinite
**Prerequisite Charms:** Frenzied Bear Fortification

The Lunar fights through the gravest wounds, sustained by illimitable rage. After a **decisive** damage roll against her, she can activate this Charm to negate levels of damage for one mote per level, maximum (Essence + Resistance) levels. Negated damage is withheld in a special pool.

Damage heals from this pool at a rate of one level every two days, beginning with bashing damage. Magic that speeds natural healing also accelerates this process, and healing magic can be applied to damage stored in the pool. When this Charm ends, damage remaining in the pool returns to her health track.

This Charm can be stacked up to (Essence) times, tracking all negated damage in a single pool.

This Charm can only be used once per scene, unless reset by incapacitating a nontrivial enemy with a **decisive** attack that resets the Lunar's Initiative.

**Protean:** In animal shapes with Berserker, the Lunar reduces this Charm's Initiative cost by her current wound penalty.

#### Unstoppable Juggernaut Incarnation

**Cost:** 10m, 1wp; **Mins:** Stamina 5, Essence 3
**Type:** Reflexive
**Keywords:** Decisive-only, Perilous
**Duration:** Instant
**Prerequisite Charms:** Wounded But Never Down

No matter how mighty the force directed against her, the Lunar refuses to yield. This Charm may be used after being hit by a **decisive** attack or failing to resist a trap or environmental hazard, before damage is rolled. If the damage roll fills all the Lunar's health levels of one type, any further damage is negated; e.g., if an attack filled all of a Lunar's −1 levels, it couldn't inflict further damage to her −2 or greater levels.

This Charm can only be used once per day. It doesn't need to be reset if it fails to prevent damage.

#### Indestructible God-Monster Incarnation

**Cost:** 4m, 3a, 1wp; **Mins:** Stamina 5, Essence 4
**Type:** Reflexive
**Keywords:** Dual
**Duration:** One scene
**Prerequisite Charms:** Quicksilver Aegis Embodiment, Steadfast Yeddim Meditation

Wisps of the Lunar's anima shine through as her skin sloughs away, revealing the perfected body of the invincible shapeshifter beneath. She gains the following benefits:

- +(Essence/2, rounded up) natural soak and Hardness, stacking with other Hardness sources.
- When she uses the Stamina Excellency to raise her soak, it costs only one mote per +2 soak, and the maximum amount she can add with it increases by 1.
- She reduces the costs of Enduring Mammoth Bastion, Impenetrable Beast-Armor, Stone Rhino's Skin, and Unflagging Predator Vitality by one mote.

This Charm is incompatible with armor.

#### Unflagging Predator Vitality

**Cost:** 5m; **Mins:** Stamina 5, Essence 4
**Type:** Reflexive
**Keywords:** Perilous, Protean, Withering-only
**Duration:** Instant
**Prerequisite Charms:** Steadfast Yeddim Meditation

Drawing incredible resilience and vitality from within, the Lunar takes no notice of lesser attacks. She halves a **withering** attack's total damage, rounded down. It can't reduce her below one Initiative unless her attacker has at least (her current temporary Willpower) more Initiative than her before attacking.

This Charm can likewise protect the Lunar from being crashed by other sources of Initiative loss inflicted by enemies, but not those she incurs herself, such as paying Initiative costs.

This Charm is incompatible with armor.

**Protean:** In animal shapes with Impenetrable Armor, the Lunar adds (Essence + 5) to the amount of Initiative an attacker needs to reduce her below Initiative 1.

#### Wound-Mastering Body Evolution

**Cost:** 6m, 1wp + 1i per turn; **Mins:** Stamina 5, Essence 4
**Type:** Reflexive
**Keywords:** Decisive-only, Perilous
**Duration:** One scene
**Prerequisite Charms:** Unstoppable Juggernaut Incarnation

Those who can't slay the Lunar with one blow may not be able to kill her at all. After suffering **decisive** damage, she can use this Charm to adapt to her attacker's killing intent. She adds (Essence x2) natural soak against his **withering** attacks and ignores their Overwhelming rating, and gains Hardness 20 against his **decisive** attacks.

The Lunar must pay one Initiative each subsequent turn to maintain this Charm. It ends if she's crashed.

## Endurance

#### Ox-Body Technique

**Cost:** —; **Mins:** Stamina 1, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar is endowed with superhuman vitality. She gains additional health levels based on her Stamina rating:

- **Stamina 1-2:** Two –2 levels.
- **Stamina 3-4:** Two –2 levels and one –4 level.
- **Stamina 5:** Two –2 levels and two –4 levels.

This Charm may be purchased (Stamina) times. If the Lunar's Stamina increases, her health levels change to reflect her new rating.

### Bear Sleep Technique

**Cost:** 10m; **Mins:** Stamina 2, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Ox-Body Technique

Withdrawing into herself, the Lunar enters a rejuvenating hibernation. The rate at which she heals naturally (**Exalted**, p. 173) is multiplied by (Essence + Stamina). Time spent hibernating doesn't count toward the maximum she can go without food or water (**Exalted**, p. 232).

The Lunar may choose to hibernate until she's fully healed from all damage, or for a set period of time. She isn't completely unaware of her surroundings while hibernating, and can roll to detect external stimuli with (Perception + Awareness) at a –4 penalty, which can't be enhanced by non-Excellency magic. Some stimuli, like being slapped across the face or stabbed, are obvious enough to detect without rolling. Detecting external stimuli lets the Lunar end this Charm prematurely.

With Stamina 5, the Lunar doesn't age while hibernating.

### Halting the Scarlet Flow

**Cost:** 6m, 1wp; **Mins:** Stamina 3, Essence 1
**Type:** Reflexive
**Keywords:** Perilous
**Duration:** (Stamina) turns *or* One minute
**Prerequisite Charms:** Bear Sleep Technique

The Lunar shapeshifts wounds away, closing cuts and healing bruises. She heals one level of non-aggravated damage at the start of each of her turns. This Charm ends if she's crashed. Outside of combat, the Lunar heals (Stamina) levels of non-aggravated damage over the course of a minute.

This Charm can only be used once per day. It doesn't reset if the Lunar still has damage in her health track at the beginning of the new day, or doesn't receive adequate sleep.

### Maimed But Unbroken

**Cost:** 5m; **Mins:** Stamina 3, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Halting the Scarlet Flow

No matter how dire her wounds, the Lunar won't yield. She reduces the penalty of a crippling effect by (Essence/2, rounded up). After every (7 – Stamina) rounds, the penalty diminishes by an additional point. Once the penalty is reduced to zero, the crippling heals completely. Outside of combat, the injury completely heals after one scene. This Charm can't heal crippling effects that don't impose penalties, or total amputation or destruction of limbs and organs.

### Unyielding Battle Vigor

**Cost:** —; **Mins:** Stamina 4, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Halting the Scarlet Flow

The thrill of battle energizes the Lunar, renewing her boundless vitality. Halting the Scarlet Flow's duration is extended one turn when she incapacitates a nontrivial foe with a **decisive** attack. She may also waive an Initiative Break to extend its duration by one turn.

### Rugged Beast Endurance

**Cost:** 5m; **Mins:** Stamina 1, Essence 1
**Type:** Reflexive
**Keywords:** Protean
**Duration:** One day
**Prerequisite Charms:** None

A paramount survivor, the Lunar thrives in Creation's harshest reaches. She adapts to a particular environment — searing desert, mosquito-ridden swamp, freezing cold, etc. — gaining temporary Survival and Resistance specialties in that clime. She ignores environmental penalties on rolls those specialties apply to, and ignores deleterious effects of exposure to that clime. She can change her adaptation (e.g., while traveling through the Wyld) by using this Charm again, waiving its Willpower cost if the first use is still active.

A Stamina 4, Essence 3 repurchase halves the damage that the chosen clime's environmental hazards roll against her, rounded down. This also applies to hazards similar in nature to that environment: A Lunar

adapted to frigid cold extends this resilience to icy mist conjured by a raksha.

**Protean:** In animal shapes native to the chosen environment or adapted to surviving in it, the Lunar receives a one-mote discount on Charms enhancing Survival or Resistance rolls in the chosen clime.

### All-Consuming Crucible

**Cost:** 3m; **Mins:** Stamina 2, Essence 1
**Type:** Reflexive
**Keywords:** Mute
**Duration:** One scene
**Prerequisite Charms:** Rugged Beast Endurance

Whether dining on festering carrion or taking poisoned banquets at a queen's table, the Lunar is a consummate gourmand, adapting to whatever she consumes. She may digest and derive sustenance from any mundane living or once-living substance — including inedible substances — and adds (Stamina) non-Charm dice to resist ingested poisons. She can also eat any amount of food without harm; doing so quickly, such as for corpse disposal, is a (Stamina + [Athletics or Survival]) roll.

With Stamina 5, the Lunar can safely digest any mundane material, although feats of demolition may be required to break down larger objects into portions she can swallow. She's completely immune to mundane ingested poisons.

### Disease-Purging Essence

**Cost:** 3m; **Mins:** Stamina 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar's body becomes a purifying crucible that no sickness can withstand. She rerolls (higher of Essence or 3) failed dice on a roll against the morbidity or virulence of a disease.

### Rabid Beast Bite

**Cost:** 3m; **Mins:** Stamina 3, Essence 1
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Disease-Purging Essence

Suffusing a blow with septic Essence, the Lunar leaves festering wounds. An enemy damaged by a **decisive** attack with an unarmed strike or natural weapons is exposed to an enhanced form of infected wounds (**Exalted**, p. 235). The disease uses (Lunar's Stamina) in place of its morbidity and virulence if higher, and can infect characters with Exalted Healing. Crashed foes and trivial characters acquire the infection at Major intensity on a failed roll.

Alternatively, the Lunar may use this Charm to transmit any disease she's currently suffering from. This doesn't enhance its morbidity or virulence. She can't transmit incurable diseases like the Great Contagion.

### False Death Technique

**Cost:** 4m; **Mins:** Stamina 2, Essence 1
**Type:** Simple
**Keywords:** Mute, Totemic (Appearance)
**Duration:** Indefinite
**Prerequisite Charms:** None

The Lunar slows her vital functions, stilling her breathing and heart. She rolls ([Appearance or Stamina] + [Medicine, Resistance, or Stealth]) to feign death, doubling 8s. Wound penalties add non-Charm dice on the roll instead of subtracting. Characters with superhuman or magically enhanced senses can roll (Perception + [Awareness, Investigation, or Medicine]) opposing the Lunar's successes to realize she's still alive. Moving, speaking, or taking overt actions spoils this deception, although the Lunar may be able to convince characters that previously failed to see through the false death that she's undead instead.

When the Lunar uses this Charm, she may use Bear Sleep Technique reflexively if she knows it, muting its cost.

**Totemic:** A Lunar whose spirit shape feigns death as a defensive behavior may learn this as an Appearance Charm.

### Scorpion-and-Toad Absolution

**Cost:** 2m; **Mins:** Stamina 2, Essence 1
**Type:** Reflexive
**Keywords:** Totemic (Wits)
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar shifts her anatomy to withstand even the deadliest venoms. She rerolls 6s until they cease to appear on a roll to resist poison (**Exalted**, p. 233). If it's a poison she's previously been exposed to, or the poison of an animal species whose form she's claimed, she rerolls 5s until they cease to appear as well.

**Totemic:** A Lunar whose spirit shape is venomous or poisonous may learn this as a Wits Charm.

### Shifting Breath Inversion

**Cost:** —; **Mins:** Stamina 2, Essence 1
**Type:** Reflexive
**Keywords:** Protean, Totemic (Wits)
**Duration:** Indefinite
**Prerequisite Charms:** Rugged Beast Endurance, Scorpion-and-Toad Absolution

The Lunar reshapes her anatomy, opening gills to brave the depths or growing lungs within a sea monster's form. She may breathe in any environment, and is immune to harm based on environmental pressure (or lack thereof). She adds (Essence) successes on rolls to resist poisons whose sole vector is inhalation.

Note that many aquatic animals are ill-suited to moving on land even if they can breathe air, treating it as difficult terrain. The Lunar may circumvent this by growing Extra Limbs with Perfected Hybrid Interaction (p. XX), or with other appropriate magic.

**Protean:** In amphibious animal shapes, the Lunar adds these successes on rolls to resist any inhaled poison, even if it has other vectors.

**Totemic:** A Lunar whose spirit shape can breathe water may learn this as a Wits Charm, with Dauntless Yeddim Caravan (p. XX) as its prerequisite.

### Behemoth's Terrifying Inhalation

**Cost:** 3m, 2i; **Mins:** Stamina 3, Essence 1
**Type:** Simple
**Keywords:** Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Shifting Breath Inversion

The Lunar's lungs swell as she draws in a tremendous breath. She inhales any vapors (except air) within medium range, even magical ones. She could clear dense fog, draw smoke from a burning building, or breathe in poisonous gas before it harms her allies. She suffers the usual effects of inhaled poisons or dangerous substances, rolling to resist them normally.

With Stamina 4, Essence 2, when a Lunar using this Charm rolls enough successes to completely negate the duration of an inhaled poison or otherwise completely avoid harm from a hazardous substance she's inhaled, she may exhale it at an enemy within medium range. This is an unblockable **decisive** attack rolled with (Stamina + [Archery or Athletics]), exposing her foe to the substance on a hit. It doesn't deal damage or reset her Initiative.

**Special activation rules:** This Charm can be placed in a flurry.

**Protean:** In shapes with Legendary Size, this Charm extends to long range.

### Adder Fang Method

**Cost:** 3m; **Mins:** Stamina 3, Essence 1
**Type:** Supplemental
**Keywords:** Decisive-only, Protean, Totemic (Wits)
**Duration:** Instant
**Prerequisite Charms:** Scorpion-and-Toad Absolution

The Lunar creates toxic skin glands or venom ducts, lacing her attack with deadly potency. She envenoms a **decisive** attack with a poison with Damage 2i/round (B in Crash), Duration (Stamina) rounds, and a –2 penalty. Alternatively, she may substitute the poison of any animal form she possesses. Normally, this can only enhance unarmed or natural attacks, but she can envenom close-range weapons or physical projectiles with stunts.

**Protean:** In venomous or poisonous shapes, this Charm may instead increase a dose's duration by (Essence).

**Totemic:** A Lunar whose spirit shape is venomous or poisonous may learn this as a Wits Charm.

### Blood-and-Tear Elixir Cultivation

**Cost:** 5m; **Mins:** Stamina 3, Essence 1
**Type:** Simple
**Keywords:** Totemic (Intelligence)
**Duration:** Instant
**Prerequisite Charms:** Scorpion-and-Toad Absolution

The Lunar distills potent medicines and antivenins from her body. She secretes a single dose of medicine, which is exceptional equipment (**Exalted**, p. 580) to treat a specific malady. If the disease or poison treated is one the Lunar's previously suffered, the medicine also adds (higher of Lunar's Essence or 3) dice on a roll to treat it. If the medicine is applied by the Lunar or her Solar mate, these dice are non-Charm.

If the Lunar has a Craft related to making medicines, she receives craft points for meeting objectives with this Charm as though she'd completed a basic project (**Exalted**, p. 240).

**Totemic**: A Lunar whose spirit shape is venomous or poisonous may learn this as an Intelligence Charm, with Night's Mercy Panacea (p. XX) as its prerequisite.

### Mamba-and-Cobra Mastery

**Cost:** —(+2i); **Mins:** Stamina 3, Essence 2
**Type:** Permanent
**Keywords:** Aggravated, Decisive-only, Totemic (Wits)
**Duration:** Permanent
**Prerequisite Charms:** Adder Fang Method



The Lunar distills venoms that intermingle the deadliest aspects of countless beasts. For two Initiative, the duration of a poison conveyed by Adder Fang Method or Poison Blood Technique increases by one round, plus an additional round for every 10 on the attack and damage rolls. If it would deal bashing or lethal damage, it deals aggravated damage instead.

With a Stamina 4, Essence 3 repurchase, each 10 on the attack and damage rolls lets the Lunar either increase the poison's duration by round, increase its damage by one (maximum 5), or increase its penalty by one point (maximum 5). She may divide her 10s among these different benefits. Additionally, no matter how many successes her victim rolls, the poison's duration can't be reduced below one.

**Totemic:** A Lunar whose spirit shape is venomous or poisonous may learn this as a Wits Charm.

### Plague Rat Embodiment

**Cost:** —; **Mins:** Stamina 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Rabid Beast Bite

The Lunar's body subdues and subsumes pestilence. She adds an automatic success on rolls to resist disease. After successfully rolling to resist exposure to a disease or overcome a contracted disease, the Lunar may retain it within her body. She suffers no ill effects, but remains a vector for contagion and can transmit it through Rabid Beast Bite. She may choose to lower the disease's virulence by up to (Essence), minimum 1, when she exposes another character to it, letting her spare allies and innocents. She can expel a carried disease as a miscellaneous action. Incurable diseases like the Great Contagion are unaffected by this Charm.

### Pestilential Fang Strike

**Cost:** —(+1m); **Mins:** Stamina 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Plague Rat Embodiment

The Lunar's body is a crucible of plagues, refining them with protean Essence. Once per scene, she may pay one mote to add +2 to the morbidity and virulence of a disease transmitted through Rabid Beast Bite or regular exposure. 1s on the roll to resist it subtract successes.

### Friend of the Plague

**Cost:** —; **Mins:** Stamina 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Plague Rat Embodiment

A master of subtle pestilences, the Lunar besieges foes with plaguebearing envoys. She may use Rabid Beast Bite to transfer a disease with a touch outside of combat. When she infects a character with Rabid Beast Bite or a disease retained with Plague Rat Embodiment, she may delay the disease's onset by up to (Essence + Stamina) days. During that time, her victim suffers no ill effects, but is still contagious. Diagnosis attempts during this time fail automatically unless enhanced by magic; even then, such rolls are made at +2 difficulty.

### Undying God-Beast Perfection

**Cost:** —; **Mins:** Stamina 3, Strength 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Deadly Beastman Transformation, Halting the Scarlet Flow

Rage sustains the Lunar's war-form, closing wounds and knitting bones. While using Deadly Beastman Transformation (p. XX), she heals one level of non-aggravated damage when she resets to base Initiative. She can't heal more than one level of damage per round with this Charm.

### Incomparable Bezoar Nature

**Cost:** —; **Mins:** Stamina 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Scorpion-and-Toad Absolution

The Lunar has tasted countless deadly venoms, becoming one with their Essence. She's immune to the poisons of every animal whose shape she possesses. When she uses the Stamina Excellency to add dice on rolls to resist poison, reduce its cost to one mote per two dice.

### Poison Blood Technique

**Cost:** 4m, 2i; **Mins:** Stamina 4, Essence 2
**Type:** Reflexive
**Keywords:** Counterattack, Decisive-only, Protean, Totemic (Wits)
**Duration:** Instant
**Prerequisite Charms:** Adder Fang Method

As the Lunar's blood is shed, she changes it into a poisonous spray. After an attack deals **decisive** damage to her from close range, she may use this Charm to counterattack with an unblockable **decisive** attack, rolling (Stamina + Resistance). She adds her wound penalty in non-Charm dice to this roll, rather than subtracting. Success exposes her enemy to a dose of Adder Fang Method's venom. This doesn't deal damage or reset the Lunar's Initiative.

If the Lunar knows Acid-Spitting Attack, she may instead change her blood to acid, dealing (Essence) dice of aggravated damage, ignoring Hardness. Her attacker's soak and Hardness suffer a penalty equal to the levels of damage dealt until his next turn.

**Protean:** In venomous or poisonous shapes, the Lunar may counterattack with a dose of that animal's poison, adding (Essence) to its duration.

**Totemic:** A Lunar whose spirit shape is venomous or poisonous may learn this as a Wits Charm.

### Salamander's Tail Feint

**Cost:** 5m; **Mins:** Stamina 4, Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Maimed But Unbroken

Struck by a deadly blow, the Lunar sloughs unnecessary flesh to ablate the harm. When she accepts a crippling injury (**Exalted**, p. 201), she negates an additional (Essence/2, rounded up) levels of damage. This can reduce an attack's damage below the two levels necessary to take a crippling injury. Additionally, if she's fighting or endangering herself to uphold a Defining Intimacy, this doesn't count against the once-per-story limit on crippling injuries.

This Charm can only be used once per scene.

**Protean:** In animal forms with Tail Decoy or similar abilities, the injury doesn't count against the once-per-story limit even if the Lunar isn't upholding a Defining Intimacy.

### Flesh-Waxing-Full Regeneration

**Cost:** —; **Mins:** Stamina 4, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Maimed But Unbroken

The Lunar seems an unkillable monster, regrowing severed limbs and maimed organs. Can such a beast even die? Maimed But Unbroken can now heal crippling effects that involve the total amputation or destruction

of limbs or organs. It can also heal crippling effects that don't inflict a penalty, doing so after one interval of (7 – Stamina) rounds or one scene outside of combat.

### Form-Shedding Sacrifice

**Cost:** —; **Mins:** Stamina 4, Essence 3
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** False Death Technique, Salamander's Tail Feint

The Lunar sacrifices stolen skins that she might live. She can take a crippling injury by sacrificing her current form instead of suffering maiming. She reverts to her true human shape and permanently loses the sacrificed shape, negating (Essence, maximum 5) levels of damage. She can't sacrifice her spirit shape or true human shape.

The Lunar may use False Death Technique reflexively when she uses this Charm, creating a false corpse of the lost shape, or some portion of a Legendary Size shape, letting her reflexively roll to go to ground (**Exalted**, p. 204).

### Storm-Swallowing Technique

**Cost:** 8m, 1wp; **Mins:** Stamina 4, Essence 3
**Type:** Simple
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Behemoth's Terrifying Inhalation

The Lunar roars to clear the skies. She draws in a mighty breath, immediately ending any ongoing precipitation within medium ranges by inhaling the clouds from which it falls. This can end supernatural weather such as Rain of Doom (**Exalted**, p. 483), although the Storyteller may deem that this exposes the Lunar to an interval of such weather's harmful effects, or devise a unique poison or one-time environmental hazard to represent them. Weather created by ongoing magic, such as the daiklave Stormcaller, won't recur within the cleared area that scene.

The Lunar may reflexively use Behemoth's Terrifying Inhalation alongside this Charm, waiving its Initiative cost, to also inhale poisonous or similarly hazardous vapors within range.

This Charm can only be used once per day.

**Special activation rules:** This Charm can be placed in a flurry.

**Protean:** In shapes with Legendary Size, this Charm's range extends to long.

### Acid-Spitting Attack

**Cost:** 3m, 3i, 1wp or 3m; **Mins:** Stamina 5, Essence 3
**Type:** Simple
**Keywords:** Aggravated, Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Mamba-and-Cobra Mastery (x2)

The Lunar sprays corrosive acid from her mouth. For three motes, three Initiative, one Willpower, she rolls an unblockable **decisive** attack with (Stamina + [Archery or Athletics]), which takes one of two forms. She can spit at one enemy within medium range, dealing (Essence + attack roll extra successes) dice of aggravated damage. Alternatively, she can disgorge acid on all other characters, friend or foe, within short range, dealing (Essence) dice of aggravated damage. Either way, this ignores Hardness and doesn't include the Lunar's Initiative or reset it. Damaged characters suffer a penalty to soak and Hardness equal to the levels of damage dealt until their next turn.

Alternatively, this Charm can be used for three motes to melt inanimate objects, rolling a feat of demolition with (Stamina + [Athletics or Resistance]), adding (Essence) successes. The Lunar uses Stamina instead of Strength to determine what feats she may attempt, though she can raise her effective rating with Charms that enhance feats of strength.

This Charm can only be used to attack once per scene, unless reset by crashing an enemy. Feats of demolition don't require a reset.

### Indestructible Recursive Design

**Cost:** —; **Mins:** Stamina 5, Essence 3
**Type:** Permanent
**Keywords:** Perilous
**Duration:** Permanent
**Prerequisite Charms:** Halting the Scarlet Flow

The Lunar grows redundant organs, reinforced muscle, and hardened bones. If she would magically heal levels of damage while her health track is undamaged, she gains that many temporary –0 health levels, maximum (Essence). This doesn't function if she's crashed. These temporary levels are the first to be filled when she's damaged, and vanish when damaged.

### Perdurant Beast Perfection

**Cost:** 2m (+1wp); **Mins:** Stamina 5, Essence 3
**Type:** Reflexive

**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Rugged Beast Endurance (x2)

Drawing on the endurance of every animal she can imagine, the Lunar walks undaunted through hurricanes or plumbs the depths of the Demon City's acid sea. She subtracts (Essence) dice from an environmental hazard's damage. If a hazard inflicts uncountable damage (**Exalted**, p. 205), she may pay a one-Willpower surcharge to limit it to fifteen dice of damage against her, before applying this Charm's benefit or other effects.

While Rugged Beast Endurance is active, the Lunar waives the Willpower cost of resisting uncountable damage from sources she's adapted to.

#### Soul Beyond Shape

**Cost:** 1wp; **Mins:** Stamina 5, Essence 5
**Type:** Reflexive
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Flesh-Waxing-Full Regeneration, Form-Shedding Sacrifice, Wound-Mastering Body Evolution

The Lunar is more than the flesh she wears, an immortal Essence that can never truly be destroyed. She may prevent her death — by any cause — by sacrificing one of her human or animal shapes (but not her spirit shape or true human form). She heals any damage in her Incapacitated level, but remains unconscious, reflexively activating False Death Technique (p. XX) and Bear Sleep Technique (p. XX) for free as she enters a deep fugue. If she uses Wound-Mastering Body Evolution (p. XX), she waives its ongoing Initiative cost.

While in this fugue, the Lunar can't take damage except from **decisive** attacks, and doesn't need food, water, or air. If an attack would kill her, she may sacrifice another shape to prevent it.

Once the Lunar heals a single level of damage, this Charm ends. As she wakes, the corpses of the sacrificed forms emerge from her body, bearing the fatal wounds she avoided.

This Charm can only be used once per story.

## Berserker

#### Relentless Lunar Fury

**Cost:** 5m; **Mins:** Stamina 3, Essence 1
**Type:** Reflexive
**Keywords:** Protean
**Duration:** One scene
**Prerequisite Charms:** None

The Lunar unleashes the primal rage howling in her soul, drawing terrifying power from fury. This Charm can only be used when she takes **decisive** damage. She enters a berserk rage, halving all wound and crippling penalties (round down), and gaining 1 Initiative whenever she suffers further **decisive** damage. Her rage doesn't prevent tactical or intelligent decision-making, but she can't withdraw, use social influence for purposes unrelated to combat, or cease fighting until all enemies are incapacitated or have fled. Ending this Charm prematurely crashes the Lunar, setting her to Initiative –3 (if not already lower).

**Protean:** In animal shapes with Berserker, the Lunar adds one die on all rolls with physical Attributes.

#### Mother Grizzly Attitude

**Cost:** —; **Mins:** Stamina 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Relentless Lunar Fury

Honed by rage into a ferocious guardian, the Lunar shelters those who stand behind her as she unleashes ruin. She may use Relentless Lunar Fury when she witnesses her Solar mate or a character to whom she has a positive Major or Defining Tie take **decisive** damage. While Relentless Lunar Fury is active, she gains +1 Parry against attacks against allies she's protecting with the defend other action.

#### Enraged Ratel Persistence

**Cost:** 4m or 4i; **Mins:** Stamina 3, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Relentless Lunar Fury

The Lunar's will is bolstered by ferocity. She ignores wound penalties to Resolve, adding them as a Resolve bonus. If Relentless Lunar Fury is active, she treats fear-based influence or influence that would make her cease hostilities as unacceptable.

#### Undaunted Berserker Ire

**Cost:** 5i per 1wp; **Mins:** Stamina 3, Essence 2
**Type:** Reflexive
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Enraged Ratel Persistence

The Lunar's warrior spirit is undeterred by honeyed words or trickery. In combat, she may spend five Initiative instead of one Willpower when resisting social influence or similar effects. Once per scene, while Relentless Lunar Fury is active, she may waive one Willpower of the cost to resist such an effect.

### Sleeping Tiger Wakes

**Cost:** —; **Mins:** Stamina 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Mother Grizzly Attitude

Woe to those whose words rouse the Lunar's ire. She may use Relentless Lunar Fury in response to a threat or insult to a Major or Defining Intimacy or her Solar mate, such as hearing a Dynast mock her dominion's customs. If outside of combat, she immediately rolls Join Battle, adding (Essence/2, round up) successes.

### Knife-Biting Attitude

**Cost:** 6m, 1wp; **Mins:** Stamina 4, Essence 3
**Type:** Reflexive
**Keywords:** Decisive-only, Perilous
**Duration:** Instant
**Prerequisite Charms:** Enraged Ratel Persistence

Pain stirs the Lunar's rage, empowering her to deal out retribution. This Charm must be used after being hit by a **decisive** attack, before damage is rolled. The Lunar gains one Initiative per level of damage dealt to her. While Relentless Lunar Fury is active, this Charm loses the Perilous keyword.

### Bloodthirsty Siaka Frenzy

**Cost:** —(3m); **Mins:** Stamina 5, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Knife-Biting Attitude

The Lunar's predatory instincts approach the apex of perfection. She may use Relentless Lunar Fury when she deals **decisive** damage to a nontrivial foe's –2 or deeper health levels. When she resets to base Initiative while Relentless Lunar Fury is active, she may pay three motes to add her victim's current wound penalty to her base Initiative (Incapacitated enemies count as having a –4 penalty). If the attack damaged multiple enemies, she uses the highest single value.

### Deathless Fury Unleashed

**Cost:** —; **Mins:** Stamina 5, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Halting the Scarlet Flow, Relentless Lunar Fury

The flames of the Lunar's rage aren't easily snuffed. Once per day, she may reset Halting the Scarlet Flow by activating Relentless Lunar Fury. Additionally, when she activates Halting the Scarlet Flow in the same instant as Relentless Lunar Fury, Halting the Scarlet Flow loses the Perilous keyword, letting her use it while crashed.

### Frenzied Desperation Strike

**Cost:** 5m, 1wp; **Mins:** Stamina 5, Essence 3
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Bloodthirsty Siaka Frenzy, Wounded Boar Rampage

Even as her defenses falter, the terrible rage that burns in the Lunar's Essence urges her onward. She makes a **decisive** attack while crashed, with base damage (Essence + 5 – [current Initiative/2, rounded up]) dice, minimum 1. For example, an Essence 5 Lunar at –4 Initiative would roll 8 dice of damage. If she hits, she resets to 0 Initiative, instead of base Initiative.

This Charm may only be used once per scene, unless reset by gaining 20+ Initiative on a single tick.

### Wounded Boar Rampage

**Cost:** —; **Mins:** Stamina 5, Essence 3
**Type:** Reflexive
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Undaunted Berserker Ire

Drawing closer to death, the Lunar's will is renewed. She will either survive, or bring down her killer with her. When she suffers damage to a –2 or deeper health level, she gains one Willpower, unless she's crashed. This can raise her temporary Willpower above her permanent Willpower rating. Damage incurred by paying health level costs doesn't grant Willpower.

This Charm can only be used once per scene. It doesn't reset while the Lunar has damage in her –2 or deeper health levels.

### Terrible Wolverine Onslaught

**Cost:** 10m, 1ahl, 1wp; **Mins:** Stamina 5, Essence 4
**Type:** Simple
**Keywords:** Protean

**Duration:** One scene
**Prerequisite Charms:** Frenzied Desperation Strike

A surge of primal fury snaps the fetters restraining the Lunar's full might, unleashing a savage force greater than even her own body can withstand. To use this Charm, Relentless Lunar Fury must be active. The Lunar gains the following benefits:

- She adds a success on all rolls using physical Attributes.
- She ignores wound penalties.
- She adds her wound penalty to **decisive** damage rolls.
- She can reflexively clash any attack against her with a **withering** or **decisive** attack. This counts as her attack action for the round.
- **Decisive** attacks she lands against battle groups provoke rout checks, even if they don't reduce Size. If a **withering** or **decisive** attack reduces a battle group's Size, the check is made at +1 difficulty.

After using this Charm, it can't be used until the Lunar heals all levels of aggravated damage.

**Protean:** In animal shapes with Berserker, the Lunar adds an additional success on attack rolls.

#### Unchained Monster Death-Rage

**Cost:** —; **Mins:** Stamina 5, Essence 5
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Terrible Wolverine Onslaught

As the Lunar is struck a fatal blow, the rage that burns in her overflows in a monstrous howl. She will not die, not until she's slaked her wrath with sweet vengeance. If she's incapacitated while Relentless Lunar Fury is active, she enters a final fury, postponing incapacitation and rendering her immune to further **decisive** damage. She gains +2 base Initiative, gains one Initiative at the start of each turn, and adds her current Initiative to her natural soak.

The death-rage ends if the Lunar is crashed and can't raise her Initiative above 0 before resetting to base Initiative after three rounds, or when Relentless Lunar Fury ends. If her Incapacitated level is still filled with damage, she's incapacitated normally.

## Strength

### Heart's Blood

#### Terrifying Predator Consumption

**Cost:** —; **Mins:** Strength 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

Feeding on fear, the Lunar rips away her prey's form. When she performs a sacred hunt against an animal or human with a Tie of fear toward her (or her current shape), she may claim his shape by nonlethally incapacitating him or accepting his surrender in combat.

#### Towering Beast Form

**Cost:** 15m, 1wp (5m per turn/hour); **Mins:** Strength 4, Essence 1
**Type:** Simple
**Keywords:** Totemic (Stamina)
**Duration:** Indefinite
**Prerequisite Charms:** None

Her body swelling with supernatural might, the Lunar expands into the form of one of Creation's greatest beasts. She shapeshifts into an animal form with Legendary Size.

At the end of each subsequent turn, if she didn't make a **decisive** attack or spend 8+ motes on offensive magic, she must pay five motes, or this Charm ends. Outside of combat, she must pay five motes every hour.

If the Lunar uses this Charm to shift from one Legendary Size form to another, she waives its activation cost, maintaining the original 15-mote commitment.

**Totemic:** A Lunar whose spirit shape has Legendary Size may learn this as a Stamina Charm.

#### Stalking Nightmare Hunter

**Cost:** 10m, 1wp; **Mins:** Strength 4, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** One dream
**Prerequisite Charms:** Terrifying Predator Consumption

Once the Lunar marks her quarry, he'll never be free of her. She hunts him in his dreams, pursuing him with monstrous inevitability. She chooses a human she's either damaged with a **decisive** attack or successfully threatened in the last week and who has a Major or

Defining Tie of fear toward her or one of her shapes. The next time he sleeps, she appears in his dreams in whichever of her forms terrifies him most, rolling (Strength + combat Ability) against his Resolve, claiming his form if successful. Claiming a character's shape this way prevents him from regaining Willpower from that night's sleep.

This Charm can't be used against the same character more than once per story.

### Mountainous Spirit Expression

**Cost:** —; **Mins:** Strength 5, Essence 2
**Type:** Permanent
**Keywords:** Totemic (Stamina)
**Duration:** Permanent
**Prerequisite Charms:** Towering Beast Form

Suffusing her body with illimitable beast-power, the Lunar grows unto a gigantic monster of myth. She may activate Towering Beast Form to grant her current shape Legendary Size instead of changing into a different form. Clothing and moonsilver artifacts rescale with her for this Charm's duration; equipment incompatible with her increased size vanishes Elsewhere. Legendary Size grants the following benefits:

- 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 damage from **decisive** attacks made by smaller characters. Levels of damage added by magic don't count against this limit.
- She can't be grappled by smaller enemies unless they use magic like Dragon Coil Technique (**Exalted**, p. 280), and they require such magic to resist her grapple control rolls.
- She can't be knocked back by smaller foes' smash attacks, and is more difficult to knock back with magic (**Exalted**, p. 274).



### WEAPON COMPATIBILITY

Unless specified otherwise, offensive Strength Charms are incompatible with weapons that don't use Strength to determine **withering** damage, like firewands and siege weapons.

- She can engage Legendary Size enemies on equal footing, with neither applying the Merit's benefits against the other.
- Her form loses the Tiny Creature or Minuscule Size Merits if it has them.

She also gains the following benefits in addition to Legendary Size:

- Her natural attacks deal +3 raw **withering** damage and add +3 Overwhelming.
- She gains +3 natural soak and Hardness 7.
- She adds +5 to her shape's effective Strength rating for determining what feats of strength she can attempt.

**Totemic:** A Lunar whose spirit shape has Legendary Size may learn this as a Stamina Charm.

#### Undaunted Behemoth Avatar

**Cost:** —; **Mins:** Strength 5, Essence 4
**Type:** Permanent
**Keywords:** Perilous, Totemic (Stamina)
**Duration:** Permanent
**Prerequisite Charms:** Towering Beast Form, any seven Strength Charms

A paragon of divine might, the Lunar demands beast-forms powerful enough to express her ferocious Essence. She waives the recurring mote costs of Towering Beast Form and Hungry All-Consuming Cloud (p. XX) unless she's crashed.

**Totemic:** A Lunar whose spirit shape has Legendary Size may learn this as a Stamina Charm, with Towering Beast Form and any seven Stamina Charms as its prerequisite.

## Offense

#### Boulders-as-Pebbles Attitude

**Cost:** 2m; **Mins:** Strength 2, Essence 1
**Type:** Supplemental
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** None

Missiles launched from the Lunar's bowstring or throwing arm fly like a siege engine's bolts. She ignores Accuracy penalties on a ranged attack, and extends its range by one band, maximum long. She waives Initiative costs for attacking with improvised Thrown weapons.

With Strength 5, Essence 3, the Lunar may pay a one-Willpower surcharge to extend an attack's range by two range bands, maximum extreme.

#### Deadly Claw Blow

**Cost:** —; **Mins:** Strength 2, Essence 1
**Type:** Permanent
**Keywords:** Uniform
**Duration:** Permanent
**Prerequisite Charms:** None

Thews surging with savage might, the Lunar deals a telling blow. She can roll nonranged attacks with heavy weapons, unarmed attacks, or natural weapons using Strength instead of Dexterity.

Such attack rolls don't benefit from effects that grant bonus Strength dots, double successes on Strength rolls, or replace the Lunar's Strength with a higher value. She always uses her unmodified Strength to attack, and doesn't add dice from bonus Strength dots or double non-10 successes on attack rolls.

#### Ferocious Biting Tooth

**Cost:** 2m; **Mins:** Strength 2, Essence 1
**Type:** Supplemental
**Keywords:** Dual
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar lashes out with strength born of fury. She adds +(Essence) Overwhelming on a **withering** attack, or adds (lower of Essence or Strength) attack roll extra successes on a **decisive** attack as damage dice. She can deal lethal damage bare-handed.

#### Divine Predator Strike

**Cost:** 2m; **Mins:** Strength 3, Essence 1
**Type:** Supplemental
**Keywords:** Dual
**Duration:** Instant
**Prerequisite Charms:** Ferocious Biting Tooth

Reveling in bestial supremacy, the Lunar lays low her prey. She adds (1 + attack roll 10s) dice to the post-soak damage of a **withering** attack, maximum (Strength), or the damage of a **decisive** attack, maximum (lower of Essence or Strength) dice. Against crashed foes, she counts 9s as well as 10s.

#### Snarling Hound Strife

**Cost:** 4m; **Mins:** Strength 3, Essence 1
**Type:** Supplemental
**Keywords:** Dual
**Duration:** Instant
**Prerequisite Charms:** Divine Predator Strike

As the Lunar and her foe lunge at each other, the superior predator emerges triumphant. When she clashes with an enemy with equal or lower Initiative, 1s on his attack roll subtract successes, maximum (Lunar's Essence). If such an enemy initiates the clash with magic, she may declare this Charm reflexively before rolling. If she wins a clash with a **decisive** attack that resets her Initiative, she adds (Essence) of her enemy's 1s to her base Initiative.

#### Tiger Claw Swat

**Cost:** 2m, 2i; **Mins:** Strength 4, Essence 1
**Type:** Reflexive
**Keywords:** Uniform, Perilous
**Duration:** Instant
**Prerequisite Charms:** Snarling Hound Strife

Impudent enemies are flung back by the Lunar's counteroffensive. The momentum of a successful block or clash against an enemy attacking from close range knocks him back one range band, leaving him prone.

#### Unstoppable Beast-Force Blow

**Cost:** 2m; **Mins:** Strength 4, Essence 1
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Divine Predator Strike

The Lunar's unrelenting rage smashes through any bulwark raised against it. Her enemy's Hardness is reduced by her attack roll extra successes on a **decisive** attack, and she doubles 10s on the damage roll.

#### Last Warrior's Unity

**Cost:** 1m, 1wp; **Mins:** Strength 3, Essence 1
**Type:** Reflexive
**Keywords:** Stackable
**Duration:** Indefinite
**Prerequisite Charms:** Ferocious Biting Tooth

The Lunar's hands flow over and around her weapon, melting and merging until warrior and weapon are one. She fuses a weapon to her body, making it impossible to disarm, but rendering the hand or hands holding it unable to take other actions. This Charm can be stacked to merge with multiple weapons, waiving the Willpower cost of subsequent activations.

If the Lunar shifts into an animal shape unable to normally wield the weapon, it's banished Elsewhere as usual (p. XX) unless it's moonsilver. Moonsilver weapons assume compatible forms, and can merge with extremities normally unable to wield weapons — a grand daiklave might become a massive stinger extending from a scorpion's tail; a dragon sigh wand might fuse with an eagle's beak. These don't count as natural weapons; she uses her own dice pools instead of the animal's to attack with them. In shapes with the Tiny Creature or Minuscule Size Merits, such weapons' base **withering** damage is capped at (Strength) against larger foes.

#### Prey-Hobbling Bite

**Cost:** 4m; **Mins:** Strength 3, Essence 1
**Type:** Simple
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Ferocious Biting Tooth

Striking at joints and tendons with agonizing force, the Lunar rips away the option of escape. She makes a **decisive** attack against a lower-Initiative enemy. If she deals damage, he suffers a –1 crippling penalty on all rolls that scene. Each 10 on the damage roll increases the penalty by one, maximum (Strength).

**Protean:** In animal shapes with crippling attacks, the Lunar adds one damage die.

#### Mighty Ram Smash

**Cost:** 3m, 1wp; **Mins:** Strength 4, Essence 1
**Type:** Simple
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Ferocious Biting Tooth

The Lunar's muscles ripple like flowing water as she strikes, magnifying her blow's force. She makes a **decisive** attack, adding one success on the damage roll. With 3+ successes on the damage roll, she knocks her target back one range band. If this bashes him against an object or surface, she rolls an additional (Strength/2, rounded up) damage, ignoring Hardness. This is normally bashing, although some objects may inflict lethal damage. With 5+ damage roll successes,

she can knock him back two range bands, increasing collision damage to (Strength). Ranged attacks can't knock enemies beyond medium range, though they still suffer full impact damage.

**Protean:** In animal shapes with Deadly Charge, the Lunar doubles her damage roll successes when determining how far she may knock back her victim.

### World-Shaking Slam

**Cost:** 3m; **Mins:** Strength 5, Essence 1
**Type:** Reflexive
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Mighty Ram Smash

The battlefield shatters beneath the Lunar's monstrous force. When she knocks a foe prone or moves him between range bands with a **decisive** attack — such as a slam or a smash attack — she also treats the damage roll as a feat of strength to push or destroy whatever he impacts (including the ground or floor). She can instantly complete feats that would normally take minutes. Success also deals (feat's minimum Strength/2, rounded up) dice of bashing **decisive** damage, ignoring Hardness.

An Essence 2 repurchase lets the Lunar pay a three-mote surcharge to trap an enemy with a successful feat, burying him beneath the remnants of whatever object he struck or otherwise restraining him. He suffers the effects of being grappled (**Exalted**, p. 200) until he or an ally succeeds on a feat of strength to free him, with a difficulty of (Lunar's feat's minimum Strength/2, rounded up).

**Protean:** In animal shapes with Trample, success instead inflicts (feat's minimum Strength) damage.

### Grizzly Bear Embrace

**Cost:** 2m; **Mins:** Strength 2, Essence 1
**Type:** Supplemental
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar's muscles surge with ferocious Essence, giving them the strength of steel hawsers. She adds a grapple's attack roll extra successes as dice on the Initiative roll. Against lower-Initiative enemies (determined before paying the gambit's cost), she also adds these dice to the control roll.

**Protean:** In shapes with Legendary Size or grapple-related abilities, the Lunar adds (Essence + Strength) to her Initiative to determine if she receives the control roll bonus.

### Mangling Grasp Might

**Cost:** 6m; **Mins:** Strength 3, Essence 1
**Type:** Supplemental
**Keywords:** Dual
**Duration:** Instant
**Prerequisite Charms:** Grizzly Bear Embrace

The Lunar assails her foe with overwhelming strength, tossing him about like a ragdoll. When she savages, throws, or slams a grappled foe, she doubles 9s on a **withering** damage roll or adds (Essence) dice to a **decisive** damage roll. The number of forfeited rounds of control she can benefit from on a throw or slam is doubled, and she can throw enemies out to short range.

### Kraken-Arm Lash

**Cost:** 5m, 2i (5m); **Mins:** Strength 3, Essence 1
**Type:** Simple
**Keywords:** Decisive-only, Perilous
**Duration:** Instant
**Prerequisite Charms:** Mangling Grasp Might

The Lunar's limbs lengthen and flow into muscular tendrils, coiling around her foe. She makes an unarmed grapple gambit against an enemy within medium range. If successful, she drags him into close range. She may then immediately end the clinch by throwing her enemy two range bands horizontally in any direction.

**Protean:** In animal shapes with Infinite Grasp, waive this Charm's Initiative cost against lower-Initiative enemies.

### Foe-Hammer Technique

**Cost:** 6m, 1wp; **Mins:** Strength 5, Essence 1
**Type:** Simple
**Keywords:** Dual, Protean
**Duration:** Instant
**Prerequisite Charms:** Mangling Grasp Might

A surge of primal strength reinforces the Lunar's grip as she lifts a foe off his feet and batters him against another enemy. She slams a grappled enemy into a second foe within close range, making one attack roll against both characters. If she hits the second character, he suffers half the damage rolled against the grappled foe, rounded up. His soak and Hardness still apply normally. A **withering** slam's damage against the secondary target doesn't grant Initiative.

This Charm can only be used once per scene, unless reset by crashing a grappled foe with a savaging attack.

**Protean:** In animal shapes with grapple-related abilities, the Lunar's secondary target suffers the full damage rolled against the grappled enemy.

### Throat-Baring Hold

**Cost:** 1m, 2i; **Mins:** Strength 3, Essence 1
**Type:** Supplemental
**Keywords:** Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Grizzly Bear Embrace

The Lunar brings down her prey, letting a fellow hunter deal the final blow. She need only expend one round of control over a clinched foe to restrain or drag him (**Exalted**, p. 201), and doing so inflicts an onslaught penalty.

**Protean:** In animal shapes with Pack Hunting, the clinched foe's onslaught penalty subtracts from his soak and Hardness until his next turn.

### Deadly Beastman Transformation

**Cost:** 1m, 1wp; **Mins:** Strength 3, Essence 1
**Type:** Simple
**Keywords:** Withering-only
**Duration:** One scene
**Prerequisite Charms:** Hybrid Body Transformation

Flesh and Essence swelling with the unleashed power of her almighty rage, the Lunar assumes a dread warform. To use this Charm, Hybrid Body Transformation (p. XX) must be active. The Lunar gains the following benefits:

- She adds (Strength) to the raw damage of her **withering** attacks.
- She adds (Strength) dice on feats of strength and movement actions.
- She adds (Strength) natural soak.
- She treats her Strength as (Essence) higher for determining what feats of strength she may attempt.

However, the Lunar suffers the following drawbacks in this state:

- She suffers a –1 Defense penalty that can't be negated.
- She loses the benefits of resonance with artifacts, and becomes dissonant with any artifact she's not normally resonant with.

**Special activation rules:** When the Lunar uses Hybrid Body Transformation, she may reflexively activate this Charm.

### Terrifying Ogre Alteration

**Cost:** —; **Mins:** Strength 5, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Deadly Beastman Transformation

The Lunar refines her war-form, unleashing the full power of the beast within. Upon purchasing this Charm, she chooses four dots of mutations reflecting her spirit shape. She gains them while Deadly Beastman Transformation is active.

### Claws of the Silver Moon

**Cost:** 5m, 1wp (3m); **Mins:** Strength 3, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Divine Predator Strike

The Lunar's rage cannot be constrained, erupting as a silver nimbus that forms deadly claws of Essence. In human shapes, her unarmed attacks or another natural weapon gain artifact weapon traits (**Exalted**, p. 594) and deal lethal damage; in animal shapes, she enhances a single natural attack with +1 Accuracy, +3 damage, and Overwhelming (Strength) on **withering** attacks. She may pay three motes to add (Brawl) non-Charm dice on feats of demolition using the enhanced attack. Upon changing shapes, she chooses a new natural weapon to enhance.

Unarmed attacks enhanced with this Charm generally aren't compatible with Martial Arts, although specific attacks may be compatible with individual styles at the Storyteller's discretion — e.g., rending talons might be used with styles that use tiger claws.

This Charm may be repurchased any number of times, each repurchase adding an Evocation to the Lunar's claws. These Evocations draw their themes and function from the Lunar's personality, spirit shape, and Caste.

**Special activation rules:** When the Lunar uses Deadly Beastman Transformation, she may reflexively activate this Charm.

### Armor-Rending Claw Fist

**Cost:** 3m, 2i; **Mins:** Strength 4, Essence 2
**Type:** Supplemental
**Keywords:** Perilous, Withering-only
**Duration:** Instant
**Prerequisite Charms:** Unstoppable Beast-Force Blow

The Lunar cuts through steel like rice paper. Her **withering** attack ignores half an enemy's armor soak. If she damages him, his onslaught penalty subtracts from his armor Hardness until his next turn.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack against a crashed enemy.

### Foe-Defying Frenzy

**Cost:** 5m; **Mins:** Strength 4, Essence 2
**Type:** Reflexive
**Keywords:** Clash, Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Snarling Hound Strife

The Lunar strikes aside her enemies' blows with superior force. She reflexively clashes an attack with a **decisive** attack, and can reflexively ready a weapon to do so. If successful, she doesn't roll damage or reset Initiative. This doesn't count as her attack for the round.

A Strength 5, Essence 3 repurchase lets her pay a one-Willpower surcharge to roll **decisive** damage normally on a successful clash. If this incapacitates a nontrivial foe, she regains that Willpower.

### Ox-Dragon Smash

**Cost:** 1m, 1wp; **Mins:** Strength 4, Essence 2
**Type:** Simple
**Keywords:** Withering-only
**Duration:** Instant
**Prerequisite Charms:** Divine Predator Strike

Bludgeoning a foe with overwhelming force, the Lunar sends him reeling. She makes a **withering** attack, adding (Essence) dice of post-soak damage. If she deals any damage, her target is stunned. Until his next turn ends, his onslaught penalty applies to any rolls he makes. Even after his onslaught penalty refreshes, it applies until his turn ends. If the Lunar's attack crashes him, his onslaught penalty doesn't refresh and subtracts from his dice pools until he's recovered from crash.

*Example: Zephyr Scales-of-War damages an Infernal with Ox-Dragon Smash. The Infernal's –1 onslaught penalty subtracts from any rolls he makes, in addition to his Defense. If subsequent attacks raise his onslaught, the penalty on his rolls increases as well. Once his onslaught penalty refreshes (typically when his next turn starts), the penalty continues to apply until that turn ends.*

### Winding Constrictor Coils

**Cost:** 6m; **Mins:** Strength 4, Essence 2
**Type:** Supplemental
**Keywords:** Decisive-only, Protean
**Duration:** Until grapple is released
**Prerequisite Charms:** Throat-Baring Hold

The Lunar's limbs wrap her prey tight in an inescapable prison of muscle. The Defense penalty for clinching is lowered by one point, and she doesn't lose rounds of control when she's attacked or damaged by lower-Initiative enemies.

**Protean:** In animal shapes with Crushing Coils, the Lunar never loses rounds of control for being attacked or damaged.

### Horrifying Beast-God Might

**Cost:** —; **Mins:** Strength 5, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Terrifying Ogre Alteration

Embodying the apex of feral divinity, the Lunar culls the herds of the enemies of the gods. While using Deadly Beastman Transformation, any Initiative Breaks she receives are increased by (1 + crashed enemy's wound penalty).

### Limb-Maiming Flourish

**Cost:** 3m, 1wp; **Mins:** Strength 5, Essence 2
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Prey-Hobbling Bite

The Lunar gouges eyes from sockets and rips limbs in twain with awful strength. To use this Charm, she must have Initiative 10+. If an enemy damaged by her **decisive** attack doesn't accept the highest level of crippling injury possible (**Exalted**, p. 201), she rolls an additional die of **decisive** damage for each die on the original damage roll that showed a success.

If her enemy takes a crippling injury, it doesn't count against the once-per-story limit on doing so, and he's immune to this Charm for the scene.

**Protean:** In animal shapes with crippling attacks, the Lunar gains one Willpower if her attack incapacitates a nontrivial foe or inflicts a crippling injury.

### Nightmare Scar Memento

**Cost:** —; **Mins:** Strength 5, Essence 2
**Type:** Permanent
**Keywords:** Totemic (Charisma)
**Duration:** Permanent
**Prerequisite Charms:** Limb-Maiming Flourish



Even when those maimed by the Lunar's claws escape her, their wounds remind them that the hunt isn't over. Characters that suffer a crippling injury inflicted by the Lunar count as having a Minor Tie of fear toward her until it fully heals. If the injury is a severed limb or comparable maiming, it counts as a Major Tie instead. The Lunar adds (Essence) dice on threaten rolls with any Attribute against such characters. Receiving an artifact or other magical prosthetic replacement for a maimed limb counts as healing it for this Charm's purposes.

**Totemic:** A Lunar whose spirit shape has a threaten or intimidate dice pool may learn this as a Charisma Charm, with Endless Nightmare Hunt (p. XX) as its prerequisite.

### Foe-Pinning Strike

**Cost:** 6m, 5i, 1wp; **Mins:** Strength 4, Essence 3
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Boulders-as-Pebbles Attitude, Limb-Maiming Flourish

The Lunar's missiles arc through the air like screeching eagles, piercing stone and iron. She makes a **decisive** attack with a ranged weapon that uses physical projectiles against an enemy within close range of a solid surface or large object, like a wall or tree. If she deals 3+ damage, she pins him to that surface, causing him to suffer the effects of being grappled (**Exalted**, p. 200). She rolls (Strength + [appropriate combat Ability]) as the control roll, and can enhance it with Charms that benefit clinches.

The pinned enemy or one of his allies can spend an entire turn attempting to dislodge the projectile to subtract two rounds of control. Alternatively, it can be removed instantly with a difficult 5 feat of strength that requires Strength 5+. Once the Lunar's rounds of control elapse entirely, her enemy frees himself reflexively.

### Jaws of the River Dragon

**Cost:** 3m, 2i; **Mins:** Strength 4, Essence 3
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Winding Constrictor Coils

The Lunar's killing intent is palpable as she seizes her foe, crushing him beneath her fury's spiritual pressure. She doubles 9s on a grapple's attack and control rolls.

### Grasping Pseudopod Method

**Cost:** 4m, 1wp (+2i); **Mins:** Strength 5, Essence 3
**Type:** Supplemental
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Jaws of the River Dragon

The Lunar's limbs dissolve and flow around her foe before reforming, entrapping him in an inescapable embrace. To use this Charm, she must have Initiative 15+. On a successful grapple, she makes two control rolls and takes the higher result. The cost of any Charms used to enhance the rolls need only be paid once.

**Protean:** In shapes with Legendary Size or animal shapes with grapple-related abilities, the Lunar may pay a two-Initiative surcharge to activate this Charm reflexively after a successful grapple attack roll, but before the Initiative roll.

### Sundering Fang Bite

**Cost:** 2m, 4i, 1wp; **Mins:** Strength 4, Essence 3
**Type:** Reflexive
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Unstoppable Beast-Force Blow

The Lunar wrings steel with her bare hands, stripping enemies of that which they imagine makes them mighty. After a **decisive** attack roll beats an enemy's Parry or wins a clash, she can activate this Charm to shatter the weapon he tried to block or clash with if it's mundane. Artifact weapons are automatically disarmed instead. This Charm's Initiative cost is paid before rolling damage.

### Burrowing Devil Strike

**Cost:** 5m, 2i, 1wp; **Mins:** Strength 5, Essence 3
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Sundering Fang Bite

The Lunar's all-destroying might forces open a gaping vulnerability in her foe's defenses. She makes a **decisive** attack with base damage (Essence + 10s on the attack roll), ignoring Hardness. This doesn't include her Initiative or reset her to base. If she deals damage, her target's Hardness is halved, rounded down, until he crashes or incapacitates her, or the scene ends.

Against enemies with Hardness 0, the Lunar adds her attack roll extra successes as dice of damage on her attack.

This Charm can only be used once per scene, unless reset by gaining 12+ Initiative in a single tick.

### Fatal Strix Flight

**Cost:** —(+4m, 1i); **Mins:** Strength 5, Essence 3
**Type:** Permanent
**Keywords:** Decisive-only
**Duration:** Permanent
**Prerequisite Charms:** Mighty Ram Smash

The Lunar graces her victim with the gift of flight. When she uses Mighty Ram Smash (p. XX) from close range, she may pay a four-mote, one-Initiative surcharge to launch her victim vertically instead of horizontally. The extra damage added by Mighty Ram Smash is replaced by falling damage (**Exalted**, p. 232) as her victim plummets back to earth.

### Swooping Hybroc Death-Strike

**Cost:** 3m; **Mins:** Strength 5, Essence 3
**Type:** Reflexive
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Fatal Strix Flight

After using Fatal Strix Flight, the Lunar bounds upward in a flash, arriving at the apex of her victim's arc in time to slam him back to earth. This counts as her move action for the round. She makes a reflexive **decisive** attack against her victim, with base damage equal to the amount that Mighty Ram Smash would have normally inflicted, ignoring Hardness. This doesn't include her Initiative or reset her to base. She doesn't suffer falling damage from landing.

**Protean:** In flight-capable shapes, the Lunar adds (Essence) non-Charm dice on the attack roll. She may remain in flight at the apex of her victim's upward movement, instead of landing.

### Savage Moonsilver Talons

**Cost:** 2m, 1a, 1wp; **Mins:** Strength 5, Essence 3
**Type:** Simple
**Keywords:** Dual, Perilous
**Duration:** Instant
**Prerequisite Charms:** Ox-Dragon Smash

Honing her strike with murderous fury, the Lunar rends through foes. She attacks an enemy whose Initiative is at least 15 lower than hers. On a **withering** attack, she doubles attack roll extra successes to determine raw damage. On a **decisive** attack, she adds attack roll extra successes as damage dice.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack that resets the Lunar's Initiative and then crashing an enemy.

### Stampede-Force Strike

**Cost:** 4m; **Mins:** Strength 5, Essence 3
**Type:** Reflexive
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Savage Moonsilver Talons

Driven by death-dealing momentum, the Lunar overruns masses of lesser foes. After incapacitating an enemy with a **decisive** attack and resetting to base Initiative, she reflexively makes a **decisive** attack against an opponent she hasn't attacked that tick. If that attack overcomes her target's Hardness, she adds (her Initiative before resetting/2, rounded up) damage dice.

Alternatively, when the Lunar reduces a battle group's Size with a **decisive** attack, she may launch another **decisive** attack against it, as above.

**Protean:** In animal shapes with Trample, if this Charm is triggered by an attack that benefited from that ability, the Lunar applies Trample's benefits to all attacks made with Stampede-Force Strike that tick.

### Shell-Crushing Persistence

**Cost:** 5m, 1wp; **Mins:** Strength 5, Essence 3
**Type:** Supplemental
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** Armor-Rending Claw Fist

The Lunar tears away armor to find the flesh beneath. When she makes a **decisive** throw or slam against a clinched enemy, she may forgo adding three rounds of forfeited control to the damage roll to instead rip away any mundane armor he wears, or six rounds to destroy it entirely. Artifact armor can be removed for (3 + rating; 10 if N/A) rounds of control, breaking the victim's attunement. Armor created by Charms, like Glorious Solar Plate, is unaffected.

**Protean:** In animal shapes capable of Strength 5+ feats of strength, rounds of control spent on this Charm still add to the damage roll.

### Spine-Breaking Technique

**Cost:** 3m, 1wp; **Mins:** Strength 5, Essence 3
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Limb-Maiming Flourish, Mangling Grasp Might

The Lunar twists her prey's body to its breaking point, snapping tendons and cracking vertebrae. She makes a **decisive** savaging attack against a grappled enemy without resetting to base Initiative.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack that resets the Lunar's Initiative and then rising to Initiative 12+ from a **withering** savaging attack.

### All-Devouring Tyrant Maw

**Cost:** 10m, 4i, 1wp; **Mins:** Strength 5, Essence 4
**Type:** Reflexive
**Keywords:** Decisive-only
**Duration:** Until the grapple ends
**Prerequisite Charms:** Grasping Pseudopod Method

The Lunar's jaws stretch impossibly wide to engulf her prey. After establishing a clinch with 5+ rounds of control, she swallows her enemy whole. The maximum size of enemy she can devour depends on her current shape's size:

- In Legendary Size shapes, she can devour any enemy without Legendary Size.
- In shapes larger than a human, she can devour any enemy smaller than a human.
- In human-size or smaller shapes, she can only devour enemies with the Tiny Creature or Minuscule Size Merits.
- In shapes with Tiny Creature or Minuscule Size, she can only devour Minuscule Size foes smaller than her current form.

She suffers none of the usual clinch penalties, but her victim does. He can't attack anyone but her, and may suffer other restrictions the Storyteller deems appropriate. The Lunar can't use normal grapple actions against a swallowed foe, other than releasing him by spitting him out. Instead, on each of her turns, he suffers a difficulty 5, damage (Lunar's Essence)L environmental hazard from her digestive fluids. If this incapacitates him, she can either spit him out, leaving him alive but unconscious, or fully digest him, killing him and spitting out any indigestible equipment.

The Lunar doesn't lose rounds of control when she's attacked, although she still does when damaged. If damage reduces her rounds of control to zero, it tears open a hole in her flesh for her victim to escape through, and she suffers an unavoidable level of lethal damage. If she changes into a shape insufficiently large to contain the devoured foe, she reflexively spits him out before completing the transformation.

### Behemoth's Footprint Tread

**Cost:** 15m, 3a, 1wp; **Mins:** Strength 5, Essence 4
**Type:** Simple
**Keywords:** Decisive-only, Protean
**Duration:** Instant
**Prerequisite Charms:** World-Shaking Slam (x2)

Channeling her anima into a mighty blow against the ground beneath her, the Lunar unleashes a shockwave of devastating spiritual pressure. She rolls a single **decisive** attack against all characters — friend or foe — within medium range on the same surface as her, rolling ([Initiative/3, rounded up] + attack roll extra successes) damage dice against each. Characters damaged by the attack are knocked one range band away from the Lunar, falling prone.

**Protean:** In animal shapes with Trample, the Lunar rolls ([Initiative/2, rounded up] + attack roll extra successes) damage dice.

### Divine Predator Supremacy

**Cost:** 5m, 4i, 1wp; **Mins:** Strength 5, Essence 4
**Type:** Simple
**Keywords:** Perilous, Withering-only
**Duration:** Instant
**Prerequisite Charms:** Savage Moonsilver Talons

Sensing her foe's weakness, the Lunar's world narrows to a path leading from her to her prey. She makes a **withering** attack, adding non-Charm dice equal to her enemy's wound penalty on the attack roll. She doubles 9s on the damage roll if he suffers a −1 wound penalty, doubles 8s if he has a −2 wound penalty, and doubles 7s if he has a −4 wound penalty.

This Charm can only be used once per scene, unless reset by incapacitating a crashed enemy.

### Rampaging God-Monster Empowerment

**Cost:** 8m, 4i, 1wp; **Mins:** Strength 5, Essence 4
**Type:** Simple
**Keywords:** Decisive-only, Perilous
**Duration:** One scene
**Prerequisite Charms:** Savage Moonsilver Talons

The Lunar awakens the monster that lurks in her soul, embodying the beast of the apocalypse. She rerolls (Essence) failed dice on **decisive** damage rolls against lower-Initiative enemies and gains motes equal to the 10s on such rolls, up to a maximum of the motes spent enhancing the attack. Against crashed enemies, she rerolls damage-roll 1s until they cease to appear before rerolling other dice.

This Charm ends if the Lunar is crashed.

### (Style) Beastman Avatar

**Cost:** —(+1wp); **Mins:** Strength 5, Essence 4
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Horrifying Beast-God Might, one complete Martial Arts style

The Lunar's war-form embodies the pinnacle of the human predator's martial prowess. Upon purchasing this Charm, she chooses a Martial Arts style that she knows every Charm of. When activating Deadly Beastman Transformation, she may reflexively activate that style's Form for a one-Willpower surcharge.

This Charm's benefits can be extended to other styles the Lunar has fully mastered for five experience points each (four if Strength is Caste/Favored).

### Titan-Rending Fury

**Cost:** 6m, 5i, 1wp; **Mins:** Strength 5, Essence 5
**Type:** Reflexive
**Keywords:** Clash, Perilous, Withering-only
**Duration:** Instant
**Prerequisite Charms:** Foe-Defying Frenzy (x2)

Incensed by her prey's temerity, the Lunar meets his attack with all-destroying might. When a crashed enemy attacks her, she reflexively clashes with a **withering** attack. She automatically wins the clash, even if she rolls no successes. This doesn't count as her attack for the round.

This Charm can only be used against a given enemy once per scene, unless he recovers from crash and is subsequently crashed again.

## Mobility

### Angry Rhino Charge

**Cost:** —; **Mins:** Strength 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar advances on her prey with inescapable force. She gains one Initiative when she successfully rushes or opposes a disengage, and can use Strength instead of Dexterity on such rolls.

### Bounding Bharal Technique

**Cost:** 1m; **Mins:** Strength 2, Essence 1
**Type:** Supplemental
**Keywords:** Protean

**Duration:** Instant
**Prerequisite Charms:** None

Bracing against the world, the Lunar channels her might into a powerful leap. She adds a success on a jumping-related roll, potentially including rushes and disengages. With Initiative 12+, this is non-Charm.

**Protean:** In animal shapes with jumping-related abilities, the success is non-Charm with Initiative 8+.

### Impala Leaping Approach

**Cost:** 3m, 1i; **Mins:** Strength 4, Essence 1
**Type:** Simple
**Keywords:** Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Bounding Bharal Technique

The Lunar unleashes the power gathered in her thews and tendons in a forceful surge that drives her ascent. She jumps two range bands directly up, which counts as her move action. At the leap's apex, she may land on a horizontal surface, like a treetop, or grab onto a vertical surface, like a wall; the Storyteller may call for a (Strength + Athletics) roll. Otherwise, she falls normally, though she may mitigate this with effects like Wind-Dancing Method (p. XX).

When the Lunar uses Spider Catches Sparrow, she may reflexively activate this Charm to attack an aerial enemy at medium range above her.

**Protean:** In flight-capable shapes, this Charm lets the Lunar ascend two range bands. She may only do so once per scene, unless reset by successfully landing an attack against a nontrivial enemy at close range, or defending against a nontrivial enemy's attack at close range.

### Spider Catches Sparrow

**Cost:** 4m, 1wp; **Mins:** Strength 4, Essence 1
**Type:** Simple
**Keywords:** Dual
**Duration:** Instant
**Prerequisite Charms:** Impala Leaping Approach

Bounding skyward, the Lunar sends foes crashing back to earth. She attacks an airborne enemy at either close or short range above her. If he's at short range, she reflexively leaps to close range, which counts as her move action. If she crashes him or deals 3+ **decisive** damage, he falls and lands prone on the ground. Even if he only fell from close range, he suffers falling damage (**Exalted**, p. 232) as per a short-range fall. The Lunar treats the number of range bands she falls after attacking as one less when calculating her falling damage (**Exalted**, p. 232).

### Ground-Denying Defense

**Cost:** 2m, 2i; **Mins:** Strength 3, Essence 1
**Type:** Simple
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** None

Holding her ground with ferocious tenacity, the Lunar blockades her foes' advance. She rolls (Strength + Athletics), which counts as her move action. Until her next turn, enemies attempting to move into close range with her with reflexive move actions must roll ([Strength or Dexterity] + Athletics) opposing her result as a miscellaneous action, which counts as their move action. Those who succeed can enter close range; those who fail are rebuffed by her forceful defense.

**Special activation rules:** This Charm may be flurried.

### Relentless Monster Pursuit

**Cost:** 1m; **Mins:** Strength 4, Essence 1
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar feeds on her prey's fear and weakness. She gains two Initiative on a successful rush against a nontrivial foe. For the rest of the scene, she gains one Initiative whenever she moves into close range with him, successfully rushes him, or successfully opposes his disengage rolls. This ends if she moves away from him or rushes a different character.

This Charm can only be used once per scene.

**Protean:** In animal shapes with Pack Hunting, the Lunar can transfer any Initiative granted by this Charm to an ally within short range.

### Foot-Trapping Counter

**Cost:** 4m; **Mins:** Strength 4, Essence 2
**Type:** Supplemental
**Keywords:** Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Ground-Denying Defense

Moving with dynamic force, the Lunar interposes herself between her prey and escape. She doubles 9s on a roll opposing a lower-Initiative enemy's disengage. If successful, she gains the Initiative he loses for disengaging. If multiple Lunars use this Charm

simultaneously, only the Lunar with the highest roll receives the Initiative.

**Protean:** In animal shapes with Speed Bonuses, the Lunar converts dice equal to that Speed Bonus to successes.

#### Pouncing Beast Impact

**Cost:** 4m, 2i; **Mins:** Strength 4, Essence 2
**Type:** Supplemental
**Keywords:** Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Impala Leaping Approach

The earth quakes at the Lunar's advance. She adds an automatic success on a rush. If her target provokes her reflexive movement and she pursues with a leap, the shockwave force of her landing knocks him prone. All other enemies within close range of her when she lands must roll (Dexterity + Dodge) opposing her rush roll or fall prone.

**Protean:** In animal shapes with Leaping Pounce, the added success is non-Charm.

#### Mighty Behemoth Leap

**Cost:** 7m, 5i, 1wp; **Mins:** Strength 5, Essence 3
**Type:** Simple
**Keywords:** Decisive-only, Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Pouncing Beast Impact

The pillars of the world shake as the Lunar bounds through the heavens. To use this Charm, she can't be within close range of any enemies, unless they're crashed or trivial. She jumps up to (Essence/2, rounded up) range bands vertically or horizontally, suffering no falling damage. She can't jump fewer than two range bands. Enemies within close range of her when she leaps are knocked prone; when she lands, she rolls (Strength + Athletics) opposing the (Dexterity + Dodge) rolls of all enemies within close range, knocking those who fail prone.

Upon landing, the Lunar can reflexively make a **decisive** attack against an enemy within close range. If he was knocked prone by her landing, she adds dice to the damage roll equal to the number of successes he failed by.

**Protean:** In animal shapes with Leaping Pounce, the Lunar's attack is unblockable.

## Feats of Strength

#### Surging Thew Technique

**Cost:** 3m; **Mins:** Strength 2, Essence 1
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar strains her might to its utmost and beyond. She adds +1 to her Strength rating to determine if she may attempt a feat of strength (**Exalted**, p. 229). If successful, she may complete a feat that normally takes an extended period of time, such as bashing through a brick wall, in an instant, if the Storyteller deems it feasible. Even if not, the time required to complete it is dramatically accelerated.

**Protean:** In an animal shape that already meets a feat's Strength minimum, the Lunar instead adds a non-Charm die.

#### Fortress-Smashing Charge

**Cost:** 4m; **Mins:** Strength 3, Essence 1
**Type:** Reflexive
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Angry Rhino Charge, Surging Thew Technique

The Lunar's unstoppable momentum leaves shattered walls and bent iron bars in her wake. When she crosses range bands, she reflexively attempts a feat of demolition to destroy an obstacle in her path, adding (Essence/2, round up) successes. She can't use this Charm more than once per range band of movement.

**Protean:** In animal shapes with Deadly Charge, the successes are non-Charm.

#### Yeddim's-Back Method

**Cost:** 6m; **Mins:** Strength 3, Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Surging Thew Technique

The Lunar is a living pillar of near-endless might. She converts (Strength) dice on a feat of strength to non-Charm successes.

#### Many-Beasts Might

**Cost:** 1m, 1wp; **Mins:** Strength 4, Essence 2
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Yeddim's-Back Method

Adapting to whatever obstacle lies before her, the Lunar taps unexpected sources of strength. When she stunts to add a second Attribute to the amount of



bonus dice she can add on a feat of strength and applies a full Excellency, she adds that Attribute to her base Strength to determine if she may attempt the feat.

**Protean:** In animal shapes whose effective Strength rating for attempting feats is lower than the Lunar's, she uses her Strength instead.

### God-Beast Puissance

**Cost:** 4m; **Mins:** Strength 5, Essence 3
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Many-Beasts Might

Aware of the presence of her every muscle and bone and how they must come together as she acts, the Lunar bends the world to her will. She adds a free full Strength Excellency to a feat of strength.

Once per scene, if a successful feat of demolition enhanced with this Charm upholds a Major or Defining Intimacy, the Lunar gains one Willpower.

### Terrible Steel-Rending Talons

**Cost:** 4m, 1wp; **Mins:** Strength 5, Essence 3
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Sundering Fang Bite, Yeddim's-Back Method

The Lunar snaps steel blades with her bare hands, shatters axe-heads between her teeth, and strikes daiklaves with force enough to break them. She makes a disarm gambit, adding (Athletics) attack roll extra successes as dice on the Initiative roll. If successful, she destroys her foe's weapon if it's mundane. If it's an artifact, she reflexively rolls a feat of demolition. A single success breaks its wielder's attunement, while (5 + Artifact rating; 15 for Artifact N/As) renders it nonfunctional until repaired (**Exalted**, p. 242). Weapons created by Charms, like Glorious Solar Saber, are unaffected.

If the Lunar uses Shell-Crushing Persistence (p. XX) to break an enemy's attunement to artifact armor, she may

reflexively activate this Charm, waiving its Willpower cost, to attempt a feat of demolition to damage it.

This Charm can only be used once per day.

#### Unyielding Brute Will

**Cost:** 5m, 1wp (5m); **Mins:** Strength 5, Essence 3
**Type:** Simple
**Keywords:** Protean, Totemic (Stamina)
**Duration:** Instant
**Prerequisite Charms:** Yeddim's-Back Method

Planting her feet, the Lunar defies the world to move her. She automatically succeeds on a feat of strength to maintain a damaged structure's integrity or to hold a moving object still, e.g., holding up a temple's roof in place of a shattered pillar or preventing a yeddim from stampeding by seizing the chains fixed to its yoke. She ignores the feat's Strength minimum. She can even prevent uncountable damage with appropriate feats, such as holding up a chunk of mountain dropped on her by a behemoth. She can't use this Charm if she's taken a move action this round.

The Lunar can maintain a feat enabled by this Charm by reactivating it for five motes on subsequent turns. She can continue doing so for the scene's duration, so long as she doesn't take move actions.

This Charm can only be used once per day, except for subsequent activations as described above.

**Protean:** In shapes with Beast of Burden or Legendary Size, the Lunar waives the cost of subsequent activations.

**Totemic:** A Lunar whose spirit shape has Beast of Burden can learn this as a Stamina Charm, with Moonsilver Thew Exertion (p. XX) as its prerequisite.

#### Iron Tyrant Impact

**Cost:** 1a, 1wp; **Mins:** Strength 5, Essence 4
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** God-Beast Puissance

In her wrath, the Lunar shatters the limits of her own form. She rerolls 5s and 6s on a feat of strength until they cease to appear, and can attempt feats whose physical scale would be impossible given her size and leverage (**Exalted**, p. 230). A feat of demolition can damage or destroy a portion of a large object extending one range band beyond what she could normally accomplish. A feat of strength can lift objects she'd normally lack the leverage to, as though her grip's leverage extended one range band beyond what she could normally lift. She could tear apart an iron portcullis with a feat that would normally punch a hole through it, or heft a felled redwood over her shoulder instead of lifting one end off the ground.

With Essence 5, every five extra successes extends the feat's scale by an additional range band, maximum long. With enough successes, the Lunar could crack a ship in half or lift a meteor from its crater, limited only by the feat's Strength minimum.

This Charm can only be used once per day, unless reset with a successful difficulty 15+ feat of strength.

**Protean:** In shapes with Legendary Size, this Charm's Essence 5 effect extends a feat's scale by one range band for every three extra successes.

#### Hundred-Handed Titan Thew

**Cost:** 1m, 2a; **Mins:** Strength 5, Essence 5
**Type:** Supplemental
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Iron Tyrant Impact

The Lunar's anima banner erupts into a pillar of all-conquering force as she embodies the divine might of a legendary god-beast. When performing a feat of strength that benefits from a full Excellency, she uses the highest Strength rating of any animal form whose heart's blood she possesses to determine if she can attempt it.

**Protean:** In animal shapes capable of Strength 10+ feats, the Lunar can attempt a feat of strength no matter how high its Strength minimum is.

## Wits

### Heart's Blood

#### Moonlit Path Guide

**Cost:** —; **Mins:** Wits 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

Guiding another through a journey of self-discovery and metamorphosis, the Lunar learns the secret truths of who her companion was and who he's become. She performs a sacred hunt to claim a human's shape by traveling alongside him for a journey, which must have

some element of peril — harsh terrain, bandit-haunted roadways, wild beasts, etc. The Lunar's prey must also undergo a moment of major change or character development by journey's end: raising an Intimacy to Defining and then taking an action that upholds it; forsaking a person, group, or ideal toward which he had a Defining Intimacy; accomplishing a legendary social goal; etc. Once they reach journey's end, the Lunar claims her companion's form.

If the Lunar abandons her companion before the journey's end, or the journey concludes without the requisite peril or character development, the sacred hunt fails, and she can't take his shape through this Charm for the rest of the story. She may still attempt sacred hunts against him by other means.

## Resolve

### Moon-Follows-Sun Assurance

**Cost:** —; **Mins:** Wits 1, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The sacred vows that once bound the Lunar and Solar Exalted are reborn. The Lunar's positive Ties to her Solar mate can't be weakened or altered by social influence, except her Solar mate's influence. She can still erode them voluntarily.

Once per story, when the Lunar forms or strengthens a positive Tie to her Solar mate, she gains one Willpower. This can raise her temporary Willpower above her permanent Willpower rating. If her Solar mate forms or strengthens a positive Tie toward her while in her presence, he also gains this bonus once per story.

### Grudge-Nursing Resentment

**Cost:** 2m; **Mins:** Wits 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

The Lunar's rage coils tight around her heart. She adds +2 Resolve against influence opposed by a negative Tie. If the influence would weaken or alter that Intimacy, the bonus is non-Charm.

### Resisting the Lure of Madness

**Cost:** 2m, 1wp; **Mins:** Wits 3, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

A delver into forbidden secrets and explorer of otherworldly vistas, the Lunar's will is greater than any force that assails it. She adds (Essence) non-Charm Resolve against influence that would cause her to gain a Derangement, or against any Psyche effect. Alternatively, she adds (Essence) non-Charm successes on a roll with any Attribute to avoid gaining a Derangement. If successful, she gains one Willpower.

### True-to-the-Pack Dedication

**Cost:** 5m; **Mins:** Wits 2, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

None can turn the Lunar against her pack. When she asserts Resolve against influence that would make her either harm an individual she has a positive Major or Defining Tie toward or harm her Solar mate, she rolls (lower of Essence or Intimacy) dice, adding successes to her Resolve as a non-Charm bonus. Even if her Resolve is beaten, she may spend Willpower to resist without entering a Decision Point.

### Shepherd Wolf Vigil

**Cost:** —; **Mins:** Wits 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** True-to-the-Pack Dedication

The Lunar claims peoples and nations as her chosen pack, and woe to those who'd harm them. When she uses True-to-the-Pack Dedication or similar Wits Charms that rely on positive Ties to individuals, she may invoke positive Ties toward cultures as well.

If the Lunar has a positive Tie toward a culture ruled by her Solar mate, she gains +1 Resolve against influence opposing that Tie.

### Silver Heart Faith

**Cost:** 5m; **Mins:** Wits 4, Essence 1
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** True-to-the-Pack Dedication

The Lunar steels her will against even the harshest duress. When her Resolve is beaten by influence that opposes a positive Major or Defining Tie toward

an individual, the cost to resist is reduced by one Willpower, minimum zero. If she knows Grudge-Nursing Resentment, she may use this Charm against influence that opposes negative Major or Defining Ties.

This Charm can only be used once per day, unless reset by upholding the Tie used to invoke it.

### Chain-Breaking Fury

**Cost:** 4m; **Mins:** Wits 3, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Grudge-Nursing Resentment

As the Lunar realizes how she's been deceived or used, a terrible wrath fills her heart. To use this Charm, she must be obeying a character's successful influence roll or a Psyche effect, which she can't have resisted with Willpower. If this brings her into conflict with a Major or Defining Intimacy or her Tie to her Solar mate, she enters a second Decision Point, affording her another chance to resist. The strength of the Intimacy she must invoke, the Willpower cost, and any additional conditions of the Decision Point are the same as in the first Decision Point. If she resists, she instantly forms a Major Tie of rage toward the character that influenced her.

This Charm can only be used once per story, unless reset by upholding a Defining Intimacy that opposes the rejected influence. Upholding a Tie toward her Solar mate qualifies even if it isn't Defining.

### Eternal Guardian's Vow

**Cost:** —; **Mins:** Wits 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Moon-Follows-Sun Assurance

The Lunar is heir to a passion of many lifetimes, an eternal bond not easily sundered. She may treat influence that would cause her to harm her Solar mate or treat him in a manner contrary to a positive Tie she has toward him as unacceptable (**Exalted**, p. 220), unless it's his influence.

A character may create an opportunity to turn the Lunar against her mate with a special instill action, rolling twice and using the lower of the two results. Success denies the Lunar this Charm's protection against that character's influence until she upholds the Tie to her mate while it's at Defining intensity.

### Silver-and-Gold Union

**Cost:** 5m; **Mins:** Wits 3, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Eternal Guardian's Vow

When the Lunar invokes a positive Tie to her Solar mate in a Decision Point, she treats it as a Defining Intimacy. If it's already Defining, she needn't spend Willpower to resist.

This Charm can only be used once per story. The Lunar's Solar mate can reset it by undergoing significant hardship in the course of upholding a positive Defining Tie toward her. It doesn't reset until she learns of his efforts.

### Laughing Into the Teeth of Madness

**Cost:** —(+0m *or* 2m + Varies); **Mins:** Wits 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Resisting the Lure of Madness

The Lunar is the ultimate master of herself, endlessly defining and redefining her nature. She can use Resisting the Lure of Madness to enhance Resolve or opposed rolls against shaping effects (p. XX).

Against shaping effects that don't allow such forms of resistance, the Lunar may pay two motes to force a contest, rolling (her Essence + current temporary Willpower) against the opposing character's (current temporary Willpower). If the shaping isn't created by a character, the Storyteller sets a difficulty. Both characters must pay one Willpower per failed die on their roll. Success diminishes the shaping — the Lunar can't be altered in a way that prevents her from shapeshifting or using her Charms, and if a transformation would be permanent or fatal, the Storyteller devises a condition by which it may be broken. The Lunar doesn't automatically learn the condition, but appropriate Lore, Medicine, or Occult rolls may reveal it.

Alternatively, against any magic that would force the Lunar out of a form she's shapeshifted into, such as Eye of the Unconquered Sun (**Exalted**, p. 273), she may use this Charm to force an opposed roll, as above, doubling 9s. Success negates that effect and renders her immune to it for the scene.

### Chaos-Defying Embrace

**Cost:** —(+10m); **Mins:** Wits 4, Essence 2
**Type:** Permanent

**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Laughing Into the Teeth of Madness

Even as the world falls into madness, the Lunar keeps safe those things closest to her heart. She may pay a ten-mote surcharge to use Resisting the Lure of Madness or Laughing Into the Teeth of Madness to protect a character within medium range she has a positive Major or Defining Tie toward from an applicable effect. She can't undo effects already inflicted on a character.

The Lunar can protect her Solar mate regardless of the intensity of her Tie to him. Successfully protecting him grants her one Willpower.

### Sacred Guardian Renewal

**Cost:** —; **Mins:** Wits 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** True-to-the-Pack Dedication

The Lunar is implacable in defense of her passions. Upon successfully asserting Resolve against influence that opposes one of her Intimacies, she gains (Intimacy) motes. This can't exceed the number of motes she spent enhancing her Resolve.

If the opposing Intimacy is to the Lunar's Solar mate, she treats its intensity as Defining. If it's already Defining, she gains an additional mote.

### Nightmare Beast Soul

**Cost:** —(1wp); **Mins:** Wits 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Grudge-Nursing Resentment

The Lunar's spirit shape dwells in the wilderness of her dreams, a living nightmare that hunts intruders. She gains +2 non-Charm Resolve and Guile against effects that target her while she's sleeping.

When a character enters the Lunar's dreams with magic such as Silent Words of Dreams and Nightmares (**Exalted**, p. 475), she may pay one Willpower to manifest her spirit shape as a divine nightmare. She and the intruder make opposed Willpower rolls, with the Lunar doubling 9s. If she succeeds, her spirit shape's manifestation destroys the intruder, negating the dream-entering magic's effect. The intruder loses Willpower equal to the 1s on his roll. If he doesn't have that much Willpower, he suffers the difference in unpreventable levels of lethal damage.

### Argent-Etched Taboo

**Cost:** 1m; **Mins:** Wits 4, Essence 3
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Shepherd Wolf Vigil

The Lunar holds sacred the ways of her peoples, guarding them ferociously. When she enters a Decision Point after bolstering her Resolve with a positive Tie toward a culture, she may cite one of that culture's customs as justification for resisting, treating it as an Intimacy with the same intensity as her Tie toward the culture.

This Charm can only be used in defense of a given Tie once per story, unless reset by upholding that Tie by participating in one of the culture's customs.

### Shadow-Mind Meditation

**Cost:** 10m, 1wp; **Mins:** Wits 4, Essence 3
**Type:** Simple
**Keywords:** Mute
**Duration:** Instant
**Prerequisite Charms:** Nightmare Beast Soul

The Lunar pours her skepticism, bitterness, and fury into a lacuna in her soul, forming a "shadow-mind," an independent consciousness that lurks within. The shadow-mind has its own Intimacies, chosen when she purchases this Charm: It begins with all the Lunar's Defining Intimacies and any Tie she has to her Solar mate, but its own unique Major and Minor Intimacies. Because a shadow-mind is born of a Lunar's darkest impulses, all unique Intimacies assigned when it's created must be either negative Ties, or Principles rooted in a pessimistic or skeptical worldview.

Using this Charm entails four hours of meditation, awakening the shadow-mind (or suppressing it, if it's already active). The shadow-mind has the same overall identity and memory as the Lunar, but its Intimacies replace hers for as long as it remains active. Its Intimacies can be changed normally, but it gains +1 non-Charm Resolve against instill rolls to create or strengthen positive Ties or Principles rooted in optimism. Likewise, the Lunar is incapable of voluntarily forming or strengthening such Intimacies while the shadow-mind is active.

### Dark Premise Duality

**Cost:** —; **Mins:** Wits 4, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Shadow-Mind Meditation

The Lunar's shadow-mind grows into a distinct self, a reflection of who she could have been. Upon purchasing this Charm, she designs an alternate set of Social and Mental Attributes to use while her shadow-mind is active. She may reallocate up to two dots each among her Social Attributes (Appearance, Charisma, and Manipulation) and her Mental Attributes (Perception, Intelligence, and Wits). She can't reallocate dots from a Social Attribute to a Mental Attribute, or vice versa.

If this lowers an Attribute below the minimum needed for any of the Lunar's Charms, she loses access to that Charm while her shadow-mind is active (with the exception of this Charm and Shadow-Mind Meditation). Conversely, she may learn Charms whose minimums she meets only with her shifted Attributes, but can only access them while her shadow-mind is active (or if she subsequently raises her true Attributes to meet their minimum). Similarly, she gains Excellencies if her altered traits qualify for them, or loses them if they don't (p. XX).

### Intransigent Silver Soul

**Cost:** 4m; **Mins:** Wits 5, Essence 3
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Grudge-Nursing Resentment, Silver Heart Faith

No words can tarnish the Lunar's convictions. She adds (Essence/2, rounded up) non-Charm Resolve against influence that would weaken a Defining Intimacy, or any influence opposed by a Tie to her Solar mate.

This Charm can only be used in defense of a given Intimacy once per story, unless reset by upholding that Intimacy through a legendary social goal (**Exalted**, p. 134).

### Beast-Mind Metanoia

**Cost:** 10m, 1wp (5m, 1wp); **Mins:** Wits 5, Essence 4
**Type:** Reflexive
**Keywords:** Protean, Psyche
**Duration:** Instant
**Prerequisite Charms:** Intransigent Silver Soul



The Lunar escapes into an animal mind's simplicity, untouched by philosophers' nuanced arguments and courtiers' sophisticated temptations. After her Resolve is overcome by an influence roll, she can use this Charm to momentarily reduce her intellect and cognitive faculties to the level of any animal whose shape she possesses. She retains the ability to understand languages she speaks, but her vocabulary and ability to parse complex sentences may be drastically diminished based on the chosen animal. If the Storyteller deems that the influence is too complex for her diminished mind to understand, she may reject it as unacceptable (**Exalted**, p. 220). Alternatively, if the Lunar's diminished state lets her understand some but not all of the influence, the Storyteller may deem that its effect on her diverges from the opposing character's intentions accordingly.

This Charm can only be used once per story, unless reset by experiencing Limit Break (p. XX).

*Example: An imprisoned demon successfully persuades Rhanka Three-Toe to retrieve the jeweled sphere that can free it from its prison-shrine. She uses Beast-Mind Metanoia to reduce her cognitive faculties to a dog's. The Storyteller deems that a dog can comprehend retrieving the sphere, but that using it to free the demon would be entirely beyond it. Thus, the influence only compels Rhanka to obtain the sphere, after which she's free to do as she pleases with it.*

**Protean:** This Charm only costs five motes, one Willpower if the Lunar reduces her intellect to that of her current animal shape.

## Animal Ken

### Pack Instinct Affirmation

**Cost:** —; **Mins:** Wits 1, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar walks the boundaries between human and beast, at one with both worlds. Animals feel an instinctive loyalty toward her, equivalent to a Minor Tie. Her social influence doesn't suffer penalties for targeting multiple animals, and they don't gain Resolve bonuses for lacking a shared language. This doesn't affect familiars and other magically enhanced animals.

With Wits 3, the Lunar may spend one Willpower while in an animal shape. For that scene, animals of the same species are treated as having a Major Tie of loyalty toward her, unless they are nontrivial and have reason to defy her, e.g., hunger, rabies, or a spirit's influence.

### Quicksilver Steed Unity

**Cost:** 1m; **Mins:** Wits 2, Essence 1
**Type:** Reflexive
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Pack Instinct Affirmation

Steed and rider move as one, guided by shared instincts. The Lunar applies one of the following effects:

- She reflexively takes a defend other action, protecting her mount.
- She reflexively makes a distract gambit on her turn, benefitting her mount. This doesn't count as her attack, but can only be done once per turn.
- With a positive Tie toward her mount, she adds (Intimacy) to the difficulty of an unhorse gambit against her.

**Protean:** In animal shapes with Speed Bonuses, the Lunar can activate this Charm to take a defend other or distract action benefitting her rider, or increase the difficulty of an unhorse gambit against him.

### Guardian Fang Rebuke

**Cost:** 2m, 2i; **Mins:** Wits 3, Essence 1
**Type:** Reflexive
**Keywords:** Counterattack, Decisive-only, Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Pack Instinct Affirmation

The Lunar is blessed with a loyal guardian. When an enemy attacks her, her familiar makes a **decisive** counterattack. This counts as its action for the round, or for the next round if it's already taken its turn.

**Protean:** If the Lunar is in the shape of the same animal as her familiar, this Charm's Initiative cost is transferred to the familiar before it rolls damage.

### Blessed Moon-Beast Empowerment

**Cost:** 10m, 1wp, 1xp; **Mins:** Wits 2, Essence 2
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Pack Instinct Affirmation

The Lunar reaches out through her bond with her familiar, ennobling it with divine Essence. She confers the following benefits on one of her animal familiars:

**Argent Companion Aegis:** If the Lunar has moonsilver tattoos, they spread across her familiar's body, granting it their benefits (p. XX). If she conceals her tattoos, her familiar's are also concealed.

**Bond of the Hunt:** The familiar can take the Lunar's place in a sacred hunt, granting her the shape of its prey at hunt's end.

**First Among Beasts:** The familiar exudes bestial majesty. Treat all non-familiar animals as having a Minor Tie of reverence toward it, or a Major Tie for animals of the same species.

**Unbreakable Loyalty:** The familiar gains a Defining Tie of loyalty to the Lunar. No influence, other than the Lunar's, can make it act against this Intimacy.

This Charm's experience point cost is waived the first time the Lunar uses it. If a familiar enhanced by this Charm dies, the Lunar regains any experience spent enhancing it.

### Beast-Power Awakening

**Cost:** —; **Mins:** Wits 3, Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Blessed Moon-Beast Empowerment, Guardian Fang Rebuke

Entwining her soul with her familiar's, the Lunar draws from its Essence. While within short range of her familiar, she rolls (Wits + [Presence, Ride, Survival, or War]) with (Essence) automatic successes, gaining motes equal to her successes. These motes can only be spent on Charms enhancing the familiar or on its magical abilities, and are lost at end of scene if not used.

This Charm can only be used once per day.

### Chimeric Beast Companion

**Cost:** —; **Mins:** Wits 3, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Blessed Moon-Beast Empowerment, Perfected Hybrid Interaction

The Lunar's familiar becomes a divine monster. She can use Perfected Hybrid Interaction to grant mutations to one of her familiars within medium range enhanced with Blessed Moon-Beast Empowerment. If she currently has a mutation through Perfected Hybrid Interaction or Hybrid Body Transformation, she waives the cost of giving it to a familiar.

If the Lunar knows Moon's Hidden Face (p. XX), she can use it on her familiar's mutations.

### Nature-Reinforcing Allocation

**Cost:** 10m, 1wp; **Mins:** Wits 3, Essence 2
**Type:** Simple
**Keywords:** Protean
**Duration:** Instant
**Prerequisite Charms:** Blessed Moon-Beast Empowerment

The Lunar can train animals in latent special abilities or Merits (**Exalted**, p. 554) without meeting the normal specialty requirements, shortening the training interval to one week. If she's unlocked that trait for any of her animal shapes, she doubles 8s on training rolls.

With Wits 4, Essence 3, she can train familiars she's enhanced with Blessed Moon-Beast Empowerment in magical abilities for two additional experience points. Experience spent this way is regained if the familiar dies.

**Protean:** If the Lunar spends the entire training period in the same shape as that of the animal she's training, she waives this Charm's Willpower cost.

### Erudite Beast-Mind Expansion

**Cost:** —(+4xp); **Mins:** Wits 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Nature-Reinforcing Allocation

The Lunar blesses a familiar with intellect and cunning far exceeding any beast's. She may pay a four-experience-point surcharge when using Nature-Reinforcing Allocation on a familiar she's enhanced with Blessed Moon-Beast Empowerment to grant it human-level intelligence instead of that Charm's normal benefits. It gains human-level faculty for complex and abstract thought and the ability to understand all languages the Lunar knows (but not to speak them, unless its anatomy allows). It gains five-die pools for Diagnosing Ailments, Investigation, Read Intentions, and Strategy, and gains +1 Willpower, Resolve, and Guile.

Familiars that already have human-level intelligence instead add one die to all pools for Intelligence-based actions or actions beyond a normal animal's mental capability, maximum 14, and gain the Willpower, Resolve, and Guile bonuses above.

This Charm's experience point cost is waived the first time the Lunar uses it. If a familiar dies, the Lunar regains experience spent enhancing it.



### Eternal Companion Endurance

**Cost:** —; **Mins:** Wits 4, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Nature-Reinforcing Allocation

The Lunar permanently grants one of her familiars two –2 health levels and one –4 level. She may purchase this Charm up to (Essence) times per familiar.

### Instinctive Unity Approach

**Cost:** 2m, +1i per die *or* 2i per +1; **Mins:** Wits 4, Essence 3
**Type:** Reflexive
**Keywords:** Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Blessed Moon-Beast Empowerment

The unity between Lunar and companion beast transcends the need for words; the instant she forms her intention, her familiar knows her will. When a familiar the Lunar has enhanced with Blessed Moon-Beast Empowerment makes an (Attribute + Ability) roll, the Lunar adds up to (Essence) non-Charm dice for one Initiative each. Alternatively, she may raise one of such a familiar's static values by up to (Essence/2, rounded up) as a non-Charm bonus for an instant, for two Initiative per +1 bonus.

**Protean:** If the Lunar is in the shape of the same animal as her familiar, she adds an additional non-Charm success on the enhanced roll or +1 to the enhanced value.

### Watchful Hound Vigilance

**Cost:** 5m; **Mins:** Wits 4, Essence 3
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Instinctive Unity Approach

The Lunar's familiar is an ever-faithful sentinel. When she and her familiar Join Battle or roll Awareness to detect a concealed threat, both use the higher result of their two rolls. If the Lunar and her familiar win Join Battle and her familiar makes a **decisive** attack on its first turn, it doesn't reset to base Initiative if successful.

### Throat-Ripping Guardian

**Cost:** 3m, 1i, 1wp; **Mins:** Wits 5, Essence 3
**Type:** Reflexive

**Keywords:** Clash, Decisive-only, Perilous, Protean
**Duration:** Instant
**Prerequisite Charms:** Guardian Fang Rebuke, Instinctive Unity Approach

The Lunar's familiar intercepts a blow meant for her, rending her assailant with claw and fang. When an enemy attacks her, she may have her familiar reflexively clash with a **decisive** attack if her attacker's within range. This counts as its action for the round, or for the next round if it's already taken its turn. If it loses the clash, her attacker may apply the attack against it instead of her if it's within his attack's range.

**Protean:** If the Lunar is in the shape of the same animal as her familiar, she waives the Initiative cost of enhancing the attack with Instinctive Unity Approach.

### Unleashed Primal Fury

**Cost:** —(+3m); **Mins:** Wits 5, Essence 3
**Type:** Permanent
**Keywords:** Protean
**Duration:** Permanent
**Prerequisite Charms:** Throat-Ripping Guardian

The Lunar's rage overflows through her bond with her familiar, empowering it with her divine wrath. She may pay an additional mote when using Guardian Fang Rebuke or Throat-Ripping Guardian to add her Initiative to her familiar's to determine its **decisive** attack's damage. A successful attack resets her Initiative along with her familiar's; on a failed attack, she loses the same amount of Initiative as her familiar. Such attacks don't count as the familiar's action for the round.

**Protean:** If the Lunar is in the shape of the same animal as her familiar, they both add +1 base Initiative after resetting on a **decisive** attack.

### Twin Beasts Dancing

**Cost:** —(+1wp); **Mins:** Wits 5, Essence 3
**Type:** Permanent
**Keywords:** Protean
**Duration:** Permanent
**Prerequisite Charms:** Unleashed Primal Fury

The Lunar and her familiar deliver a deadly combination attack, striking down a foe in the same instant. She may pay one Willpower when she uses Guardian Fang Rebuke to use one of her own Clash Charms together with her familiar's counterattack.

Alternatively, she may pay one Willpower when using Throat-Ripping Guardian to use a Counterattack Charm together with the familiar's clash. If she also enhances the clash with Unleashed Primal Fury, her Initiative doesn't reset until after the counterattack.

**Protean:** If the Lunar is in the shape of the same animal as her familiar, she may waive this Charm's Willpower surcharge once per scene.

### Locust-and-Titan Menagerie

**Cost:** —; **Mins:** Wits 4, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Eternal Companion Endurance

The Lunar's familiars are a mercurial menagerie — she might conceal a tyrant lizard in her sleeves, or unleash a colossal centipede to overrun a city's walls. While within medium range of a familiar enhanced with Blessed Moon-Beast Enhancement, she may reflexively activate Mountainous Spirit Expression (p. XX) or Tyrant Mouse Dominion (p. XX) to grant it Legendary Size or Minuscule Size, respectively.

### Supreme God-Beast Unleashed

**Cost:** 10m, 3a, 1wp; **Mins:** Wits 5, Essence 4
**Type:** Simple
**Keywords:** None
**Duration:** One scene
**Prerequisite Charms:** Throat-Ripping Guardian

Protean Essence suffuses the Lunar's familiar, endowing it with illimitable monstrous might. She empowers a familiar within medium range that she's enhanced with Blessed Moon-Beast Empowerment, granting the following:

- Its **withering** attacks add (Lunar's Essence) successes on attack rolls and gain Overwhelming (Lunar's Essence).
- Its **decisive** attacks add (Lunar's Essence) dice on attack rolls, and double 10s on damage rolls.
- It adds +(Lunar's Essence) base Initiative.
- It gains +1 Defense, +(Lunar's Essence) soak, and Hardness 10.
- It ignores wound penalties.
- If it has the Tiny Creature or Minuscule Size Merits, it gains an additional +1 Defense and +5 soak, and can damage larger enemies with **withering** attacks. It can grapple them as though they were the same size, unless they're Legendary Size.

- It becomes immune to fear-based social influence.

- The Lunar reduces the cost of Guardian Fang Rebuke, Instinctive Unity Approach, Throat-Ripping Guardian, and the familiar's magical abilities by two motes each.

This Charm ends if the familiar is crashed. It can only be used once per scene, unless reset when one of the Lunar's familiars incapacitates a nontrivial enemy.

#### Witch-Beast Ascendancy

**Cost:** —; **Mins:** Wits 5, Intelligence 4, Essence 5
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Celestial Circle Sorcery, Erudite Beast-Mind Expansion

Breathing an unknowable secret into her familiar's soul, the Lunar opens its eyes to forbidden wisdoms. She initiates a familiar that she's uplifted with Erudite Beast-Mind Expansion into Terrestrial Circle sorcery, granting it an 8-die Sorcery pool and one Terrestrial Circle spell she knows as its control spell. She can increase the familiar's Sorcery pool using Erudite Beast-Mind Expansion, and teach it Terrestrial Circle spells she knows using Nature-Reinforcing Allocation as though they were magical abilities. She must pay the experience point cost of sorcerous workings her familiar performs.

This Charm can be repurchased to initiate multiple familiars. If a familiar dies, the Lunar regains experience spent purchasing this Charm for it.

## Navigation

#### Lodestone Reckoning Manner

**Cost:** 1m, 1wp; **Mins:** Wits 2, Essence 1
**Type:** Simple
**Keywords:** Totemic (Perception)
**Duration:** Indefinite
**Prerequisite Charms:** None

Uncharted lands and perilous seas yield their secrets to the wayfaring Lunar. She spends a scene plotting a course and rolls (Wits + Survival) with (higher of Essence or 3) bonus dice and double 9s, banking all successes. She may add up to (Essence) banked successes as non-Charm successes on Survival rolls to forage or find shelter along the journey, or Sail rolls to navigate hazards at sea.

This Charm can only be used once per journey. It ends once all banked successes are spent.

A Wits 5 repurchase doubles 8s on this Charm's roll, and lets the Lunar use it instantly, without needing to plot a course; the banked successes, and any Charms enhancing Lodestone Reckoning Manner, are available to her whenever she travels. She can only do so once per day.

**Totemic:** A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

#### Dauntless Yeddim Caravan

**Cost:** —(3m); **Mins:** Wits 2, Essence 1
**Type:** Permanent
**Keywords:** Totemic (Perception)
**Duration:** Permanent
**Prerequisite Charms:** Lodestone Reckoning Manner

The Lunar traverses blistering deserts, miasmatic swamps, and bandit-ridden highways unafraid. She may add Lodestone Reckoning Manner's successes to rolls against environmental hazards, traps, poisons, or diseases she encounters along her route.

With Wits 4, Essence 2, the Lunar may spend three motes when she adds successes to such a roll to also grant them to (Essence x2) companions, as a Charm bonus.

**Totemic:** A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

#### Moon-Cloaked Wanderer

**Cost:** —(3m); **Mins:** Wits 2, Essence 1
**Type:** Permanent
**Keywords:** Totemic (Perception)
**Duration:** Permanent
**Prerequisite Charms:** Lodestone Reckoning Manner

The Lunar flits across maps like a passing shadow. While traveling along a course charted with Lodestone Reckoning Manner, she can add its successes on rolls to cover tracks, Stealth rolls to evade guards or enemies, or Larceny rolls to circumvent manned obstacles like checkpoints.

With Wits 4, Essence 2, she can spend three motes when she adds banked successes this way to also grant them to (Essence x2) companions, as a Charm bonus.

**Totemic:** A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

### Monarch-Wing Migration

**Cost:** —(+4m); **Mins:** Wits 3, Essence 2
**Type:** Permanent
**Keywords:** Pilot, Totemic (Perception)
**Duration:** Permanent
**Prerequisite Charms:** Lodestone Reckoning Manner

The Lunar may pay a four-mote surcharge when she uses Lodestone Reckoning Manner to intuit hidden shortcuts and anticipate unforeseen delays. She and up to (Essence x2) companions increase the speed at which they travel along the charted course to 20 miles per day across normal terrain, 10 miles per day across harsh wilderness, or (Speed x4) miles per hour for ships. Mounts don't count toward the limit on companions. This Charm only enhances naval travel if the Lunar helms the ship and there are no more than (Essence x2) other characters aboard.

**Totemic:** A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

### Wyld Migration Formation

**Cost:** 6m, 1wp; **Mins:** Wits 4, Essence 2
**Type:** Reflexive
**Keywords:** Totemic (Perception)
**Duration:** One hour
**Prerequisite Charms:** Dauntless Yeddim Caravan

The Lunar traces a silver thread of passage through the chaos of the Wyld and the weird landscapes of worlds stranger still. She and up to (Essence x2) companions ignore the effects of exposure to the Wyld and similar environmental shaping effects while traveling along a course plotted with Lodestone Reckoning Manner. Mounts don't count toward the limit on companions. Courses plotted through the Wyld always include at least one path that follows Creation's physical laws.

If the Lunar reactivates this Charm at its duration's end, she waives its Willpower cost.

A Wits 5, Essence 3 repurchase lets the Lunar pay a three-mote surcharge to extend this Charm's duration to one day.

**Totemic:** A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

### Albatross-and-Hurricane Odyssey

**Cost:** 5m, 1wp; **Mins:** Wits 4, Essence 3
**Type:** Simple
**Keywords:** Protean, Totemic (Perception)
**Duration:** Instant
**Prerequisite Charms:** Dauntless Yeddim Caravan, Monarch-Wing Migration

No peril can keep the Lunar from her goal. Upon encountering an environmental hazard, trap, or naval obstacle along a course charted with Lodestone Reckoning Manner, she rolls (Wits + [Awareness, Sail, or Survival]) against its difficulty. She can add successes with Lodestone Reckoning Manner. Success reveals a safe route, allowing her and up to (Essence x2) companions to bypass the peril without rolling, no matter how implausible this may be. Mounts don't count toward the limit on companions.

**Protean:** In an animal shape native to the environment in which the peril originates, the Lunar doubles 9s.

**Totemic:** A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

### Treading Midnight's Road

**Cost:** —; **Mins:** Wits 4, Essence 3
**Type:** Permanent
**Keywords:** Totemic (Perception)
**Duration:** Permanent
**Prerequisite Charms:** Moon-Cloaked Wanderer, Monarch-Wing Migration

The Lunar walks pathways unseen by mortal eyes. As long as no one outside her traveling party is tracking them or knows their current location or intended destination, Monarch-Wing Migration's speed multiplier increases to (Essence). This increased speed takes the form of impossible shortcuts that slash hours or even days off travel times, rather than a constant speed enhancement; thus, characters can't realize they're being tracked by noticing this benefit ends.

**Totemic:** A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

### Ranging Wolf Deception

**Cost:** 6m, 1wp; **Mins:** Wits 5, Essence 3
**Type:** Supplemental
**Keywords:** Mute, Totemic (Manipulation)
**Duration:** Instant
**Prerequisite Charms:** Moon-Cloaked Wanderer

Those who hunt the Lunar find themselves her prey. She conceals her tracks and those of up to (Essence x2) companions, rerolling (Essence) failed dice and removing the limit on how many successes she can add with Lodestone Reckoning Manner. Mounts don't count toward the limit on companions. She designates where the false tracks lead to — either a specific locale she's familiar with, or simply a direction and distance. Characters who fail their tracking rolls believe they've succeeded, and that the Lunar's party traversed the

false path. This can fool even superhuman or magically enhanced senses.

This Charm's Willpower cost is waived within territories claimed using Boundary-Marking Meditation (p. XX).

**Totemic:** A Lunar whose spirit shape has Camouflage may learn this as a Manipulation Charm, with Night Sky Burial (p. XX) as its prerequisite.

## Cache

### Desert Basilisc Diadem

**Cost:** —; **Mins:** Wits 2, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** None

The Lunar can half-absorb hearthstones, socketing them in her flesh. She gains absorbed hearthstones' benefits as though they were socketed in an attuned artifact. Hearthstones that enhance weapons apply their benefit to her unarmed attacks and natural weapons, if appropriate, while hearthstones that enhance armor apply to her natural soak. Such effects are compatible with any magic that transforms parts of the Lunar's body into weapons or armor. If she uses Last Warrior's Unity (p. XX) to merge with an artifact weapon that has one or more empty hearthstone slots, she may treat absorbed hearthstones as being socketed in those slots for the duration.

Absorbing or removing a hearthstone is a miscellaneous action, and the Lunar may socket (higher of Essence or 3) hearthstones at a time. If she conceals an embedded hearthstone with clothing or the like, it can only be noticed by characters who've spotted her Tell this scene (p. XX).

### Radiant Basilisc Jewel

**Cost:** —; **Mins:** Wits 3, Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Desert Basilisc Diadem

Sculpting her chakras and Essence meridians into a geomantic pattern, the Lunar draws forth a pearl that embodies her soul. Upon purchasing this Charm, she manifests a greater hearthstone that expresses her nature: her Caste, spirit shape, a Defining Intimacy, etc. It counts as socketed with Desert Basilisc Diadem, although it doesn't count toward that Charm's maximum and can't be removed from her body (including to socket in an artifact, unless she uses Last Warrior's Unity). She can manifest Linked hearthstones; she counts as the manse which sustains them. She always enjoys the increased mote recovery for being in an attuned greater demesne (**Exalted**, p. 160). Such hearthstones are indestructible while the Lunar lives (unlike those socketed using Desert Basilisc Diadem), but shatter upon her death unless they're Steady.

The Storyteller should veto hearthstone choices that are overpowered if made permanent in this fashion, such as the Gem of Incomparable Wellness.

### Squirrel's Cunning Technique

**Cost:** 3m; **Mins:** Wits 2, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** None

Infinitely devious, the Lunar conceals contraband, weaponry, or ill-gotten gains in all manner of hiding places. She makes a conceal evidence roll with ([Intelligence or Wits] + Larceny). If the concealed object is light enough to hold, she adds (Essence) successes, and her concealment can only be opposed by characters with superhuman or magically enhanced senses for this Charm's duration. She may exempt characters from this effect.

### Magpie's Nest Resourcefulness

**Cost:** 3m, 1wp; **Mins:** Wits 2, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Squirrel's Cunning Technique

The Lunar has a knack for anticipating exactly what's needed in any conceivable situation. Revealing that she's had a mundane item that could be concealed upon her person all along, she makes a (Wits + Ability) roll at difficulty (its Resources rating), using an Ability reflecting how she procured the item: Bureaucracy if bought while passing through a market, Craft if built over downtime, Larceny if stolen, etc. If successful, she produces the item, which counts as exceptional equipment (**Exalted**, p. 580). On failure, she still produces the item, but it's deficient in some Storyteller-determined way: imposing a –1 penalty, falling apart at end of scene, etc.

If the Lunar has a relevant Craft, she gains crafting points for succeeding as though she'd completed a basic project (**Exalted**, p. 240).

This Charm can only be used once per scene.

### Cuckoo's Nest Cunning

**Cost:** —; **Mins:** Wits 3, Essence 1
**Type:** Permanent
**Keywords:** Decisive-only
**Duration:** Permanent
**Prerequisite Charms:** Magpie's Nest Resourcefulness

Always one step ahead, the Lunar ensures her allies have exactly what they need while depriving her foes of the same. When using Magpie's Nest Resourcefulness, she may swap the introduced object with a mundane item on the person of an ally within medium range, describing how she made the exchange.

With Essence 2, she can use this Charm against enemies as a special disarm gambit. Instead of an attack roll, she rolls (Wits + Larceny) opposing her target's (Perception + Awareness) roll. Outside of combat, this only requires this opposed roll, not a gambit.

### Rousing Hidden Power

**Cost:** 1wp; **Mins:** Wits 2, Essence 1
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Magpie's Nest Resourcefulness

The Lunar's Essence shifts within her panoply, drawing forth new manifestations of its legend. After a few minutes of meditation, she awakens an Evocation at no experience point cost from an artifact she's resonant with or a hearthstone, available for this Charm's duration. She must meet the Evocation's prerequisites. If the Lunar loses resonance with an artifact — potentially with Deadly Beastman Transformation — this Charm ends.

This Charm can only be used once per day.

### Many-Pockets Meditation

**Cost:** 1m; **Mins:** Wits 3, Essence 2
**Type:** Simple
**Keywords:** Stackable
**Duration:** Indefinite
**Prerequisite Charms:** Squirrel's Cunning Technique

The Lunar is never caught unprepared. She banishes Elsewhere an item light enough to hold in her hands or wear. Artifacts can only be banished if she's attuned to them. Ending this Charm recalls the banished item, though the Lunar must still take any actions required to ready it, like donning armor (**Exalted**, p. 591). She can banish multiple items with multiple uses of this Charm.

An Essence 3 repurchase lets the Lunar pay a three-mote surcharge to banish an object too large to hold, as long as it could be lifted by a feat of strength with a difficulty no higher than 10. This requires her to spend five minutes concentrating or devising an ingenious hiding place for it, and she can't banish large objects that aren't hers.



### Hidden Wonders Cloak

**Cost:** —; **Mins:** Wits 3, Essence 2
**Type:** Permanent
**Keywords:** None



**Duration:** Permanent
**Prerequisite Charms:** Many-Pockets Meditation

The Lunar hides treasures in places that aren't there. She can use Many-Pockets Meditation to conceal items in spaces that would normally be unable to contain them, instead of Elsewhere — an innocuous bag, jaunty hat, voluminous coat, etc.

She can designate characters who can detect and retrieve the concealed object. Others can't perceive it, although characters using magic like All-Encompassing Sorcerer's Sight (**Exalted**, p. 356) can see and retrieve it. If the container is destroyed, the stored object vanishes Elsewhere, per Many-Pockets Meditation's default effect.

The Lunar may normally conceal (Wits x2) objects in one container. If using Many-Pockets Meditation's repurchase to conceal larger objects, she's limited to one per container.

### Quicksilver Legend Evolution

**Cost:** 1wp; **Mins:** Wits 3, Essence 3
**Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Rousing Hidden Power

The Lunar enshrines her deeds within her panoply, inscribing her mythos into their Essence. Upon using an Evocation awakened with Rousing Hidden Power to uphold a Major or Defining Intimacy, achieve a major character or story goal, or accomplish a legendary social goal, she permanently awakens that Evocation at no experience point cost.

Once the Lunar has used this Charm, she can't use it again until she awakens an Evocation by spending experience points or meeting its special activation condition. Even then, it can only be used once per story.

### Moon-and-Sun Panoply

**Cost:** 8m, 1wp; **Mins:** Wits 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Moon-Follows-Sun Assurance, Quicksilver Legend Evolution

First Age Lunars took up their Solar mates' arms in times of need, wielding the power of their sacred bond. Now, the Chosen of Sun and Moon may find new cause to share their treasures. The Lunar attunes an artifact that her Solar mate is attuned to without disrupting his attunement, reducing her attunement cost to zero. Their bonds to the artifact become immune to effects that break attunement. If the Lunar's Solar mate is resonant with the artifact, she's treated as resonant with it for any Evocations she uses that her Solar mate has also awakened.

The first time the Lunar uses this Charm on an artifact, she rolls (Wits + [Craft, Lore, or Occult]) against (artifact's rating + 2; 10 if N/A). Every two extra successes awakens an Evocation that her Solar mate has already mastered as long as she meets its prerequisites, permanently granting it to her at no experience point cost. If she crafted the artifact for her Solar mate, she may awaken Evocations he's yet to master, granting them to both him and herself if they both qualify.

This Charm can only be used once per story. Using it on an artifact the Lunar has already used it on doesn't count against this limit.

### The Spider's Trapdoor

**Cost:** 10m, 1wp; **Mins:** Wits 4, Essence 3
**Type:** Simple
**Keywords:** Decisive-only, Mute
**Duration:** Instant
**Prerequisite Charms:** Many-Pockets Meditation

An ever-cunning hunter, the Lunar ensures she never fights on a level playing field. She reveals that an enemy has fallen into a trap she's previously constructed. If circumstances render this implausible — for instance, because the Lunar is being ambushed on unfamiliar ground — the Storyteller may require a stunt to explain how she devised the trap so quickly.

This is an unblockable, undodgeable grapple gambit at difficulty 4 against an enemy within medium range. The Lunar makes a single (Wits + [Survival or an applicable Craft]) roll as both the attack roll and the grapple's control roll. Her victim opposes the control roll with a (Perception + Awareness) or (Dexterity + Dodge) roll. If the attack is unexpected, the enemy suffers a penalty on this opposed roll equal to the Lunar's Initiative roll extra successes, and it doesn't break concealment. This isn't compatible with Strength Charms, Martial Arts Charms, or other non-Wits magic that enhances grapples.

If successful, the trap establishes a clinch (**Exalted**, p. 200). The Lunar can't take the usual special grapple actions, but doesn't suffer any penalties. A trapped character can spend his entire turn to reduce the clinch's rounds of control by two. Likewise, a character that spends her entire turn assisting the victim subtracts two rounds of control. Attacking or damaging the Lunar doesn't subtract rounds of control.

If the Lunar has a relevant Craft, a successful clinch grants three silver points. If a nontrivial opponent is incapacitated or surrenders while trapped, she also gains (his Essence) gold points.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack from Initiative 15+ that resets the Lunar's Initiative, or successfully establishing concealment against all enemies with a Stealth roll.

A Wits 5 repurchase lets the Lunar raise the gambit's difficulty to combine it with the effect of a disarm, distract (transferring five Initiative), or unhorse gambit, as long as she establishes at least one round of clinch control.

### Implausible Lunar Panoply

**Cost:** 10m, 1wp; **Mins:** Wits 5, Essence 4
**Type:** Simple
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** Many-Pockets Meditation (x2), Quicksilver Legend Evolution

With a deft flick of her wrist, the Lunar reveals timeless wonders she just happened to have tucked away. Her player declares that she's had a two-dot artifact with her all along — one she's previously crafted, looted, stolen, etc. She rolls (Wits + [appropriate Ability]) at difficulty 7. Regardless of the roll's outcome, she produces the artifact, but on a failed roll, it's badly damaged, requiring a repair project to restore to functionality (**Exalted**, p. 242). She can't produce artifacts previously established as being in another character's possession or First Age artifice.

If the Lunar has Craft (Artifacts), a successful roll grants gold points equal to her extra successes, maximum 5.

This Charm can only be used once per story.

## Territory

### Secure Den Technique

**Cost:** 5m, 1wp; **Mins:** Wits 3, Essence 1
**Type:** Simple
**Keywords:** Mute
**Duration:** Indefinite
**Prerequisite Charms:** Boundary-Marking Meditation or Lodestone Reckoning Manner

Hidden in cunningly dug boltholes or well-stocked safehouses, the Lunar vanishes from the world. She spends a day working to secure an enclosed space that can hold up to (Essence + Wits) people, rolling (Wits + [Craft, Larceny, or Survival]). This den is impossible for casual observers to notice; only characters actively seeking it can attempt to find it, opposing the Lunar's roll with a (Perception + [Awareness, Investigation, or Survival]) roll. Attempts to track characters into the den or otherwise indirectly infer its location suffer a (Lunar's Essence) penalty. The Lunar and those she reveals her lair to can perceive it unhindered.

If the Lunar has a relevant Craft, she gains craft points from creating the den as though she'd completed a basic project.

A Lunar with Magpie's Nest Resourcefulness (p. XX) can activate it reflexively with this Charm to reveal that she's previously prepared a den, though this imposes a −2 penalty on her roll. This Charm's Willpower cost is waived if the Lunar uses it in a territory claimed with Boundary-Marking Meditation.

### Rats-in-the-Basement Style

**Cost:** —; **Mins:** Wits 4, Essence 2
**Type:** Permanent
**Keywords:** Protean
**Duration:** Permanent
**Prerequisite Charms:** Magpie's Nest Resourcefulness, Secure Den Technique

Even when cornered, the Lunar is always one step ahead of her pursuers, revealing a secret pathway to safety. She can use Magpie's Nest Resourcefulness within (Essence) miles of a lair prepared with Secure Den Technique to reveal a hidden route to the den, rolling at difficulty 5. These routes are concealed in the same manner as the den itself. It takes at most an hour to travel from the route's beginning into the den. The Lunar can't have more than (Essence) hidden routes created using this Charm.

**Protean:** In shapes with Tiny Creature or Minuscule Size, the Lunar can reveal routes traversable only by characters of similar size.

### Labyrinthine Lair's Depths

**Cost:** —(+5m); **Mins:** Wits 3, Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Secure Den Technique

Whether in a dark cavern, seedy teahouse, or ivy-covered ruin, the Lunar shelters masses of followers in her secret holdfast. When using Secure Den Technique in a territory claimed with Boundary-Marking Meditation, she can commit five additional motes to prepare a den that can hold ([Essence + Wits] x10) people. This increases the time necessary to prepare the den to one week, or increases the penalty on the roll for Magpie's Nest Resourcefulness to −5.

If the Lunar has an applicable Craft, she gains craft points as though she'd completed a major project.

### Forbidding Wilderness Perils

**Cost:** 10m, 1wp (5m); **Mins:** Wits 4, Essence 3
**Type:** Simple
**Keywords:** Stackable
**Duration:** Indefinite
**Prerequisite Charms:** Boundary-Marking Meditation, The Spider's Trap Door

Bristling with traps and curses, the Lunar's lair is a place of dread for her foes. She spends a day working in a territory claimed with Boundary-Marking Meditation, granting it one of the following effects:

**Hazardous:** The Lunar removes natural barriers to the wild's perils, or bargains with nature spirits to assail her foes. Enemies traversing the territory suffer a difficulty (Lunar's Essence), Damage 1B/hour environmental hazard: extremes of temperature, foul weather, rockslides, etc. Enemies can avoid the hazard by finding a shelter with a Survival roll and remaining within it.

**Inhospitable:** The Lunar destroys natural resources, convinces spirits to withhold their bounty from outsiders, and otherwise denies foes any respite. Enemies suffer a penalty of (Lunar's Essence) *successes* on rolls to forage or find shelter. Botches result in them encountering a significant natural danger, like a bear inhabiting the cave they'd hoped to rest in.

**Terrifying:** Strewing grotesque displays throughout her territory, carving unsettling glyphs, or pacting with spirits of night and shadow, the Lunar imbues her lair with supernatural menace. Enemies within it are treated as having a Minor Tie of fear toward the land. Enemy battle groups suffer a –1 penalty on rout checks within it, and Strategic Maneuver rolls to deploy enemy troops within it cost a point of Willpower. The Lunar and her allies add two non-Charm successes on rolls to enact the Demoralized stratagem (**Exalted**, p. 212).

The Lunar may stack this Charm to grant a territory multiple effects. Subsequent activations cost only five motes, though if the Lunar ends the original activation, she must immediately commit the full cost for another.

A Wits 5, Essence 4 repurchase lets the Lunar grant a new effect:

**Diseased:** The Lunar creates pools of standing water that breed disease-carrying mosquitoes, spreads rabies among wildlife, or bargains with disease gods. Enemies within her territory must contend with her choice of cholera, plague, or rabies (**Exalted**, p. 235). The frequency at which they must roll depends on the disease: daily for rabies, or weekly for cholera or plague. Characters can avoid the roll by recognizing the signs of the disease (for example, diagnosing a traveling companion who's contracted it), introducing a fact about how it's spread, and then taking appropriate measures, such as avoiding drinking from cholera-ridden water sources. With Essence 5, the Lunar can inflict hemorrhagic fever, which must be rolled against monthly.

### Harmony-With-Reality Technique

**Cost:** 5m, 1wp; **Mins:** Wits 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** One extended action
**Prerequisite Charms:** Boundary-Marking Meditation, Wyld Migration Formation

Standing at the boundary of order and chaos, the Lunar reconciles the two to create an enclave of safety. She may stabilize the Wyld within territories claimed with Boundary-Marking Meditation. This is an extended (Wits + [Integrity, Lore, or Occult]) roll, interval one day. Difficulty and goal number depend on the Wyld's intensity: difficulty 4, goal number 20 for bordermarches; difficulty 6, goal number 40 for middlemarches; difficulty 8, goal number 60 for deep Wyld.

Success renders the Wyld more amenable to habitation. While it remains unbound by Creation's natural laws, it won't assume a state that makes human habitation impossible. A neutralized bordermarch no longer causes mutation or addiction. Characters in a neutralized middlemarch or deep Wyld add (Lunar's Essence) bonus dice on rolls to resist such effects.

If the Lunar's Solar mate uses Wyld-Shaping Technique (**Exalted**, p. 335) within deep Wyld stabilized with this Charm, he adds (his positive Tie toward the Lunar + 1) dice on all shaping rolls.

If the Lunar revokes her claim to the territory or dies, the Wyld reasserts its full strength.

### Hungry Mouse Mandate

**Cost:** 4m, 1wp; **Mins:** Wits 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Boundary-Marking Meditation, Pack Instinct Affirmation

Beasts and vermin bedevil trespassers on the Lunar's domain. She rolls (Wits + Survival) within a territory claimed with Boundary-Marking Meditation. When unwelcome characters travel through her territory, one of them must, on the group's behalf, roll (Wits + Survival) opposing her roll for each week of travel. Failure indicates that a member of the group will suffer an automatic botch on an Athletics, Investigation, Medicine, Sail, Stealth, Survival, or War roll made outside of combat that week, due to interference by

native wildlife. A botched foraging roll might mean that vermin eat whatever supplies a character gathers; a botched Investigation roll might mean that a passing grizzly has eradicated all evidence; a botched Strategic Maneuver roll might mean troops are too demoralized and fatigued by pervasive mosquitoes to execute their general's plan. Only actions undertaken in the Lunar's territory can be affected.

Additionally, failure inflicts a week-long −4 penalty on all influence rolls that members of the group make targeting the territory's animals and on Survival rolls to tame them. A character using magic like Friendship With Animals Approach (**Exalted**, p. 409) is immune to this penalty; this doesn't extend to his companions.

Once a group has suffered (Lunar's Essence) botches from this Charm, they're immune to further botches until end of story, though rolls to influence or tame animals can still be penalized.

#### Midnight Guardian Territory

**Cost:** 1m, 3a, 1wp (1wp); **Mins:** Wits 4, Essence 3
**Type:** Simple
**Keywords:** None
**Duration:** Indefinite
**Prerequisite Charms:** Boundary-Marking Meditation, Nightmare Beast Soul

The Lunar's eerie anima illumines her domain, marking it for her spirit shape's nocturnal protection. That night, all who sleep in her territory dream of a great shining beast, watching over them through the long dark. This Charm can only be used within a territory claimed with Boundary-Marking Meditation. All characters therein gain Nightmare Beast Soul's Resolve and Guile bonuses while sleeping. (The Lunar may exempt characters from this benefit.)

The Lunar learns whenever a character in the territory falls prey to dream-affecting magic, unless that character's player doesn't consent to her learning that. She can spend one Willpower to fend off that effect with an opposed Willpower roll, as per Nightmare Beast Soul. If the dream-affecting magic targets multiple characters, she need only pay one Willpower to protect all of them with a single roll.

#### Fleeting Silver Mirage

**Cost:** 10m, 1wp; **Mins:** Wits 5, Essence 3
**Type:** Simple
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Boundary-Marking Meditation, Lodestone Reckoning Manner (x2)

The Lunar vanishes into her hunting ground's shadows. To use this Charm, she must be in a territory claimed with Boundary-Marking Meditation. On her next turn, she vanishes, reappearing anywhere in that territory. If she moves or is knocked prone before then, this effect is canceled.

With Essence 4, the Lunar may pay a two-Willpower surcharge once per story to travel from one territory to another, or to travel to a lair prepared with Secure Den Technique even if it isn't in her territory.

#### Tapestry Spun of Dreams

**Cost:** —; **Mins:** Wits 5, Essence 5
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Harmony-With-Reality Technique

Staring into chaos' unblinking eye, the Lunar's unyielding will is made manifest. While she's physically present in a middlemarch she has stabilized using Harmony-With-Reality Technique, characters are no longer susceptible to mutation or addiction; in stabilized regions of the deep Wyld, the dice bonus on rolls to resist such perils is converted to successes.

On an ocean cliff, miles from any settlement, there was a ring of stones where gods dwelt. Immaculate processions traipsed occasionally up the rocky shore, rendering due reverence and sniffing out unsanctioned worship. Today, a lone visitor hiked up the cliff, comfortable in the cold rain. Silent Pearl had no need of a mortal seeming, not when visiting gods. Instead of hair and flesh, they sported tentacles and a hardened shell of alternating coral and alabaster.

As Silent Pearl approached, they felt the weight of invisible eyes, and blinked away the veil of the gods. Even then, the spirits had learned caution after centuries of Dragon-Blooded enforcement, and only peeked around the old stones at the Lunar. Silent Pearl didn't mind. These gods mattered little.

Boryg, Listener of the Stone, hid more deeply than the others. So Silent Pearl knelt at the henge's threshold, feeling for the invisible curtain between worlds. With the gentle precision of a knife, they slipped through the curtain and entered the true ring of stones, a sanctum where bones of basalt pierced the sky and only the mighty were welcome. It once hosted many gods, each on their worn thrones. Now it held only Boryg, seated in his quartz armor, and Silent Pearl, hunched in their shell.

"I'd heard you returned, and didn't believe," said Boryg, fascinated. "I was sure Saturn had claimed you, but you look to have kept all your flesh."

Silent Pearl snickered. "The crows thought my meat too salty and put it back where they found it." They fished in their pouch for a long leaf, dried and sweet-smelling, and began to chew it. "And you, Boryg, are just as unchanged."

"I'm not cursed to age."

"Nor to grow. No, you persist, ear to the rumbling earth, offering snippets of intelligence to any who'll favor you." Silent Pearl's eye slid over the empty thrones surrounding them. "How many of your old friends have been killed or driven off by monks as you prosper? How many whispers buy a satrap's forbearance?"

Boryg leaned forward. "You disdain me?"

"I understand you. You are what you are. The younger ones would appeal to kindness you don't possess, or bribe you for morsels of intelligence."

"...and you?"

"I am what they aren't." Silent Pearl grinned. "You work for me now, Boryg. Your ears are mine to listen with, and your whispers to the satrap will be my words only."

The god stood, towering high above Silent Pearl, and the stones rumbled with his anger. "Centuries later, and you still can't rise above mortal foolishness, mortal hubris. Threaten me, try to destroy me if you dare. I'll always be here."

Silent Pearl patiently chewed their sweet leaf, letting Boryg's words pass into silence. Finally, they said, "For you, a quest and a promise: You will be my worm in the Realm's ear. And if you disobey one order, if you interfere at all, I'll tear you apart, stone by stone. I'll suck whatever rock passes for your heart dry and claim your ears for myself. Then I'll cut away this cliffside, stone by stone, 'til it falls into the sea. I'll make sport of hunting down every worshiper, every half-mortal by-blow, until I'm the only living being in Creation who remembers your name. Might take a while, but I have time. Then I'll forget you, too, and find a new hobby."

Silence.

"The satrapy falls before the year's end," said Silent Pearl, offering a second sweet leaf to Boryg. "A small investment of your time, really."



*Chapter Seven*

# Martial Arts and Sorcery

## Martial Arts

### Centipede Style

Centipede style is defined by speed, using swift barrages of blows to wear down enemies and nimble footwork to outmaneuver them. Once a stylist's many strikes have left her opponent reeling, she can grapple him to restrain his movement, deliver a telling blow to an unguarded weak point, or unleash this style's deadly venoms. Its schools are most prominent in the East, often boasting rivalries with Snake schools or syncretizing the two styles, but it's also commonly taught in the South and West.

**Centipede Weapons:** Centipede unarmed attacks combine punches and kicks in rapid succession. Stylists also use fighting chains, hook swords, iron boots, seven-sections staffs, and tiger claws.

**Armor:** This style is compatible with light armor.

**Complementary Abilities:** Athletics and Dodge enable this style's speed and mobility.

#### Blurring Scurry Prana

**Cost:** 4m; **Mins:** Martial Arts 2, Essence 1
**Type:** Supplemental
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** None

The stylist's footwork is faster than her enemies can follow, outmaneuvering their attacks and striking with deadly speed. She adds (higher of Essence or 3) dice on a movement action. If successful, she gains +1 Evasion until her next turn.

If the reflexive movement granted by an enhanced rush brings the stylist within close range of the rushed enemy, any attacks she makes against him on her next turn add one die on the attack roll.

#### Motion of Myriad Legs

**Cost:** 3m, 1wp; **Mins:** Martial Arts 3, Essence 1
**Type:** Simple
**Keywords:** Decisive-only, Terrestrial
**Duration:** Instant
**Prerequisite Charms:** Blurring Scurry Prana

The stylist's limbs whirl with hundredfold striking force. She makes up to (higher of Essence or 3, maximum 5) **decisive** attacks against one enemy. She divides her Initiative evenly among all attacks, rounded up, and must assign 3+ Initiative to each attack. If at least one attack deals damage, the target's onslaught penalty doesn't refresh on his next turn.

**Terrestrial:** The stylist subtracts one from the total number of attacks she can make, and rounds down when dividing Initiative among attacks.

#### Chitinous Centipede Shell

**Cost:** 3m; **Mins:** Martial Arts 2, Essence 1
**Type:** Reflexive
**Keywords:** Dual, Mastery
**Duration:** Instant
**Prerequisite Charms:** None

Tightening muscles and expelling breath, the stylist hardens her body. She adds (higher of Athletics or Dodge) soak against a **withering** attack, or gains that much Hardness against a **decisive** attack.

**Mastery:** This Charm's duration is one tick.

**NEW WEAPON: IRON BOOTS**

Light (Accuracy +4, Damage +7, Defense +0, Overwhelming 1)

Tags: Bashing, Brawl, Smashing, Worn

### Centipede Form

**Cost:** 7m; **Mins:** Martial Arts 4, Essence 1
**Type:** Simple
**Keywords:** Decisive-only, Form
**Duration:** One scene
**Prerequisite Charms:** Chitinous Centipede Shell, Motion of Myriad Legs

Moving through the 100 centipede katas, the martial artist acts with incredible speed, arms and legs trailing afterimages that make her seem a many-limbed devil. She gains +1 Evasion. When she makes **decisive** attacks against enemies already suffering onslaught penalties, she doubles 10s on damage rolls, or rerolls 1s on grapple control rolls. She ignores the penalties for flurrying an attack with a move action.

**Special activation rolls:** When the stylist lands a **decisive** attack against an enemy already suffering a −2 or greater onslaught penalty, she may reflexively enter Centipede Form. It enhances her damage roll or grapple control roll.

### Hundred-Leg Embrace

**Cost:** 5m (+1hl); **Mins:** Martial Arts 4, Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only, Terrestrial
**Duration:** Instant
**Prerequisite Charms:** Centipede Form

The stylist's limbs twist and coil like crawling centipedes, grasping her foes in inescapable holds or wriggling out of their clutches. She can activate this Charm after landing a grapple gambit or being hit by an enemy's grapple, but before the control roll. She rolls a non-Charm die for each 10 on her control roll or roll opposing the opponent's control roll, while her enemy's 1s subtract successes from his roll.

If the stylist successfully opposes an enemy's control roll, she may pay one bashing health level to employ the technique called The Ninety-Nine More. She dislocates a grabbed limb to gain leverage over her attacker, reflexively making a grapple gambit against him. Extra successes on her roll opposing his control roll are added as bonus dice to her attack and control roll.

**Terrestrial:** The stylist can't use The Ninety-Nine More.

### Tenacious Centipede Technique

**Cost:** 2m; **Mins:** Martial Arts 4, Essence 2
**Type:** Reflexive
**Keywords:** Dual, Terrestrial
**Duration:** One tick
**Prerequisite Charms:** Centipede Form

Even if a centipede is cut in half, it continues to wriggle and move about; with this persistence, the stylist pushes her well-honed body through injury and exhaustion. She ignores (Athletics) points of wound, crippling, or fatigue penalties on attacks, grapple control rolls, movement actions, and Evasion for one tick. If she isn't suffering any such penalties (or has otherwise negated them), she adds (Athletics/2, rounded up) dice on **withering** damage rolls and grapple control rolls.

**Terrestrial:** The stylist doesn't ignore Evasion penalties.

### Venom-Dripping Mandible

**Cost:** 6m; **Mins:** Martial Arts 4, Essence 2
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Centipede Form

The stylist exudes hostile intent, wreathing her blow in baleful, venomous Essence. Her **decisive** attack conveys a poison with Damage 3i/round, Duration (higher of Essence or 3) rounds, and a –1 penalty. Her target's onslaught penalty at the time she attacks him is added to the poison's base duration.

If the stylist enhances a savaging attack, she may expend up to (Strength) rounds of grapple control to increase the poison's base duration by that many rounds.

### Agony-of-One-Hundred-Hells Technique

**Cost:** 5m, 1wp; **Mins:** Martial Arts 5, Essence 3
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Venom-Dripping Mandible

Unleashing Centipede style's death-strike, the stylist inflicts excruciating pain on a foe, his nerves screaming and his veins blackening with poison. She makes a **decisive** attack. As long as it deals damage, her victim adds his onslaught to his wound penalty, with a combined maximum of –4, until his onslaught penalty refreshes. If he suffers new onslaught penalties before then, they'll continue adding to his wound penalty.

If the victim is poisoned, (higher of onslaught or wound penalty, maximum 5) total intervals of poison discharge through him, rolling damage against him and reducing duration commensurately. If there are multiple poisons, the stylist chooses which ones are discharged.

If the stylist uses this Charm to make a savaging attack, she can also expend rounds of grapple control

to discharge that many additional intervals of poison, maximum 10.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack that raises a nontrivial enemy's onslaught penalty to –8 or higher.

#### Numberless Blows Technique

**Cost:** —(+7m, 3a); **Mins:** Martial Arts 5, Essence 3
**Type:** Permanent
**Keywords:** Decisive-only, Mastery, Terrestrial
**Duration:** Permanent
**Prerequisite Charms:** Agony-of-One-Hundred-Hells Technique, Hundred-Leg Embrace, Tenacious Centipede Technique

Centering herself for a moment to perceive every possible angle of attack, the stylist unleashes countless strikes, her anima banner taking the form of many arms and legs to express the fullness of her prowess. When she uses Motion of Myriad Legs, she may pay a seven-mote, three-anima surcharge to add one to the maximum number of attacks she can make and add (Essence/2, rounded up) dice of damage to each attack. If she deals damage with at least two attacks before making the final attack, it's unblockable. With three damaging attacks, the final attack becomes unblockable and undodgeable. With four damaging attacks, the final attack becomes an ambush (**Exalted**, p. 203).

If the stylist savages a grappled enemy, she may expend up to (Strength) rounds of control, adding that many dice to the damage of each attack.

**Mastery:** Non-Excellency Charms need only have their cost paid once to apply to all attacks the stylist makes.

**Terrestrial:** This Charm can only be used against crashed enemies and can't inflict ambushes.

## Falcon Style

Falcon style is a high-flying art, its practitioners leaping across the battlefield to deliver powerful strikes or claim elevated vantages from which to deliver the finishing blow. In addition to attacks executed in midair, the style makes heavy use of grappling, locking enemies into painful submission holds or throwing them to the ground before executing punishing follow-ups. Its techniques are showy and spectacular, and many Falcon stylists draw flocks of bystanders to their fights — whether they're wandering folk heroes or ruthlessly dishonorable brutes. Falcon style is most prominent in the South, although iconic masters have spread it to other directions.

**Falcon Weapons:** Falcon style's unarmed attacks use all four limbs and headbutts. It's compatible with the cestus, iron boots, tiger claws, and medium or heavy improvised weapons that deal bashing damage. Unarmed attacks enhanced by Falcon Charms can be stunted to deal lethal damage.

**Armor:** Falcon style is compatible with light armor.

**Complementary Abilities:** Falcon stylists use Athletics and Dodge for battlefield maneuverability.

#### Falcon Takes Flight

**Cost:** 3m; **Mins:** Martial Arts 2, Essence 1
**Type:** Supplemental
**Keywords:** Uniform
**Duration:** Instant
**Prerequisite Charms:** None

The stylist takes to the air with a powerful leap, executing graceful aerial maneuvers with supreme agility. She adds (Martial Arts/2, rounded up) successes on a jumping- or flying-based disengage, rush, or rise from prone action. Alternatively, immediately after attacking an enemy, she can use a reflexive move action to move away from him without needing to disengage, as long as she moves directly upward.

**Mastery:** If the stylist is moving to higher-elevation terrain, or if she's used a reflexive move action to do so that turn, the successes added are non-Charm.

#### Swift Talon Strike

**Cost:** 2m; **Mins:** Martial Arts 2, Essence 1
**Type:** Supplemental
**Keywords:** Mastery, Uniform
**Duration:** Instant
**Prerequisite Charms:** None

Launching herself at a foe, the stylist sharpens her talons with momentum and Essence. To use this Charm, the she must move into close range with an enemy and attack him on the same turn, adding an automatic success on the attack roll. She rerolls 1s until they cease to appear on the damage roll or the control roll of a grapple. If the stylist moved downward to reach close range, she rerolls 2s as well as 1s.

**Mastery:** If the stylist moved downward to reach close range, the success added to the attack roll is non-Charm.

#### Raptor's Fatal Descent

**Cost:** 2m, 1wp; **Mins:** Martial Arts 3, Essence 1
**Type:** Simple

**Keywords:** Decisive-only, Mastery
**Duration:** Instant
**Prerequisite Charms:** Falcon Takes Flight, Swift Talon Strike

The stylist executes a brutal aerial attack, plummeting down onto a foe to strike with stunning force. She makes a **decisive** attack against a prone enemy, or an enemy one range band vertically beneath her. If the latter, she leaps downward to strike, which counts as her movement action that round. She adds (higher of Athletics or Strength) attack roll extra successes as dice of damage. For each 10 on the damage roll, the enemy loses 1 Initiative (which she doesn't gain). This leaves the stylist prone, although she suffers no penalties; however, she can't use this Charm again until she's risen.

**Mastery:** This doesn't count as the stylist's movement action.

### Falcon Form

**Cost:** 8m; **Mins:** Martial Arts 4, Essence 1
**Type:** Simple
**Keywords:** Form
**Duration:** One scene
**Prerequisite Charms:** Raptor's Fatal Descent

Spreading her arms wide in emulation of the falcon's wingspan, the stylist enters a stance as nimble as it is formidable. She doubles 9s on grapple control rolls and adds (Athletics) to the rounds of control from which her throws and slams can benefit (**Exalted**, p. 201). She can use reflexive move actions to jump one range band straight up without rolling, and halves falling damage, rounded down. She gains +1 Defense against non-ranged attacks from enemies at lower elevation, unless they have the Reaching tag.

**Special activation rules:** When the stylist succeeds on an opposed movement roll or a grapple control roll with 5+ successes, she may reflexively enter Falcon Form.

### Grasping Raptor Clutch

**Cost:** 3i; **Mins:** Martial Arts 4, Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Falcon Form

Grabbing her foe like a diving falcon gripping its prey, the stylist forces him into a painful hold, stretching his muscles and spine past what they can bear. While grappling an enemy, she can use her turn to take a restrain or drag action and then make a **decisive** savaging attack, throw, or slam against her foe. If this incapacitates him, she gains three Initiative.

### Talons Greet Prey

**Cost:** 3m, 1i; **Mins:** Martial Arts 4, Essence 2
**Type:** Reflexive
**Keywords:** Counterattack, Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Grasping Raptor Clutch

The stylist moves with unmatched grace to defend against a foe's strike, letting its wasted momentum drive him into her clutches. She gains +1 Defense against an attack from close range. If it misses, she counterattacks with a grapple gambit. 1s on the enemy's attack roll add non-Charm dice on her attack roll and the grapple control roll.

This Charm can only be used once per scene, unless reset by incapacitating a grappled enemy with a **decisive** savage, slam, or throw, then rising to Initiative 12+. If the stylist immediately slams or throws her attacker upon winning clinch control, this Charm need not be reset.

### Hare-Killing Death Dive

**Cost:** 4m, 2i; **Mins:** Martial Arts 5, Essence 2
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Falcon Form

Leaping onto her enemy's shoulders, the stylist uses her legs to flip him and force him into a hold. She makes a grapple gambit with double 9s on the attack roll. Winning clinch control knocks her foe prone, and steals Initiative equal to the number of dice that show doubled successes on the attack roll (usually 9s and 10s) from him.

### Neck-Piercing Hook

**Cost:** 7m; **Mins:** Martial Arts 4, Essence 2
**Type:** Simple
**Keywords:** Dual
**Duration:** Instant
**Prerequisite Charms:** Hare-Killing Death Dive

The stylist hooks her foe's neck with one leg and spins in mid-air, sending him flying on wings of deadly force. She throws a grappled enemy out to short range. Upon impact, he rolls (Dexterity + Athletics) at a difficulty equal to the rounds of control the stylist expended. On failure, the stylist makes a second damage roll, rolling dice equal to the first damage roll's successes. This ignores soak and Hardness.



With Essence 3, the stylist can throw enemies out to medium range, at the cost of halving the damage she rolls if her enemy fails, rounded up.

**Terrestrial:** The second damage roll can't exceed (stylist's Strength + 10s on the first damage roll) dice.

### Raking Talon Kick

**Cost:** 6m; **Mins:** Martial Arts 4, Essence 2
**Type:** Simple
**Keywords:** Decisive-only, Terrestrial
**Duration:** Instant
**Prerequisite Charms:** Falcon Form

The stylist leaps into a spinning kick with both legs, coming at an enemy from behind to strike his face. To use this Charm, she must have thrown or slammed a grappled enemy on her last turn (or reflexively before her current turn, with applicable magic). She makes an unarmed **decisive** attack against that foe, which receives the same damage bonus from forgone rounds of control as the throw or slam that set up this attack.

If the stylist stunts with a description of how she uses her surroundings to ensure her foe's in a vulnerable position or gain leverage for her kick, her attack becomes a surprise attack (**Exalted**, p. 203). She strikes from her foe's blind spot, a mysterious blur of violence.

This stylist can use Raptor's Fatal Descent reflexively to enhance this attack, ignoring its usual restrictions as she delivers a powerful kick that leaves her at ground level.

**Terrestrial:** The damage bonus added to the stylist's attack can't exceed (Initiative/2, rounded up).

### Doom Plummets Down

**Cost:** 5m, 2i, 1wp; **Mins:** Martial Arts 5, Essence 3
**Type:** Reflexive
**Keywords:** Decisive-only, Mastery, Terrestrial
**Duration:** Instant
**Prerequisite Charms:** Neck-Piercing Hook, Raking Talon Kick, Talons Greet Prey

The stylist executes a signature finishing move that expresses her ferocious spirit in an unbelievable display

of speed and power, flinging her foe to the ground before dealing the final blow. To use this Charm, she must have 5+ rounds of control over a grapple. After throwing an enemy into a hard surface, she lunges toward him and reflexively makes a **decisive** attack. Any stunt bonus awarded is also added to the damage roll, and if the throw was **decisive**, her Initiative doesn't reset until after this attack. She can activate Raking Talon Kick reflexively to enhance it.

If the stylist threw her enemy beyond close range using Neck-Piercing Hook or a similar effect, she leaps into close range with him before attacking. This counts as her movement action.

**Mastery:** If the stylist hits, she may reflexively rush the struck enemy or disengage from him with a leap, automatically succeeding on the roll. This doesn't count as her movement action.

**Terrestrial:** This Charm can only be used against crashed enemies and is incompatible with **withering** throws.

## Laughing Monster Style

The fae warrior-saints of the Court of Flayed Sinners distilled Laughing Monster style from the digested dreams of countless thieves, scavenger princes, and oathbreakers drawn by rumors of the unimaginable treasures they guarded. This reign of false virtue was ended by the shaman Juven Fifth-Summer, who tore off the face of the court's prince and coaxed the style's secrets from his ragged lips, using them to set the raksha against each other until none remained.

Laughing Monster style epitomizes impetuosity and wicked humor, employing misdirection and confusion to humiliate rivals with inordinate glee. Its stylists practice erratic breathing exercises, rolling dance-steps, and ego-destroying meditations to fully understand its secrets. It has spread to numerous dojos, secret societies, and criminal syndicates. It's regarded as a style of thieves, revolutionaries, madmen, and all manner of trickster-heroes, as unpredictable as any devil born of the Wyld.

**Laughing Monster Weapons:** Laughing Monster style uses open-handed slaps, elbow strikes, and sweeping kicks. It also employs the staff, war fan, and whip. Unarmed attacks enhanced with Laughing Monster Charms can be stunted to deal lethal damage.

**Armor:** Laughing Monster is incompatible with armor.

**Complementary Abilities:** Laughing Monster's evasive footwork relies on Dodge, while Presence or Socialize are useful for its trickery. Its students value Occult, for they delve into obscure, worrisome practices.

### Furiously Stalling Destiny

**Cost:** 2m; **Mins:** Martial Arts 2, Essence 1
**Type:** Reflexive
**Keywords:** Dual, Mastery, Terrestrial, Stackable
**Duration:** Instant
**Prerequisite Charms:** None

Violence begets violence as the stylist turns every attack back against her foes, mocking their hostility. She gains +1 Evasion. Her first attack against her attacker on or before her next turn adds one die of post-soak damage if **withering**, or one die of damage if **decisive**. If she makes a gambit, she adds an automatic success on the attack and Initiative rolls instead. The damage bonuses from multiple uses of this Charm against the same enemy stack; they're lost if the stylist attacks a different enemy.

**Mastery:** The stylist can use this Charm after an attack is rolled.

**Terrestrial:** The stylist can't stack this Charm's benefits more than (Essence) times.

### Deeper-Into-Trouble Technique

**Cost:** 3m; **Mins:** Martial Arts 3, Essence 1
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Furiously Stalling Destiny

The stylist jabs at sore spots and reopens old wounds, her tomfoolery driving enemies to distraction and rage. She doubles 10s on a **decisive** damage roll. If her enemy has a negative Tie towards her, she adds (Intimacy) damage dice. A damaged enemy becomes enraged — if he attacks her on or before his next turn and crashes or incapacitates her, he gains one Willpower. However, he suffers a −3 penalty on attacks against anyone else this scene until he hits her and can't gain the Willpower bonus if he attacks another character first.

### Laughing Monster Form

**Cost:** 10m; **Mins:** Martial Arts 4, Essence 1
**Type:** Simple
**Keywords:** Counterattack, Decisive-only, Form, Terrestrial
**Duration:** One scene
**Prerequisite Charms:** Deeper-Into-Trouble Technique

Adopting a constantly shifting stance of revolving limbs and confused orientation, the stylist seems wreathed

with a dozen illusory arms. These add (Occult) dice on counterattacks and on disarm and distract gambits. When successfully dodging an attack causes an attacker at close range to lose Initiative, she can make a **decisive** counterattack that deals dice of lethal damage equal to the Initiative lost, ignoring Hardness. This doesn't include or reset her Initiative. Alternatively, she can counterattack with a disarm or distract gambit, using her Initiative as normal, and adding dice on the Initiative roll equal to her attacker's lost Initiative.

**Terrestrial:** The stylist must pay two Initiative to make a counterattack.

**Special activation rules**: When the stylist provokes a nontrivial opponent into rolling Join Battle against her with an influence roll, or causes an enemy's Initiative to fall below her own by dodging his attack, she may reflexively enter this Form.

#### Inauspicious Moment for Attack

**Cost:** 2m, 1wp; **Mins:** Martial Arts 4, Essence 2
**Type:** Reflexive
**Keywords:** Clash, Decisive-only, Terrestrial
**Duration:** Instant
**Prerequisite Charms:** Laughing Monster Form

With a sudden clap echoed by 98 hidden hands, the stylist adopts an off-kilter stance of chaotic omen. She clashes an attack with a distract gambit, adding attack roll extra successes to the Initiative roll. Winning the clash counts as dodging, and lets the gambit's beneficiary reflexively make a **decisive** attack against the attacker.

Against enemies afflicted by Unitary Being Forge, the stylist can instead clash using a damaging **decisive** attack, taking the imp's damage bonus for that round as the attack's base damage, ignoring Hardness. This doesn't include or reset her Initiative. It benefits from effects that enhance distract gambits.

**Terrestrial:** This counts as the stylist's attack for the round and can't be used if she's already attacked.

#### Subtle Hammer

**Cost:** 5m; **Mins:** Martial Arts 5, Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only, Mastery
**Duration:** Instant
**Prerequisite Charms:** Inauspicious Moment for Attack

The stylist makes a showy, exaggerated feint, only to swiftly reverse into an unexpected death blow. After a successful distract or disarm gambit, she can use this Charm to reflexively make a **decisive** attack against her target, with damage equal to her extra successes on the gambit's Initiative roll, ignoring Hardness. This doesn't include or reset her Initiative. If this incapacitates him, the gambit's Initiative cost is refunded.

This Charm can only be used once per scene, unless reset by successfully clashing a nontrivial enemy's attack with Inauspicious Moment for Attack.

**Mastery:** Laughing Monster Form's bonus dice are added to attacks made with this Charm.

#### Thieves Fall Out

**Cost:** 6m, 2i; **Mins:** Martial Arts 4, Essence 2
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Laughing Monster Form

The stylist's wicked cunning tangles the bonds of friendship into a tripwire. She rolls one **decisive** attack against two enemies within close range of each other, dividing her Initiative evenly between them, rounded up, to determine the damage rolled. If she hits both, she disrupts their rhythm, causing them to stumble over each other. For the rest of the scene, while they're within close range of each other, both suffer –1 Defense, and each loses one Initiative at the start of each of his turns, which the stylist gains.

This Charm can instead be used to attack a battle group, doubling its effective damage dice to determine how many extra levels of damage it inflicts (**Exalted**, p. 208). A hit battle group suffers the above penalties for the scene but loses Magnitude instead of Initiative (which doesn't grant the stylist Initiative).

#### Friendship-Dissolving Venom

**Cost:** 3m, 3i, 1wp; **Mins:** Martial Arts 4, Essence 2
**Type:** Reflexive
**Keywords:** Dual, Mastery, Perilous, Terrestrial
**Duration:** Instant
**Prerequisite Charms:** Thieves Fall Out

Lies and dissimulation intoxicate enemies with their own aggression, setting them against each other as the stylist exults in discord. If the stylist successfully dodges an attack, she redirects it against another character within range of the original attack. The attack and all effects enhancing it are rerolled, using the same dice pool, against the new target. Any Initiative a **withering** attack would grant the attacker goes to the stylist instead. If the stylist has any damage bonuses against her attacker from Furiously Stalling Destiny, they also apply to the redirected attack (and her next attack against him).

If the redirected attack roll exceeds its target's Resolve, he forms a Minor Tie of outrage towards the attacker or strengthens an existing negative Tie one step. Any positive Ties he has towards that character are suppressed for the scene. The stylist may reflexively roll (Manipulation + [Presence or Socialize]) to persuade the victim to act against the attacker's interests in some fashion.

This Charm's Willpower cost is waived if both attacker and victim are affected by Thieves Fall Out and within close range of each other.

**Mastery:** The stylist can use Supplemental Laughing Monster Charms to enhance redirected attacks.

**Terrestrial:** The stylist can only redirect attacks to crashed or trivial enemies.

### Unitary Being Forge

**Cost:** 6m, 1wp; **Mins:** Martial Arts 5, Essence 2
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisite Charms:** Laughing Monster Form

A true warrior sets aside everything but the fight, letting no errant idea stray onto the battlefield. The stylist helps enemies with a strike that unbinds unnecessary thoughts, expelling such beasts of the mind. When she makes a **decisive** attack against an enemy with a negative Tie of which she's aware, she rerolls (Intimacy) failed dice on the damage roll. If she deals at least (his base Resolve) damage, she expels that Intimacy from him as a quasi-tangible imp, whose appearance reveals the Intimacy's nature and intensity to all witnesses. This is a mental shaping effect (p. XX).

The imp is always at the victim's side, moving with him no matter where he goes. It remains manifest for a scene, during which the victim loses the Tie's benefits (but not its negative effects) and halves his base Guile, as the imp betrays whatever he tries to conceal. Once per round, the stylist may have the imp grant (lower of Intimacy or her Essence) dice of damage to a **decisive** attack against the victim by any character. The imp can be destroyed with a difficulty (Intimacy) gambit, but has (stylist's Guile) Defense, and requires magic capable of striking dematerialized foes to hit. If it's destroyed with magic capable of permanently killing spirits, the Intimacy is weakened one step.

### Shuffling the Pieces

**Cost:** 3m; **Mins:** Martial Arts 5, Essence 3
**Type:** Reflexive
**Keywords:** Decisive-only, Terrestrial
**Duration:** Instant
**Prerequisite Charms:** Unitary Being Forge

Flimsy truths of reason and identity are caught up in the whirlwind of the Laughing Monster's mayhem. Who can say where they'll end up? The stylist snatches an imp created with Unitary Being Forge off an affected character within close range, twisting it around her weapon. It no longer grants bonus damage to attacks against that character, although he still suffers its other effects. The imp can still be attacked and destroyed, although the stylist counts as protecting it with a defend other action (**Exalted**, p. 196).

The stylist can release the imp through a **decisive** attack, embedding it in her victim's psyche, rerolling (Intimacy) failed dice on the damage roll. If she attacks someone other than the imp's original victim and deals at least (his base Resolve) damage, the Intimacy from which it sprang is transferred from the original victim to him. This is a mental shaping effect (p. XX). If the transplanted Intimacy is opposed by one of the character's Major or Defining Intimacies or is fundamentally incompatible with his sense of identity, he gains a Minor Derangement (**Exalted**, p. 168) chosen by the Storyteller. Either way, the imp dissipates.

**Terrestrial:** Instead of fully transferring the Intimacy, the victim gains it at Minor intensity, and the original character's Tie diminishes one step. The stylist can't inflict Derangements.

### Dancing Wind-Monster Transformation

**Cost:** —(+7m, 1wp); **Mins:** Martial Arts 5, Essence 4
**Type:** Permanent
**Keywords:** Terrestrial
**Duration:** Permanent
**Prerequisite Charms:** Friendship-Dissolving Venom, Shuffling the Pieces, Subtle Hammer

Locking together a million fingers in a squirming net of self-defeat, the stylist fades from existence, leaving only the sound of her mocking laughter and the enraged bellows of her foes. When she uses Laughing Monster Form, she may pay a seven-mote, one-Willpower surcharge to dematerialize, diffusing into a cloud of madness. Allies within short range gain Laughing Monster Form's benefits, and the stylist can use Reflexive and Supplemental Laughing Monster Charms to benefit their attacks or dodges.

The stylist can attack dematerialized characters within short range. She can also attack materialized characters afflicted by Unitary Being Forge within short

range. She can use Shuffling the Pieces to snatch imps from enemies within short range and can discharge them through the attacks of allies within short range. However, enemies capable of striking the dematerialized can attack her as though she were one range band closer to them, rending her cloud-body.

The stylist rematerializes, ending this Charm's benefits, if there are no nontrivial enemies within short range when her turn ends. To dematerialize again, she must reuse Laughing Monster Form.

**Terrestrial:** The stylist remains vulnerable to materialized enemies' attacks, but gains +2 Evasion against them if not enhanced by magic capable of striking the dematerialized.

## Swaying Grass Dance Style

This style's strikes and motions resemble dancing more than a martial art, hearkening back to its origins in slave uprisings. Disguising their training as dances and religious celebrations, the legendary Swaying Grass Dancers of old honed their art to overthrow their captors.

The style is swift and unpredictable, employing feints and misdirection to force enemies off their rhythm. Dance-like footwork is key, used to maneuver around foes, evade attacks, and set up devastating kicks. Some dancers embrace the style purely as a fighting art, while others honor its history by covertly spreading it to slaves and the oppressed, fomenting rebellions and upheaval.

**Swaying Grass Dance Weapons:** This style's unarmed attacks are primarily kicks and knee strikes, though it also employs punches, elbow strikes, and headbutts. It also uses batons, iron boots, and knives. Unarmed attacks enhanced by this style's Charms can be stunted to deal lethal damage.

**Armor:** This style is incompatible with armor.

**Complementary Abilities:** Performance is central to Swaying Grass Dance, while Dodge is used to outmaneuver foes.

### Jubilant Battle Proposition

**Cost:** 3m; **Mins:** Martial Arts 2, Essence 1
**Type:** Supplemental
**Keywords:** Mastery
**Duration:** Instant
**Prerequisite Charms:** None

The stylist catches foes off guard, concealing aggressive intent behind joyous dancing. She Joins Battle with ([Appearance or Manipulation] + Performance), which also counts as a dance-based inspire roll against everyone who sees her. If environmental conditions conceal her footwork — e.g., tall grass, dust clouds, water — she adds (higher of Essence or 3) dice. If she uses her first turn to attack an enemy whose Resolve was beaten by her inspire roll, it's a surprise attack (**Exalted**, p. 203), even if he resisted with Willpower.

**Mastery:** If the dancer uses her first turn to make a surprise attack against an affected enemy who's unaware of her — typically because she set up an ambush but has less Initiative than him — it becomes an ambush.

### Reed-Breaking Banda

**Cost:** 2m, 1i; **Mins:** Martial Arts 3, Essence 1
**Type:** Supplemental
**Keywords:** Dual, Mastery, Perilous
**Duration:** Instant
**Prerequisite Charms:** Jubilant Battle Proposition

The dancer strikes her enemy's legs out from under him with a series of sweeping kicks. An enemy that takes 5+ **withering** damage or 1+ **decisive** damage rolls (Dexterity + Athletics) at difficulty (stylist's Strength), falling prone on failure. Alternatively, waive a smash attack's Initiative cost and Defense penalty.

If an enemy hit by this attack rises from prone or disengages on his next turn, he loses one Initiative, which the dancer gains.

**Mastery:** If the dancer's attack is unexpected, or she stunts with a description of how the environment conceals her footwork, she inflicts a −2 penalty on her enemy's (Dexterity + Athletics) roll; if it's an ambush, he automatically fails.

### Sweeping Meadow Awareness Practice

**Cost:** 2m; **Mins:** Martial Arts 3, Essence 1
**Type:** Reflexive
**Keywords:** Perilous, Stackable, Terrestrial, Uniform
**Duration:** Instant
**Prerequisite Charms:** Jubilant Battle Proposition

Swaying and weaving as she fights, the dancer shifts her body to maintain full awareness of her surroundings. She halves onslaught and surprise attack penalties to Evasion, rounding down.

A successful dodge reduces the Initiative cost of this style's Charms, disengages, and gambits by one

until the end of the stylist's next turn, stacking to (Essence/2, rounded up). If this removes a Perilous Charm's Initiative cost, it loses Perilous.

**Terrestrial:** The stylist can't reduce penalties by more than (Performance/2, rounded up).

### Swaying Grass Dance Form

**Cost:** 7m; **Mins:** Martial Arts 4, Essence 1
**Type:** Simple
**Keywords:** Form
**Duration:** One scene
**Prerequisite Charms:** Reed-Breaking Banda, Sweeping Meadow Awareness Practice

The stylist sways and dances rhythmically, shuffling in and out of combat-ready stances with unpredictable fluidity and playful cunning. She gains +1 Evasion, and ignores penalties for fighting prone. She doubles 10s on **decisive** damage rolls for unexpected attacks and attacks against prone enemies, and waives Initiative costs for attacking with improvised equivalents of style weapons. She can use Performance instead of Athletics for rushes and Stealth to establish concealment.

**Special activation rules:** If the stylist beats the Resolve of a nontrivial enemy at close range with a dance-based Performance roll, she may reflexively enter this Form.

### Rolling-with-the-Wind Method

**Cost:** 4m, 1i; **Mins:** Martial Arts 4, Essence 2
**Type:** Reflexive
**Keywords:** Dual, Perilous, Terrestrial
**Duration:** Instant
**Prerequisite Charms:** Swaying Grass Dance Form

Swift to react to danger, the dancer adapts to her enemy's rhythm. After being hit, but before a damage roll, she reflexively disengages. If successful, the post-soak damage of a **withering** attack is halved, rounded up, while a **decisive** attack's damage takes a penalty of −(her extra successes against the attacker's opposed roll), maximum −(Performance), and she moves one range band away from her attacker after the damage roll. This counts as her movement action that round, but if she's already taken one, she may have it count as her movement for the next round instead.

**Terrestrial:** The dancer can't reduce **withering** damage by more than her extra successes against the attacker's opposed roll. She can't use this Charm if she's already taken a movement action this round.

### Teeth-in-the-Grass Strike

**Cost:** 4m, 2i; **Mins:** Martial Arts 4, Essence 2
**Type:** Supplemental
**Keywords:** Decisive-only, Mastery
**Duration:** Instant
**Prerequisite Charms:** Swaying Grass Dance Form

The dancer feints high, then suddenly scythes up from below, forcing her enemy off guard. She adds (Performance) dice to a **decisive** attack. If her attack roll exceeds her target's Resolve, it becomes a surprise attack. The first time in a scene she uses this to enhance a distract gambit, it becomes an ambush.

This Charm can only be used once per scene, unless reset by beating a nontrivial enemy's Resolve with a dance-based Performance roll.

**Mastery:** If the dancer lands an unexpected attack, she adds (Performance/2, rounded up) dice to the damage roll, or a gambit's Initiative roll.

### Whirling Rhythm Revolution

**Cost:** 4m, 1wp; **Mins:** Martial Arts 5, Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only, Terrestrial
**Duration:** Instant
**Prerequisite Charms:** Teeth-in-the-Grass Strike

Listening to the music pounding in her heart, the dancer whirls into an attack. Upon a successful rush, disengage, or dance-based Performance roll, she reflexively makes a **decisive** attack, which doesn't count as her attack that round. The total mote cost of any Excellencies or other Swaying Grass Dance Charms used to enhance it are discounted by the number of motes spent enhancing the action that triggered it.

**Terrestrial:** The dancer's attack doesn't receive a mote discount and counts as her attack for the round.

### Grass-Reaping Posture

**Cost:** —; **Mins:** Martial Arts 5, Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Whirling Rhythm Revolution

Taking control of the battle, the dancer imposes her rhythm on a foe, confusing him and buffeting him with strikes should he try to escape. In Swaying Grass Dance Form, she can use Whirling Rhythm Revolution when an enemy within close range attempts to rise from prone or fails to disengage from her.

### Inescapable Tumbleweed Prana

**Cost:** 5m, 1i, 1wp; **Mins:** Martial Arts 5, Essence 3
**Type:** Supplemental
**Keywords:** Perilous
**Duration:** Instant
**Prerequisite Charms:** Grass-Reaping Posture, Rolling-with-the-Wind Method

Shuffling forward in a dizzying series of quicksteps and cartwheels, the dancer follows her enemy's every step, pursuing the dance towards its conclusion. A successful rush lets her move one range band toward her enemy each time he moves away from her until the scene's end. She loses this benefit if she attacks or rushes another enemy, moves away from that enemy, or is crashed. She can use this Charm to rush from concealment, and its reflexive movement doesn't require her to make new Stealth rolls.

### Serenading the Reed

**Cost:** 3m, 3i, 1wp; **Mins:** Martial Arts 5, Essence 3
**Type:** Reflexive
**Keywords:** Mastery, Perilous, Terrestrial, Uniform
**Duration:** Instant
**Prerequisite Charms:** Inescapable Tumbleweed Prana

The tall grass' music grows louder as the wind blows through it, mounting to a dramatic crescendo. Hearing this song and moving to its rhythm, the dancer achieves an incomparable battle rhythm. She gains (lowest of Appearance, Manipulation, or Performance) Evasion. If she can hear music from another character or source, she adds the highest instead. If she dodges, and the attack rolls fewer successes than this Charm's Evasion, her attacker resets to base Initiative.

Alternatively, the dancer can employ the technique named Serval Leaps from Tall Grass to reflexively clash an attack from close range with a **decisive** attack. If she can hear music from another character or source, she adds her enemy's 1s on the attack as dice of damage.

**Mastery:** The dancer can use Serval Leaps from Tall Grass to clash ambushes.

**Terrestrial:** Serval Leaps from Tall Grass counts as the dancer's attack for the round.



# Sorcery

## Shaping Rituals

### Raksi's Tutelage

Raksi trains students with a curriculum distilled from Creation's greatest trove of sorcerous knowledge, albeit one filtered through the lens of her own experiments and experiences. Guiding neonates through study and critique of First Age texts, hallucinogen-induced vision quests, and mystical trials, she reveals sorcery in all its gruesome splendor.

#### Shaping Rituals

- **Balancing on the Edge:** Once per story, after rolling Shape Sorcery, the sorcerer may propose a twist or caveat for the spell being shaped — something that diminishes the spell's effect or her control over it, but doesn't negate its purpose or function. A Death of Obsidian Butterflies might veer off course, inflicting collateral damage on bystanders as well as targeted foes; her Peacock Shadow Eyes might continue to shine noticeably for hours. If the Storyteller accepts, she reflexively makes a second Shape Sorcery roll. If she used an Excellency to enhance the first roll, she applies the same benefits to the second one for free — and, if she's shaping her control spell, she likewise carries over the benefits of all effects that enhanced her first roll.

- **Sigil-Skin Geometry:** The sorcerer can roll (Intelligence + [Linguistics or Lore]) at difficulty 2 to mark her skin with carefully devised sigils and formulae over several hours, binding her to one spell. She gains a pool of sorcerous motes equal to her extra successes, which can only be spent on the bound spell. If binding herself to a control spell, she adds (higher of Essence or 3) non-Charm dice on the roll. She can only be bound to one spell at a time and can't roll more than once a day.

- **Terror-Relishing Art:** Once per scene, when the sorcerer succeeds on a threaten roll or a roll to inspire fear against a nontrivial character, she gains sorcerous motes equal to the Attribute used, which last until the scene ends. If she successfully influences a higher-Essence character, she gains additional sorcerous motes equal to the difference in their Essence ratings.

#### Other Benefits

**Scar-Strengthened Will (•••):** Having endured the worst of Raksi's mind-bending sorceries unbroken, the sorcerer gains +2 Resolve as a Charm bonus against fear-based influence and social influence conveyed through spells or sorcerous workings.

**Sage of Three Circles (••••):** The sorcerer has studied the Book of Three Circles, and its eerie knowledge has taken root in her. Once per story, she may cast a sorcery spell she doesn't know, although she must still meet its prerequisites. Thereafter, she may learn that spell without a mentor or source. The Storyteller may deem some spells aren't contained in the book, primarily those newly invented by Second Age sorcerers.

### The Jasmine Gems of Mishiko

The ghost of the Moon-Touched sorceress Mishiko often appears to her students in the twilight minutes between day and night as a young girl shaped from moonfire. She's tied to Creation by a number of crystalline flowers that emerge unbidden from unexpected places — the sepulcher of an ancient shaman; the site of a lengthy, difficult birth; the vista that inspired a painter's first work; a tree that once shaded a traveling sage. Each is a sorcerous relic (**Exalted**, p. 470) as well as a conduit to Mishiko. Gentle and astute, her wisdom comes in the form of poetry, parables, and uncomfortable truths, spurring students to explore and discover. Many young Lunars find the gems gravitating toward them as if by fate; elders speculate that some uncanny force is at work.

#### Shaping Rituals

- **Remembrance of Mishiko:** Once per day, the sorcerer may make an offering to Mishiko, rolling (Charisma + Performance) at difficulty (5 – Resources value of her sacrifice). She gains (Essence + extra successes) sorcerous motes, which last until the story ends or she makes another offering.

- **Sorcerer's Quest:** When the sorcerer learns of a place she must go to advance a major character or story goal or succeeds on a Survival roll to navigate to such a place, she gains one sorcerous mote, which lasts until the story ends, up to a maximum of 10 sorcerous motes. Once per story, when she upholds an Intimacy by entering such a place for the first time, she gains (Essence x Intimacy) sorcerous motes, which last until she leaves.

- **Twilight Koan:** Mishiko appears every dawn and dusk to pose a seemingly nonsensical question to the sorcerer. The sorcerer's player can stunt an action with a description of her realizing an answer to this koan, gaining (higher

of Intelligence or Lore) sorcerous motes which last until the scene ends. Once she's done so, she must wait until the next sunrise or sunset for Mishiko to pose a new koan before doing so again.

### Other Benefits

**Cryptic Insights (••):** Once per story, the sorcerer may confer with Mishiko when she rolls to introduce a fact, adding (higher of Essence or 3) non-Charm successes and letting her use one of Mishiko's Lore backgrounds in sorcery, the Underworld, the First Age, or any other mysteries the Storyteller deems Mishiko is aware of.

**Evocations:** Exalted sorcerers may awaken Evocations from a jasmine gem as a three-dot artifact (**Arms of the Chosen**, p. 18). These may allow greater communion with Mishiko, or draw on themes of mystery, discovery, and questing to enhance her sorcery.

### Root-Lore

There's a language in the world's trees, herbs, and flowers, each teaching subtle lessons that reveal Creation's deepest mysteries. Not every herbalist and apothecary can divine these secrets; mastering root-lore requires both slow, careful study of Creation's flora and a piercing insight into the truths behind them. Those who walk this path read secret wisdom from the petals of flowers, and draw power from roots and herbs.

### Shaping Rituals

- **Master Apothecary Enlightenment:** Successfully introducing a fact about herbs or treating a patient using herbal medicine awards the sorcerer (Intelligence + extra successes) sorcerous motes, which last until the story ends. Completing a basic or major crafting project to create a medicine, drug, poison, etc. from plants grants (Intelligence + silver points awarded + [gold points awarded x 2]) sorcerous motes, which last until the story ends. The sorcerer can only have sorcerous motes from one use of this ritual at a time; to accept more, she loses any from previous uses.

- **Sorcerer's Harvest:** When the sorcerer takes a Shape Sorcery action within medium range of a prominent living plant, such as a tree, large hedge, or flower garden, she can draw (Essence) sorcerous motes from it towards the spell. She can also draw power from a wood elemental within medium range, draining (her Essence) motes from him, but only if her Shape Sorcery roll exceeds his Resolve. Each such source can only be tapped once per day. Drawing motes to cast a control spell doesn't count towards the once-per-day limit.

- **Thousand Blossom Arts:** The sorcerer can spend a few hours foraging in the wilderness to retrieve a puissant plant, a difficulty 2 (Intelligence + Survival) roll. The roll's difficulty is increased in areas with sparse plant life. Collecting multiple reagents raises the difficulty by 2 but provides an effectively unlimited stock. Once per scene, she may incorporate a reagent into a spell, contributing (highest of Intelligence, Lore, or Survival) sorcerous motes towards it. Reagents retain their power for a week and can only be used by the sorcerer who harvested them.

### LUNARS AND NECROMANCY

Lunars have a natural affinity for the dark magics of the Underworld, equals to Solar necromancers and second only to the Abyssal Exalted and the Deathlords. While rules for necromancy haven't yet been presented, for Storytellers wishing to approximate them, necromancers have access to all sorcery spells except for those that have healing or life-nurturing effects, like Benediction of Archgenesis, and those that summon spirits, like Demon of the First Circle. In exchange, necromancers have access to unique spells dealing with creating, summoning, and manipulating the undead, manipulating or exploiting the nature of the Underworld and shadowlands, laying deathly curses, and other bleak magics. If a sorcerous spell creates or draws on the five elements, its necromantic equivalent will instead manifest phantasmal phenomena of the Underworld, though these are functionally identical — a necromancer casting Flight of the Brilliant Raptor might conjure a bird of the eerie green foxfire that burns in the Underworld's marshes, rather than true flame.

Necromancy has its own equivalent to sorcerous workings, which are largely identical, although incapable of healing, nurturing life, or summoning spirits that aren't undead. Necromantic workings may cause some degree of backlash on the living around them, although a skillful necromancer can minimize or precisely limit this — or potentially draw greater power from a working by letting its backlash go entirely unrestrained.

### Other Benefits

**Greenfriend (•):** The sorcerer is one with the flora of Creation and worlds beyond. Treat wood elementals, sentient plants, and similar beings as having a Minor Tie of affection toward her.

**Ever-Blossoming Mastery (••):** When the sorcerer casts a spell that creates or manipulates plants, wood, or associated spirits, it costs three fewer sorcerous motes. If it's her control spell, she may waive one point of its Willpower cost once per day.

**Esoteric Botany (•••):** Once per week, the sorcerer may add (Occult) Charm dice on a Survival roll to forage for plants, a Lore roll to introduce facts about them, or a Craft roll to create medicines, poisons, etc. from them.

## Terrestrial Circle Spells

#### Blood Lash

**Cost:** 10sm, 1lhl, 1wp
**Keywords:** None
**Duration:** Until dismissed

The sorcerer scourges her spirit with a masochistic invocation, forcing blood from her open wounds to coalesce into a scarlet whip tipped with black barbs. The whip has direlash traits (ACC +5, DMG +10, DEF +0, OVW 3; Tags: Lethal, Melee, Natural, Disarming, Grappling, Flexible, Reaching). She halves wound penalties, rounded down, when attacking, grappling, or parrying with it. This spell's health-level cost is waived if the sorcerer has any non-bashing damage in her health track.

The lash gains additional powers as the sorcerer's wound penalty rises:

- **–1: Whipped Dog Infliction** (3m; Reflexive; Instant): After damaging an enemy, the sorcerer reflexively rolls a threaten action against him. Wound penalties don't apply to it; they're instead converted to bonus dice.

- **–2: Endless Crimson Coils** (5m; Supplemental; Instant; Uniform): The lash extends to attack out to short range. If the sorcerer grapples an enemy at range, she may pull him to close range or leave him where she is. If she chooses the latter, an ally can free the grappled character from the clinch with a difficulty 3 gambit.

- **–4: Bloodthirsty Scarlet Serpent** (5m, 1wp; Simple; Instant; Decisive-only): The sorcerer makes a **decisive** attack as the blood lash grows a terrible fanged maw, draining her victim's vitality. She heals a level of non-aggravated damage for every 3 levels of damage dealt to a living nontrivial enemy, minimum 1. Waive Endless Crimson Coils' and Whipped Dog Infliction's costs. This power can only be used once per scene, unless reset by taking 7+ levels of **decisive** damage.

A sorcerer with this as her control spell is covered with dark, prominent veins. She can control any blood she sheds until it dries, causing it to move as she wills. Using the blood to assist in actions provides exceptional equipment bonuses (**Exalted**, p. 580). The blood can rarely attempt rolls by itself, but if the Storyteller deems it possible, the sorcerer rolls normally. This power has no range limit, but the sorcerer's senses aren't extended through her blood.

*Distortion* (Goal Number: 10): The blood lash congeals, inflicting bashing damage instead of lethal, and losing the Flexible tag. The sorcerer's wound penalty is treated as one lower for purposes of the lash's powers.

#### Flight of Separation

**Cost:** 15sm, 1wp
**Keywords:** None
**Duration:** Until ended

Reciting a short paean in praise of things both small and many, the sorcerer disintegrates into a flock of dozens of diminutive birds. Her consciousness diffuses across many bodies, becoming the flock's guiding intelligence. She designates a location within 10 miles, and begins flying toward it. The flock uses her traits, but the only physical actions she can take are movement actions and dodging. She gains +2 Evasion, although not against area-of-effect attacks, and adds (higher of Essence or 3) dice on disengage and withdraw rolls. Outside combat, she flies at ([Dexterity + Athletics] x 2) miles per hour. She can end this spell reflexively at any time. It also ends upon reaching her destination or being incapacitated.

Sorcerers with this as their control spell can speak to and understand birds, though some may not make for the best conversation. Treat birds and bird-like spirits as having a Minor Tie of fondness for her.

**Special activation rules:** After collecting the sorcerous motes to cast this spell, the sorcerer may "hold" it rather than casting it. She suffers a –1 penalty to all actions and static values while doing so, as she must will her body not to burst into birds. She can cast it



reflexively at any time, although if any enemies are at close range, she must reflexively disengage against them. On failure, the spell is lost.

*Distortion* (Goal Number 10): Distorting this spell undermines the flock's unity, sending it darting in different directions. In combat, the sorcerer must make a difficulty 2 (Wits + Integrity) roll each turn, suffering one die of Hardness-ignoring bashing damage on failure as parts of herself fly away. Outside of combat, she must make this roll each mile, and failure halves her speed, rounded down, for that mile.

### Peacock Shadow Eyes

**Cost**: 7sm, 2wp
**Keywords:** Psyche
**Duration:** One scene

The sorcerer's eyes blaze with many-colored flames that enrapture and entrance. She rolls ([Intelligence or Manipulation] + Occult) against the Resolve of a character within medium range. Success induces a trance, imposing a −2 Resolve penalty on him. He can still act, but retains no memories of time spent in this trance, rationalizing any social influence used on him during this time as his own thoughts and emotions. Attacking or otherwise harming him shatters the trance. Blind or eyeless characters are immune to this spell.

If a character's suppressed memories would endanger a Major or Defining Intimacy — e.g., if the sorcerer revealed the existence of an imminent threat to such an Intimacy during a trance — he may spend two Willpower to resist, reclaiming his memories. Any social influence used on him during the trance remains in place.

This spell is subtle but noticeable; onlookers with Resolve higher than the sorcerer's roll — including her victim, if she fails — can roll (Perception + Occult) opposing it. Success lets them recognize she's employed some form of supernatural power; otherwise, they dismiss it as a trick of the light.

The irises of a sorcerer with this as her control spell are alive with luminous shifting colors. She treats her Appearance as one higher on influence rolls to inspire

fascination with herself or any influence rolls against characters affected by this spell, but suffers a –2 penalty on disguise rolls.

*Distortion* (Goal Number: 12): If the trance is distorted in the scene this spell was used, the target experiences cryptic flashbacks of the suppressed scene. After (6 – Integrity) days, he can spend Willpower to resist, as above, in the absence of a threat to his Intimacies.

## Celestial Circle Spells

### Cloud Trapeze

**Cost:** 30sm, 1wp
**Keywords:** None
**Duration:** Until dismissed

Wrapping her fingers in a fiendish cat's cradle, the sorcerer weaves vapor and Essence into a massive barge of cloud stuff. It lifts the sorcerer and (Essence x 10) tons of cargo and willing characters within long range, flying at (Essence x 10) miles per hour. Strong winds might propel it at faster or slower speeds. If the sorcerer must navigate through obstacles or perils, she rolls (Wits + Occult) to do so. In combat, the sorcerer may move the cloud and everything in it one range band in any direction as a miscellaneous action, which counts as her movement action that turn. Its passengers aren't affected by ill weather and the cold of high altitudes.

The cloud conceals those within it, imposing a –3 penalty on vision-based rolls made against those within it from outside. Those within the trapeze can see out of it as though it were transparent. If it ascends high enough to travel among other clouds, it requires a difficulty 5 (Perception + [Occult or Survival]) roll or the use of weather-predicting magic to discern.

The sorcerer must remain aboard the trapeze to direct its course, though she need not constantly focus on piloting it. If she disembarks, the cloud descends swiftly, depositing its passengers and cargo as safely as possible before dissipating.

A sorcerer with this as her control spell adds (Intelligence/2, rounded up) to her Essence when determining the trapeze's carrying capacity and speed. While within medium range of mist, fog, or a body of water, she can make a difficulty 2 (Intelligence + Occult) roll as a miscellaneous action to shape water vapor into a solid bridge, ladder, etc. spanning one range band.

*Distortion* (Goal Number: 10): Distorting a cloud trapeze inverts its opacity, rendering it transparent to those outside while obscuring the view of those within.

### Insidious Tendrils of Hate

**Cost:** Ritual, 2wp
**Keywords:** Psyche
**Duration:** (Manipulation) days

For two hours, the sorcerer feeds her malice into a fire until it blazes green as Hell's sun. At the ritual's culmination, she casts a symbolic link to her intended victim into the flames: a piece of the target's body — e.g., hair, nail clippings, blood — taken within the past three days, or something of personal significance to him.

Upon completing the ritual, smoke envelops the target, seeping into skin and soul. The sorcerer rolls (Manipulation + Occult) against his Resolve and that of anyone within short range of him. This is an inspire roll to create hatred, but can't be resisted with Willpower, and its effects last the spell's duration. Victims become paranoid and hateful, perceiving insults in every word and assuming the worst of everyone. Their positive Major Ties count as Minor; positive Minor Ties are suppressed entirely.

A sorcerer with this as her control spell exhales subtle wisps of acrid smoke when she exhales. She adds (Essence) dice on rolls to inspire hatred, including this spell's roll, and on influence rolls leveraging hatred-based Intimacies.

*Distortion* (Goal Number: 10): Distorting this curse on an individual lets him resist for one Willpower, though his positive Ties still remain diminished for the spell's duration.

### Prince of the Fallen Tower

**Cost:** 20sm, 1wp
**Keywords:** None
**Duration:** (Essence) hours

A shimmering doorway of foul water opens, beckoning forth a 20-foot ogre covered in rust-colored chitin and weeping sores, a Prince of the Fallen Tower sealed away long ago. It's largely unintelligent, but will obey the sorcerer's commands faithfully, and forms a Defining Tie of loyalty to her that can't be weakened or altered. If summoned into combat, it rolls Join Battle immediately. Sorcerers can't have more than (Essence) princes summoned at a time.

A sorcerer with this as her control spell may pay a one-Willpower surcharge to summon a prince permanently, which doesn't count against her limit on summoned princes. It counts as her familiar, and gains one Charm (comparable to those below) at each story's end. She can only have one permanently summoned

prince at a time. If it dies, a summoned replacement retains any Charms gained by its predecessors.

*Distortion* (Goal Number: 7): Distorting the prince causes it to lose its Corrupting Touch Merit and Glory-Blighting Corruption Charm for one scene.

### PRINCE OF THE FALLEN TOWER

**Essence:** 3; **Willpower:** 5; **Join Battle:** 10 dice

**Personal Motes:** 30

**Health Levels:** −0x4/−1x4/−2x4/−4x2/Incap.

**Actions:** Feats of Strength: 14 dice (may attempt Strength 10 feats); Resist Poison/Illness: 12 dice; Senses: 8 dice; Threaten: 9 dice

Appearance 5 (Hideous), Resolve 4, Guile 3

### COMBAT

**Attack (Unarmed):** 14 dice (Damage 15B/3; see Maker's Bane)

**Attack (Grapple):** 8 dice (9 dice to control). Makes unopposed grapple rolls against smaller opponents, unless they use magic like Dragon Coil Technique (**Exalted**, p. 280).

**Combat Movement:** 7 dice

Evasion 2; Parry 6

**Soak/Hardness:** 10/4

### SPECIAL ABILITIES

**Corrupting Touch**: The prince may destroy up to 10 cubic feet of mundane wood, stone, or metal as a miscellaneous action. Targeting a worn or wielded object requires a difficulty 3 gambit

**Maker's Bane**: The prince's unarmed attack ignores four points of soak or Hardness from mundane armor and deals aggravated damage to earth and wood spirits.

### CHARMS

**Glory-Blighting Corruption** (1m, 1wp; Reflexive; Instant; Decisive-only): Upon landing a **decisive** attack that deals 3+ levels of damage, the prince may waive one level to corrupt an artifact attuned by its victim. The artifact's lightness diminishes, imposing a −2 mobility penalty, and its Evocations incur a one-mote surcharge. Undoing this requires a major repair project (**Exalted**, p. 242).

**Red Rending Fury** (5m; Supplemental; Instant): Double 7s on a feat of demolition.

**Sword-Shattering Sinew** (3m, 2i; Reflexive; Instant; Decisive-only, Perilous): Add soak to Hardness against an attack. Mundane weapons that fail to overcome Hardness are destroyed.

### MERITS

**Entropic Urge:** Any influence that would cause the Prince to cease engaging in destruction is unacceptable (**Exalted**, p. 220), even its summoner's orders.

**Legendary Size:** The prince doesn't take onslaught penalties from smaller enemies' attacks (magically inflicted onslaught penalties still apply). Smaller enemies' **withering** attacks can't drop it below 1 Initiative unless they have 10+ post-soak damage (although attackers still gain the full amount of Initiative damage dealt). Smaller enemies' **decisive** attacks can't deal more than (3 + attacker's Strength) levels of damage with a single attack, not counting levels added by magic.

#### Thorn of Cold Rebuke

**Cost:** 10sm, 2wp
**Keywords:** Decisive-only
**Duration:** Instant *or* Indefinite

Pursing her lips, the sorcerer exhales a puff of shimmering mist that condenses into a javelin of ice. She hurls it at a point within long range, shattering into a burst of icy blue mist. She rolls an unblockable (Dexterity + Thrown) **decisive** attack, adding (Occult) dice, against everyone within medium range of the spear's impact. It deals (Intelligence) dice of lethal damage to those hit, ignoring Hardness, and the sorcerer divides her Initiative evenly among all of them, rounding up, on top of this. Battle groups instead take (sorcerer's Intelligence + Initiative) dice of damage, without counting against her total Initiative.

For (Essence) hours thereafter, an eerie cold fills the area, a difficulty (sorcerer's Intelligence), Damage 1B/hour hazard. Exposed surfaces freeze over for the duration, becoming difficult terrain and imposing a −3 penalty on balance-related rolls. Bodies of water freeze into icebergs and floes, which are naval hazards (**Exalted**, p. 244) requiring a single roll at difficulty (sorcerer's Intelligence); failure inflicts one Hull damage and leaves the ship immobilized, requiring it to be broken free before it can move. These can dam all but Creation's widest rivers.

A sorcerer may withhold the Thorn, wielding it as a spear (Accuracy +3; Damage 12L/4; Defense +1; Tags: Lethal, Melee, Thrown (Short), Piercing). She can use her entire turn to make a **decisive** attack that shatters the spear and unleashes a freezing vapor, as per the spell's primary effect.

A sorcerer with this as her control spell may extend its effects to (Essence) days. Treat wood and water spirits as having a Minor Tie of fear toward her, cowed by her wintry presence. While she wields the Thorn, it's exceptional equipment (**Exalted**, p. 580) for intimidating them.

### Torrential Cascade

**Cost:** 25sm, 2wp
**Keywords:** Perilous
**Duration:** Instant *or* Until ended

The sorcerer sings in meaningless glossolalia that evokes the Storm Who Drowned the World. A churning pillar of water forms above her, drawn from nearby lakes and rivers, deep aquifers, and the clouds themselves. It then collapses in a great wave, engulfing a 90-degree arc out to short range. This is a difficulty (Intelligence), damage 1B environmental hazard. Battle groups that fail their roll against the hazard check for rout (**Exalted**, p. 209). Mundane structures less than one range band high and similar inanimate objects suffer uncountable damage (**Exalted**, p. 205) at the Storyteller's discretion, as the wave uproots trees, crushes stone buildings, and washes away fields. Characters caught in the wave suffer a –3 penalty on rolls other than those against the hazard.

Once the sorcerer's begun casting, she can sustain the spell with an unrolled Shape Sorcery action each turn at no cost, causing the wave to advance another range band, maximum three consecutive rounds. Characters who failed their roll on her previous turn are dragged along. If it caused significant structural damage, the hazard's damage increases by one die each subsequent round from the debris caught in the wave. Some circumstances, like being dammed by a structure too sturdy to break, may block it, in which case it's redirected in one or more different directions, at the Storyteller's discretion. The sorcerer can't continue sustaining the spell if she takes any movement actions.

Once the sorcerer ceases sustaining the wave or is crashed, it collapses, drenching the ground with water. Earthen surfaces caught in the spell's area become difficult terrain (**Exalted**, p. 199) until they dry out; the Storyteller dictates how the water behaves on other surfaces, which may include drowning those unable to escape.

A sorcerer with this as her control spell can guide and shape the wave as it moves. She can cause it to change direction in mid-course, flow around obstacles, or split and harmlessly flow around certain characters or structures. When she experiences strong emotions, nearby bodies of water become agitated, furiously roiling and churning.

*Distortion* (Goal Number: 10): Distorting the wave causes it to flow harmlessly around the distorting sorcerer and anyone within close range of him for the duration. This can be accomplished even by a sorcerer already engulfed in the wave.

In a certain longhouse at the edge of town in eastern Kulinth, two men played cards. They'd played Deliberative, Ring the Mountain, and Salt, and the night began its retreat from the rising sun. Other players had come and gone. The longhouse was empty now, and quiet but for shuffling cards and the warm summer wind howling outside.

The first player: Winglord Ledaal Haraku, Kulinth's Imperial garrison commander. Azure tinged his hair and moustache, and he kept a cruel blue-jade dagger on the table, "to aid Plentimon's judgment of cheaters."

His opponent: Azu Tegama Asarkon, who'd charmed his way into one game, then stayed for the rest. He'd lost more than he'd won, but his self-effacing smile never faltered. Tegama kept his hands where Haraku's sharp eyes could see, and kept his weapon nowhere at all.

"Shall we play one more game, commander, before sunrise?" asked Tegama. "Qibing, if it please you. Marukani rules."

"Qibing's fine, but answer me a question first."

"Of course."

"Do you think me a fool?"

Tegama paused, smiling in confusion. "Hardly, commander. You bested me decisively in Deliberative."

The Dragon-Blood kept his gaze on Tegama. "I know how assassins work. You've gotten me alone. The other players, lodgers, even my own retinue left as we played. I only wonder how I didn't notice their absence, or think to ask your name, until now."

Tegama sighed and laid out two rows of cards face-down, each an opposing line of cavalry. "Your eyes are sharp, commander. Maybe too sharp. I merely had to be too interesting for you to look away."

"No, it's more than that. I've never known anyone to play with such love for the game. I thought I'd found a like spirit. A friend."

"I was only a mirror, commander." Tegama smiled apologetically. He rested two fingers on his cavalry line, the traditional ready position. "You saw the passion you wished to see."

"Then what are you, inside?" demanded Haraku coldly, readying his own cavalry. "What passion does a mirror have?"

"I respect others' passions: your honesty, your love of games." Tegama smiled earnestly. "And I respect the people's yearning to shatter the Realm's crushing grip on Kulinth."

Haraku kicked over the table, scattering cards, and snatched his cruel dagger from the air. Tegama reached into no-place, where secrets were kept, and found his moonsilver blade. He pulled the sheathed daiklave into view with his left hand, and drew with his right, slicing through the table in a single stroke.

Haraku skated between the falling table halves on a gust of air, ducking Tegama's outstretched blade. The jade dagger moved quicker than lightning and would've cut Tegama's belly open if not for the sheath in his off hand. He blocked the dagger at its hilt, barely, but with force enough to stagger Haraku.

Tegama pressed his brief advantage mercilessly, driving the Dragon-Blood back with long-arced sweeps of moonsilver. He sheathed his blade anew after each strike, only to draw it again with blinding speed. Haraku dodged with foresight born of experience, shouting, "I won't die for your revolution, smiling devil!" His wrath became a whirlwind, and cards rose to obscure him so his blade seemed to come at Tegama from a hundred directions.

Tegama felt death all around, and sought refuge in simplicity. He unsheathed his blade, as thoughtless and effortless as releasing a breath, and let the wind guide it to the storm's heart. Moonsilver found flesh, and crimson droplets whirled through the air, spattering Tegama like rain. Haraku fell, gasping, blood-slick hands clutching his chest.

Tegama raised his blade. "Not for mine," he agreed. "For everyone's."



*Chapter Eight*

# Wrought from Moonsilver

## Eyebright

((Moonsilver Lamellar Armor, Artifact •••)

Having retired from soldiering, Ophione grew old and blind with her kin, but her alertness never dimmed. When her village sheltered a band of travelers overnight, she sensed a wrongness about them. When the bandits threw off their disguises to strike by night, she Exalted fighting them off.

Though Ophione loved her people, a small village offered little scope for her renewed vitality and heroic passions. While wandering Creation, Ophione encountered the Dragon-Blooded prince Anandra of Brass; she deemed him honorable and well-intentioned, and eventually sought a commission among his captains. Anandra had Eyebright forged so that Ophione need not go without sight in his service. She was his strong right hand on the battlefield and in his Dreaming Sea court, but Anandra's lifespan proved shorter than hers. Though she was his logical heir, she had no interest in ruling or generalship, and left to wander Creation once again.

After Ophione perished in the fateful duel where she slew her overambitious Solar mate, the formidable East Wind Prince, Eyebright vanished from history for centuries, reappearing after the Usurpation in Thousand-Swords Oravan's armory. Since his Silver Principiate's fall, the hauberk has passed between many Lunars; it currently resides in the treasure vaults of the Three Devil Princes of the Southwest, who await a worthy bearer.

A coat of glittering moonsilver scales reinforced with pauldrons and vambraces, Eyebright's most noteworthy features are its star sapphires. Seventy-seven in number, large as robin's eggs, the gems sparkle all across its surface. Each serves as an eye, its chatoyant star shifting to follow its wearer's attention.

Attunement: 5m; Type: Medium (Soak +8, Hardness 7, Mobility Penalty –1)

Tags: None

Hearthstone slot(s): 2

Era: Wars of Realignment

### Evocations of Eyebright

Eyebright's wearer can see in all directions, adding one success on sight-based rolls opposing Stealth. She ignores penalties from visual impairment to her own eyes, such as blindness, but not from impairment that also affects the armor's eyes, such as darkness or fog.

Eyebright's Evocations rely on the wearer's understanding of her opponents, measured by *Insight*. Her Insight into each opponent equals the highest value of any of that character's Intimacies relevant to the fight of which she's aware, e.g., Intimacies that sparked the confrontation or those that influence the opponent's tactics and priorities during the fight.

#### Enfolding Sentinel's Prescience

**Cost:** 3m; **Mins:** Essence 1
**Type:** Supplemental

**RESONANCE AND DISSONANCE**

Different Exalted harmonize differently with each of the magical materials. An Exalt can be resonant, neutral, or dissonant with a material. The Resonant and Dissonant keywords mark Evocations that function differently depending on the user's affinity. Lunars are resonant with moonsilver and neutral with the other magical materials, although Deadly Beastman Transformation (p. XX) weakens this by one step. See **Arms of the Chosen**, pp. 16-17, for more.

**Keywords:** Resonant
**Duration:** Instant
**Prerequisites:** None

Eyebright sees when an enemy will act before he knows it himself. The wearer rerolls non-1 failures on Join Battle equal to the highest Insight she possesses into any opponent.

**Resonant:** The wearer also rerolls 1s until they cease to appear.

#### Heart-Evading Sidestep

**Cost:** 1i; **Mins:** Essence 1
**Type:** Reflexive
**Keywords:** Uniform, Perilous
**Duration:** Instant
**Prerequisites:** Enfolding Sentinel's Prescience

When the wearer knows an enemy's heart, she sees where his every strike is aimed. She adds (Insight/2, rounded up) Defense.

#### Knowing the Hunter's Soul

**Cost:** —; **Mins:** Essence 1
**Type:** Permanent
**Keywords:** Resonant
**Duration:** Permanent
**Prerequisites:** Ever-Wary Fox Technique

Upon a successful Perception roll enhanced by Ever-Wary Fox Technique (p. XX), the Lunar reflexively reads her attacker's intentions to discern an Intimacy related to the attack.

**Special activation rules:** This Evocation awakens at no cost when the Lunar uses its prerequisite to detect a concealed opponent.

**Resonant:** The Lunar rerolls (Essence) failed dice.

#### Sapphire Warrior Intuition

**Cost:** 1m; **Mins:** Essence 2
**Type:** Reflexive
**Keywords:** Resonant, Uniform
**Duration:** Instant
**Prerequisites:** Enfolding Sentinel's Presence

Who can contest a warrior who knows your every move before you make it? Upon successfully defending against an attack by an opponent the wearer has Insight into, she gains one Initiative.

**Resonant:** If the attack was made from close range, the attacker loses one Initiative.

#### Thousand-Eyed Sword Dancer

**Cost:** 1m, 1wp; **Mins:** Essence 3
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisites:** Sapphire Warrior Intuition

Seeing in all directions, Eyebright's wearer dances untouched through the hurricane's eye. She ignores (Insight) points of onslaught penalty against the attacks of enemies into which she has Insight. Battle groups into which she has Insight don't add Size to attack or damage rolls against her.

#### All-Seeing Awareness Stance

**Cost:** 6m, 1wp; **Mins:** Essence 4
**Type:** Simple
**Keywords:** Resonant
**Duration:** One scene
**Prerequisites:** Knowing the Hunter's Soul, Thousand-Eyed Sword Dancer

Eyebright's sapphires blaze like tiny suns, their perceptions sharpening to supernal heights. At the start of each turn, the Lunar reflexively aims at an enemy into which she has Insight. She ignores environmental penalties on rolls to detect enemies into which she has Insight, and adds (Insight) non-Charm dice on rolls opposing their concealment or disguises.

**Special activation rules:** When the Lunar detects a concealed enemy with Ever-Wary Fox Technique, she can reflexively activate this Evocation.

**Resonant:** The wearer gains +1 Evasion.

## Far-Ranging Eye

### (Moonsilver Infinite Chakram, Artifact •••)

A swooping circle of moonsilver inset with seven glinting jewels, Far-Ranging Eye was created not as a weapon, but as a vow. Ojun of Qamad was a prince of modest power and ambition who trusted too easily and inquired too little after his generals and counselors. Ripped from his throne and left on the savannah, Ojun found unknown courage, resolve, and ferocity. When he returned to Qamad, he was a hardened creature, made strong by exile and raised high by Luna's grace.

None speak of the bloody day of his vengeance, except to say that he tore seven jewels from his ancestral crown before putting it on the head of some cousin. He swore to keep better vigil over Creation than he'd

managed over his homeland, and forged those jewels into Far-Ranging Eye, so he might always remember his inattention's cost.

In the hands of the outcaste Ahta Najit, Far-Ranging Eye was a weapon of justice, ever vigilant for bloody hands and guilty minds. For Starless Shadow, it was a bulwark against countless assassination attempts. Today, Far-Ranging Eye has passed back into legend, last seen in the treasure-house of Highroost — a falconfolk clan fallen into chaos and infighting.

Attunement: 5m; Type: Light (+10 DMG, OVW 3)

Accuracy: Close +5; Short +4; Medium +3; Long +0; Extreme –2

Tags: Lethal, Thrown (Medium), Cutting

Hearthstone slot(s): 1

Era: Hundred Lanterns Period

Special: Far-Ranging Eye returns to its wielder's hand after being thrown.

## Evocations of Far-Ranging Eye

Upon attuning to Far-Ranging Eye, the wielder awakens Eye-of-Strife Meditation for free.

### Eye-of-Strife Meditation

**Cost:** 3m; **Mins:** Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisites:** None

A lens of prismatic Essence coalesces within the chakram, focusing the wielder's attention on the truth. She adds (Perception/2, rounded up) non-Charm dice on an Investigation roll involving evidence of violence, or a tracking roll to pursue someone struck by Far-Ranging Eye in the previous (Essence + Perception) days.

### Blinking Eye Omen

**Cost:** 2m; **Mins:** Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisites:** Eye-of-Strife Meditation

Far-Ranging Eye quivers with anticipation on the verge of battle, warning its wielder of oncoming danger. She rerolls 1s on a Join Battle roll until they cease to appear, and treats her Initiative as (Essence + 3) higher to determine whether she's vulnerable to ambushes in the first round (**Exalted**, p. 203).

### Razor Vigil Meditation

**Cost:** 4m; **Mins:** Essence 2
**Type:** Reflexive
**Keywords:** Resonant, Uniform
**Duration:** Instant
**Prerequisites:** Blinking Eye Omen

Far-Ranging Eye's attentions are unswerving. The wielder reflexively aims against an enemy toward whom she has a Major or Defining Tie of suspicion or distrust, or who she's ever witnessed making a surprise attack against her or a character toward whom she has a positive Tie.

**Resonant:** With Essence 3, if both of this Evocation's conditions are met, the wielder takes two aim actions instead.

### Soul-Piercing Lens

**Cost:** 2m, 1wp; **Mins:** Essence 2
**Type:** Simple
**Keywords:** Perilous
**Duration:** Instant
**Prerequisites:** Razor Vigil Meditation

Holding Far-Ranging Eye to frame her suspect, the wielder pierces defenses both literal and figurative. She instantly completes a read intentions or profile character roll with (Thrown) non-Charm dice against a character within medium range. If successful, she can use Razor Vigil Meditation against him that scene and may track him with Eye-of-Strife Meditation as though she'd hit him.

### Reflections on Adversity

**Cost:** —; **Mins:** Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisites:** Soul-Piercing Lens

Once per day, when the wielder sleeps, she rolls (Perception + [Investigation or Socialize]) against the Guile of a character she's successfully examined with Soul-Piercing Lens that day. Success reveals a piece of valuable information about him — a forthcoming plan, flash of his history, etc.

**Special activation rules:** This Evocation can't be purchased with experience. It awakens for free when the wielder discovers evidence of a previously unknown plot against her or someone to whom she has a positive Tie.

### Razor Rends the Veil

**Cost:** —; **Mins:** Essence 3
**Type:** Permanent
**Keywords:** Perilous, Resonant
**Duration:** Permanent
**Prerequisites:** Reflections on Adversity

Those who hide behind trickery find themselves unveiled. When the wielder successfully uses Soul-Piercing Lens against an enemy employing magical disguise, concealment, or similar sense-deceiving magic, she may roll Initiative at difficulty (that power's minimum Essence + 2), as per a gambit (**Exalted**, p. 199). This counts as an unblockable, undodgeable attack. Success ends that effect. If her target benefits from multiple such effects, she chooses which one to target.

This Evocation can't negate shapeshifting, resplendent destinies, or instant or permanent effects. If used against effects that enhance mundane disguises, like Perfect Mirror (**Exalted**, p. 319), it won't retroactively negate bonuses to disguise rolls, although it will cancel deception beyond the usual effect of a successful disguise.

**Resonant:** The gambit's Initiative cost is halved, rounded down.

### Seven Eyes Cyclone

**Cost:** 8m, 1wp; **Mins:** Essence 3
**Type:** Simple
**Keywords:** Decisive-only, Resonant
**Duration:** Instant
**Prerequisites:** Reflection on Adversity

**Resonant:** This Evocation can only be awakened by wielders resonant with Far-Ranging Eye.

Far-Ranging Eye glints madly as it flies in an arc, searching out thieves, traitors, and usurpers. To use this Evocation, the wielder must have Initiative 12+. She rolls one **decisive** attack against up to (Perception + 1) enemies within short range. This can hit concealed foes within range if the wielder designates fewer than the maximum number of targets, although they receive +3 Defense against it. The Storyteller chooses which hidden enemies are struck.

The wielder divides her Initiative evenly among all hit enemies, rounded up, to determine the damage rolled against them. Concealed enemies damaged by the attack must roll (Dexterity + Stealth) opposing the levels of damage dealt to them, losing concealment on failure.

The wielder can use Razor Vigil Meditation that scene against enemies struck by the attack, and can use Reflections on Adversity against any of them that night.

## The Hundred Rings of Hadam-Ul

### (Moonsilver Dire Chain, Artifact •••)

Once, there was a serpent. It swam the seas of Creation and the Wyld, born of neither world but a terror to both. It was a creature of uncertainty — sometimes large enough to blot out the sun, other times finer than a single strand of hair. No net could catch it; no harpoon could pierce it; even names slid off the beast, which was and remains nameless.

In the end, it fell to Hadam-Ul, a Lunar of modest renown but boundless patience. He followed the behemoth for 100 days and nights, testing its strength and observing its habits. Each day, he dove into the water, grappled with the serpent, and tied another knot into its body before it escaped. With his 100th knot, Hadam-Ul tied its tail to its head — for it could not escape itself.

Out of respect for his prey — and to end the suffering of a beast unable to die — Hadam-Ul forged it into a dire chain, transforming each knot into a linked ring of moonsilver. The serpent's spirit abides inside the Hundred Rings, eager for a master who'll unleash it to hunt anew.

Attunement: 5m; Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Bashing, Disarming, Flexible, Grappling, Martial Arts, Reaching

Hearthstone slot(s): 2

Era: Thanatya Dynasty

### Evocations of the Hundred Rings

Upon attuning to the Hundred Rings, the wielder awakens Serpent Ornament Embrace for free.

#### Serpent Ornament Embrace

**Cost:** 1m; **Mins:** Essence 1
**Type**: Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisite Charms:** None

Like the beast at its core, the Hundred Rings are of indeterminate size. The dire chain shrinks down to become a necklace, bracelet, or girdle of moonsilver links, gaining the Concealable tag (**Exalted**, p. 588). It

can be readied and restored to full size reflexively with a second activation.

### Scathing Torment Coils

**Cost:** 4m; **Mins:** Essence 1
**Type:** Reflexive
**Keywords:** Counterattack, Decisive-only, Resonant
**Duration:** Instant
**Prerequisites:** Serpent Ornament Embrace

The Hundred Rings wind around their captured prey, extending razor-thin spines that press menacingly against him. When a grappled foe makes an attack against any character, the wielder may unleash a **decisive** counterattack against him. She adds her current rounds of control, maximum (Strength), as dice of damage.

**Resonant:** With an Essence 3 repurchase, the wielder may pay a one-Willpower surcharge to clash the attack instead.

### Prey-Seizing Span

**Cost:** 5m, 1wp; **Mins:** Essence 2
**Type:** Simple
**Keywords:** Decisive-only, Resonant
**Duration:** Until grapple is released
**Prerequisite Charms:** Serpent Ornament Embrace

Hunger thrums through the Hundred Rings as they stretch toward their prey. The wielder makes a grapple gambit against an enemy within medium range, adding (higher of Essence or 3) dice on the control roll. If successful, the grappled foe remains in place. The wielder's drag actions only cost one round of control, and she can pull him a range band toward herself even if she doesn't take a move action.

Alternatively, the wielder can extend the Hundred Rings up to 30 feet long for other purposes — providing a line to swing from, anchoring a ship, creating a tripwire to snare a behemoth, etc. Waive such uses' Willpower cost.

**Resonant:** The wielder's restrain actions only cost one round of control.

### Silver Python Spiral

**Cost:** 4m; **Mins:** Essence 2
**Type:** Supplemental
**Keywords:** Decisive-only, Resonant
**Duration:** Instant
**Prerequisites:** Prey-Seizing Span

The Hundred Rings build an awful momentum as their wielder spins her grappled foe in circles, mounting to a deadly finish as she looses him. Her **decisive** throw adds (wielder's rounds of control) attack roll extra successes as dice of damage, and can fling enemies one range band away, maximum long.

**Resonant:** With a throw that deals 5+ damage, the wielder can fling her foe two range bands away.

### Sun-Swallowing Maw

**Cost:** 4m, 2i; **Mins:** Essence 3
**Type:** Supplemental
**Keywords:** Decisive-only, Resonant
**Duration:** Instant
**Prerequisites:** Silver Python Spiral

**Resonant:** Only wielders resonant with the Hundred Rings can awaken this Evocation.

The Hundred Rings twist, multiply, and expand until they can capture even the sun in the heavens. The wielder adds a free full Excellency on a grapple attack roll, and can grapple Legendary Size foes. Every 10 on the attack and Initiative rolls rerolls a failed die on the control roll. On a successful clinch, the wielder may expend three rounds of control to knock her foe prone beneath the chains' weight.

### Living Moonsilver Vice

**Cost:** 10m, 1wp; **Mins:** Essence 4
**Type:** Reflexive
**Keywords:** Decisive-only, Resonant
**Duration:** Until grapple is released
**Prerequisites:** Scathing Torment Coils (x2), Sun-Swallowing Maw

**Resonant:** Only wielders resonant with the Hundred Rings can awaken this Evocation.

Stirring from its moonsilver slumber, the serpent sealed in the Hundred Rings seizes its prey with killing intent. After succeeding on the Initiative roll of a grapple gambit, the wielder can use this Evocation. If she succeeds on the control roll, the chain animates and gains its own Initiative, treating the control roll as its Join Battle roll. It takes control of the grapple, letting her act freely, and ensuring she won't lose rounds of control if attacked or damaged.

On its turn, the serpent can only take the standard grapple actions (**Exalted**, p. 201), using the wielder's dice pools to do so. She can use the Hundred Rings' Evocations through the serpent, including letting it make counterattacks or clashes with Scathing Torment Coils. It has Parry (Strength +1), Evasion (Wits + 1), soak 16, Hardness 10, and (Essence + Stamina + Strength) −0 health levels. It doesn't lose rounds of control if attacked



or damaged. If its health levels are filled, this Evocation ends, and can't be used again for the rest of the day.

## Nightbane

### (Moonsilver Powerbow, Artifact •••)

When the physician's slave Copper Turtle Exalted, Luna wore the form of one of the plague-stricken wretches his master had left for dead. With a gurgling death rattle, Luna told him how he might cure both the pestilence ravaging the land and his own imprisonment. That night, he tossed his master into the corpse pit; a week later, he returned in jackal shape to gnaw his master's spine free of rotting flesh. From moonsilver and bone he fashioned a purifying weapon to slay all manner of afflictions. His arrows drove the plague from the land, and slew slavers, ministers, and princes.

When the Great Contagion struck, Copper Turtle — by then an esteemed shahan-ya — bequeathed Nightbane to his most gifted student, sending her south while he traveled eastward to fight the pestilence. Neither survived. The Silver Pact, hard hit by the Contagion, was too late to retrieve Nightbane; instead, an opportunistic scavenger prince looted it and countless other valuables from the corpse-strewn desolation. Despite the Pact's efforts to reclaim it, it's currently kept well-guarded in the Guild's Nexus headquarters, used by an Exigent champion to cure high-ranking Guildsmen of their infirmities.

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): 1

Era: The Upadhosh Schism

### Evocations of Nightbane

Nightbane's wielder rerolls 1s until they cease to appear on diagnosis rolls and on Craft and Survival rolls to either create or gather medicinal substances.

#### Argent Panacea Arrow

**Cost:** 2m, 1wp; **Mins:** Essence 1
**Type:** Simple
**Keywords:** Decisive-only, Resonant

**Duration:** Instant
**Prerequisites:** None

Nightbane's arrows scour venom and pestilence from the blood. Its wielder performs a gambit targeting a character suffering a poison or disease, making an (Intelligence + [lower of Archery or Medicine]) attack roll and her Initiative roll against a poison's remaining duration or disease's morbidity. Charms that enhance rolls to treat poison or disease, as appropriate, can apply to this gambit's attack roll. Success completely purges a poison from a character's system, or lets a character immediately roll (Stamina + Resistance) against a disease's morbidity, without the risk of intensifying his symptoms on failure.

Outside combat, this Evocation can be used without an Initiative roll.

**Resonant:** If the wielder upholds a Major or Defining Principle by successfully using this Evocation, she gains one Willpower.

### Hundred Devils Purgation

**Cost:** 2m; **Mins:** Essence 1
**Type:** Supplemental
**Keywords:** Aggravated, Dual, Resonant
**Duration:** Instant
**Prerequisites:** None

The wielder's arrows fall like shafts of moonlight, denying devils refuge in the darkness. Her attack against a fae or creature of darkness gains (Essence) dice of post-soak damage if **withering**, or adds (Essence) dice of damage and deals aggravated damage if **decisive**.

Additionally, once the wielder awakens this Evocation, Nightbane's attunement bonus applies on Awareness rolls to detect fae and creatures of darkness and Survival rolls to track them.

**Resonant:** The damage bonuses increase to (higher of Essence or 3).

### Fallen Moonbeam Judgment

**Cost:** —; **Mins:** Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisites:** Hundred Devils Purgation

The wicked are a blight upon their homes as much as any plague, and Nightbane's arrows cleanse them with equal ease. The wielder can use Hundred Devils Purgation against enemies she's witnessed acting against one of her Defining Principles, and Nightbane's attunement bonus extends to Awareness and Survival rolls to detect or track them.

### Nightmare's End Arrow

**Cost:** 4m, 1wp; **Mins:** Essence 2
**Type:** Simple
**Keywords:** Decisive-only, Psyche, Resonant
**Duration:** Instant
**Prerequisites:** Argent Panacea Arrow, Hundred Devils Purgation

Nightbane pierces the soul, banishing dark passions and maddening afflictions. The wielder makes a gambit against a character with an appropriate Intimacy — either a negative Tie, or a Principle contrary to one of her own — of which she's aware, rolling (Dexterity + [lower of Archery or Presence]) against his Resolve, boosted by that Intimacy. Characters can't choose not to apply Resolve, although they may opt to use Defense instead if it's higher. The gambit's difficulty is (Intimacy + 1). If successful, the Intimacy is fully eroded. The target may spend one Willpower to instead have the Intimacy only weakened one step.

Outside combat, this Evocation can be used without an Initiative roll.

**Resonant:** With Essence 3, this gambit can target Derangements. This functions as above, except that success temporarily lowers the Derangement's intensity by one step for the story (suppressing Minor Derangements altogether).

### Curse-Breaking Quarrel

**Cost:** 8m, 1wp; **Mins:** Essence 3
**Type:** Simple
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisites:** Nightmare's End Arrow

**Resonant:** This Evocation can only be awakened by characters resonant with Nightbane.

Her arrows wreathed in moonlight, Nightbane's master burns away vile sorceries and the twisting taint of chaos. She makes a gambit against a character suffering a curse or shaping effect, making a (Dexterity + [lower of Archery or Occult]) attack roll and her Initiative roll against the Essence of the character responsible for that effect. If the curse or shaping wasn't caused by a character, the Storyteller assigns an appropriate difficulty. Success shatters the curse, or reverses the shaping.

If the wielder knows Crimson-and-Silver Rebirth (p. XX), Order-Affirming Blow (**Exalted**, p. 334), or

similar magic capable of undoing shaping effects, successfully negating such an effect while the character responsible is also in the combat causes him to lose one Willpower, which the wielder gains.

Outside combat, this Evocation can be used without an Initiative roll.

#### Divine Huntress Curse

**Cost:** 10m, 1wp; **Mins:** Essence 4
**Type:** Simple
**Keywords:** Decisive-only, Resonant
**Duration:** Instant
**Prerequisites:** Curse-Breaking Quarrel, Fallen Moonbeam Judgment

**Resonant:** This Evocation can only be awakened by characters resonant with Nightbane.

As Nightbane's master lays eyes on a wicked monster clothed in human skin, or an otherworldly devil whose very presence taints the world, she looses an arrow wreathed in transformative Essence, cursing her foe with a shape better suited to his dark heart. She makes a **decisive** attack against an enemy she's witnessed acting against one of her Defining Principles, a creature of darkness, or a fae, adding attack roll extra successes as dice of damage.

If this incapacitates her foe or deals at least (his Willpower) damage, he's permanently transformed into an animal of her choice (except Legendary Size or Minuscule Size animals) as a shaping effect (p. XX). This functions like Lunar shapeshifting (p. XX), except that the victim's physical actions use the *lower* of his or the animal's dice pool or static value (3 dice if the animal has no listed pool). His intellect isn't diminished, though must use the lower of his or the animal's Resolve and Guile.

If the wielder knows Insidious Lunar Transformation (p. XX), she need only deal (his current temporary Willpower) damage to transform him.

This Evocation can only be used once per day. Using it against trivial foes doesn't count towards this limit and waives its Willpower cost.

## Night's Sweet Whisper

### (Moonsilver Panpipes, Artifact •••)

Allia the Songbird remained independent of the Silver Pact throughout the Shogunate, shepherding and protecting the people of the small, isolated village in which she'd lived all her life rather than joining her fellow Lunars' war against the usurpers. Queen Nabira of Many Hands forged Night's Sweet Whisper from moonsilver and the bones of angyalka for the singer-shaman in hopes of earning her gratitude and admiration — but, while Nabira succeeded in that regard, Allia still refused to join the Pact.

When the crusading armies of the Fair Folk fell upon Creation, Allia's village was one of the few places spared from annihilation. For seven days and nights she played Night's Sweet Whisper without ceasing, and such was her song's beauty that no Wyld-born nightmare dared harm her or the land that birthed her. The fae passed by, but Allia was not content to simply protect her homeland. She departed to Creation's edge, doing whatever she could to help stem the invasion. She fought alongside the Silver Pact, but also aided Dragon-Blooded, Sidereals, and mortals taking up arms in defense of their homes.

For all Allia's efforts, the lives she saved were but a grain of sand, while those claimed by the Fair Folk were a great desert. Though she survived, her spirit could not withstand this despair, and she returned to her village to live out the rest of her life in seclusion. She left Night's Sweet Whisper with Nabira's apprentice, Snow Devil, for the queen had fallen to a raksha's lash. Since then, Silver Pact shamans and artists have continued Allia's song — as well as the occasional outsider, for to keep Night's Sweet Whisper solely in the Pact's hands wouldn't honor Allia's independence.

Attunement: 2m

Era: The Steel Laurel Armistice

### Evocations of Night's Sweet Whisper

Night's Sweet Whisper is an exceptional instrument (**Exalted**, p. 580). Fae suffer −2 Resolve against Performance-based inspire, instill, and persuade rolls made by playing it. Silver-Voiced Nightingale stylists (**Exalted**, p. 447) who use the pipes to attack deal aggravated damage to fae with **decisive** kiais.

#### Moonlit Serenity Paean

**Cost:** 4m; **Mins:** Essence 1
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisites:** None

The piper's music brings peace even to the Age of Sorrows. When she makes a (Charisma + Performance) roll to persuade a character to refrain

from harming her or the object of one of her positive Ties, the roll waives the Resolve bonus for not using spoken language and counts as being supported by a Minor Intimacy. For fae, this counts a Major Intimacy instead. If a target already has a supporting Intimacy of that intensity or higher, he suffers an additional –1 Resolve.

If a Lunar uses Beast-King Dictates (p. XX) or Taboo-Enforcing Beast (p. XX) with this Evocation, their costs are reduced by two motes each.

### Nightmare-Soothing Melody

**Cost:** —; **Mins:** Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisites:** Crossroads Walker Entreaty, Moonlit Serenity Paean

The fae remember Allia's beautiful music, and even the cruelest Fair Folk cannot bear to harm those who continue her song. While the Lunar uses Crossroads Walker Entreaty (p. XX), as long as she plays Night's Sweet Whisper and takes no non-reflexive actions, fae can't attack her or otherwise attempt to harm her, even if they've paid Willpower to engage in hostilities. She can extend Crossroads Walker Entreaty's duration to Indefinite, although such activations only apply to fae.

### Refrain of the Gentle Moon

**Cost:** 5m, 1wp; **Mins:** Essence 1
**Type:** Simple
**Keywords:** Perilous, Resonant
**Duration:** Instant
**Prerequisites:** Moonlit Serenity Paean

Night's Sweet Whisper snuffs out the flames of hostility. The piper rolls (Charisma + Performance) with (higher of Essence or 3) bonus dice to inspire peace, ignoring Resolve bonuses for not employing spoken language. In addition to the usual effects, each affected character loses (1 + the piper's extra successes against him) Initiative, and one Initiative at the end of each of his turns (which the piper doesn't gain).

If a Lunar uses Charismatic Lunar Trick (p. XX) or Heart-Stirring Expression (p. XX) to enhance this roll, their costs are reduced by two motes each.

This Evocation can only be used once per scene.

**Resonant:** The piper gains up to (Charisma) Initiative lost by affected characters from the initial roll.

### Cold Iron Cadence

**Cost:** —; **Mins:** Essence 2
**Type:** Permanent
**Keywords:** Aggravated
**Duration:** Permanent
**Prerequisites:** Battle Anthem of the Lunar Exalted, Refrain of the Gentle Moon

Allia's song was her greatest weapon against the encroaching Wyld, filling her companions' hearts with the will to survive and triumph over the fae. Allies benefitting from the piper's Battle Anthem of the Lunar Exalted (p. XX) gain (her Performance) natural soak, and the anthem bolsters positive Ties to groups they fight for in addition to rage-based Intimacies. Against fae, the damage dice added by the anthem are converted to successes, and the **decisive** attacks of characters benefitting from it deal aggravated damage.

### Beast-Heart Harmony

**Cost:** —; **Mins:** Essence 3
**Type:** Permanent
**Keywords:** Resonant
**Duration:** Permanent
**Prerequisites:** Refrain of the Gentle Moon, Wild Fury Awakening

The Lunar's song beckons pack and pride to fight for Creation. She adds (Performance) non-Charm dice on rolls with Wild Fury Awakening (p. XX) and Pack-Calling Cry (p. XX). The natural weapons of animals beckoned by either Charm count as iron against fae.

If the Lunar knows Cold Iron Cadence, she may activate Battle Anthem of the Lunar Exalted reflexively when she activates Wild Fury Awakening.

**Resonant:** Each turn while playing Night's Sweet Whisper, the Lunar can reflexively take one Charisma-based command action targeting a battle group assembled with Wild Fury Awakening.

### Edge-of-Chaos Hymn

**Cost:** —; **Mins:** Essence 3
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisites:** Harmony-With-Reality Technique, Refrain of the Gentle Moon

Even the crumbling borders of reality and the hungry tides of chaos that wait beyond heed the Lunar's melody. When she uses Harmony-With-Reality Technique (p. XX), she can roll ([Charisma or Wits] + Performance) instead of the normal roll, and can use it outside of claimed territories if it benefits a group she has a positive Defining Tie towards.

Once per story, when she upholds a positive Major or Defining Tie to a community by successfully stabilizing the Wyld, she gains three Willpower and loses one Limit.

#### Lullaby for the Damned

**Cost:** 5m, 1wp; **Mins:** Essence 3
**Type:** Simple
**Keywords:** Decisive-only, Resonant
**Duration:** Instant
**Prerequisites:** Refrain of the Gentle Moon

Allia's soul is reborn in the piper's song, calling out to the living nightmares and soul-drinking princes of the Wyld and offering them peace. The piper rolls a special gambit with (Charisma + Performance) against the Resolve of a fae within long range. This attack roll can benefit from magic that enhances inspire rolls. The gambit's difficulty is (fae's higher of Essence or Willpower). Success transforms it into a harmless shape — a small animal, tree, mortal child, etc. — for a year and a day. It retains its intellect, Essence, and Charms, but its memories of the time before the transformation become hazy and dreamlike. It forms a Defining Principle of belief that it has always been whatever it was transformed into, and a Defining Principle of nonviolence. Any Intimacies incompatible with these are suppressed for the transformation's duration. Some fae may remain transformed permanently, at the Storyteller's discretion — usually weak fae, or those who prefer their new existence.

This Evocation can only be used once per story, unless reset by succeeding on an influence roll against a nontrivial fae that's opposed by a Defining Intimacy or instilling a nontrivial fae with a Defining Intimacy. The Dawn Caste anima power can't reset it.

**Resonant:** The gambit's difficulty is (fae's higher of Essence or current temporary Willpower).

## Phaessa and Deinon

### (Moonsilver Short Daiklaves, Artifact •••)

The haunted, blood-soaked forests of Ashbloom, deep in the Northeast, once held Logerion, a shining arboreal metropolis of the First Age. Knows-the-Horizon, a young Lunar socialite and savant, was drawn to the cosmopolitan city, with its wise birds, its palaces of living wood, and its Solar queen's joyous court.

When Logerion burned in the Usurpation, its queen and her favorites put to the sword, Knows-the-Horizon fled into the Northeast's deep forests. Isolated from the elegant dance of urban society and the depths of the First Age's libraries and scholastic societies, she sought out the mystic Opal Heart, whose teachings offered solace in contemplating the intricacies of wilderness spirit courts and the mysteries of Luna's cycle of change.

In recognition of that cycle, Knows-the-Horizon forged a pair of moonsilver blades, calling down the minor moon-gods Phaessa and Deinon and — in exchange for rediscovering the key to the Midnight Sky Gate and returning it to the Court of the Silver Chair — binding them into the swords that would bear their names. She blooded her new blades well against the Shogunate. When she perished in battle, others in the Silver Pact took up the swords in her name.

These paired blades are curved like scimitars, or the crescent moon. Etchings on each blade bear lost scriptures to Luna in a forgotten First Age tongue. But while their form is identical, the two can't be mistaken for one another. Phaessa shines a brilliant silver-white, humming with predatory intensity; Deinon gleams darkly beneath its tarnish, cleaving the air with a susurrus of whispers.

Attunement: 5m; Type: Light (+5 ACC, +10 DMG, +0 DEF, 0VW 4)

Tags: Lethal, Melee, Balanced

Hearthstone slot(s): 2 (1 each)

Era: Birth of the Silver Pact

### Evocations of Phaessa and Deinon

Depending on which blade's power is ascendant, the blades can be either *waxing*, *waning*, or neither. While waxing, Phaessa dazzles prey with searing silver radiance, adding one non-Charm die to threaten rolls and **withering** damage rolls. While waning, Deinon bewilders foes with a hypnotic play of shadows, adding one non-Charm die to Stealth rolls and **decisive** damage rolls.

The blades become waxing upon incapacitating an opponent. They become waning upon gaining an Initiative Break. Whenever the blades become waxing, they cease to be waning, and vice versa. The blades cease to be waxing or waning at end of scene.

When a resonant wielder wins Join Battle, the blades become her choice of waxing or waning.

#### Unsheathe the Crescent Moon

**Cost:** 1m, 1i (+1a); **Mins:** Essence 1
**Type:** Reflexive

### LONE BLADES

If the wielder employs Deinon without Phaessa — if she's been disarmed of Phaessa, for example — she gains no benefits from the blades being waxing. If she wields Phaessa without Deinon, she gains no benefits from the blades being waning.

**Keywords:** Perilous, Resonant
**Duration:** Instant
**Prerequisites:** None

As the wielder's combat stance shifts, Phaessa and Deinon follow suit. After successfully rushing a nontrivial opponent, she may activate this Evocation to make the swords waxing. After successfully establishing concealment against at least one nontrivial enemy, she may make the swords waning.

**Special activation rules:** This Evocation awakens at no cost when the wielder reduces an enemy's Initiative from higher than hers to lower than hers with a **withering** attack while the blades are waxing or incapacitates a nontrivial foe with a **decisive** attack while they're waning.

**Resonant:** At Essence 3, the wielder may pay a one-anima surcharge to use this Evocation without needing to enhance an action. If this leaves her anima above dim, the swords become waxing; otherwise, they become waning.

#### Moon-Crossing Cloud Mobility

**Cost:** 3m; **Mins:** Essence 1; **Type:** Reflexive
**Keywords:** None
**Duration:** Instant
**Prerequisites:** Unsheathe the Crescent Moon

Wreathed in monochrome fires, the wielder seems as weightless as moonlight. While the blades are waxing, she rerolls (higher of Essence or 3) failed dice on a rush or a roll opposing a disengage. While they're waning, she rerolls (higher of Essence or 3) failed dice on a disengage or a roll opposing a rush.

#### Selenic Psyche Reinforcement

**Cost:** 3m; **Mins:** Essence 1
**Type:** Reflexive
**Keywords:** Resonant
**Duration:** Instant
**Prerequisites:** Unsheathe the Crescent Moon

Communing with the moon gods within the swords, the Lunar draws upon their strength of will. She adds +1 non-Charm Resolve or Guile.

This Evocation can only be used once per day. Using it to increase Resolve while the swords are waxing or increase Guile while they're waning doesn't require a reset.

**Resonant:** A wielder who's awakened this Evocation may, by meditating, communicate with the swords' moon gods. They may also manifest in her dreams as she sleeps. Their knowledge is restricted to the wielder's own, the experiences of previous wielders, and their time in Luna's spirit court, largely limiting their advice to possible approaches to take. Phaessa is fierce, determined, and disdainful of obstacles. Deinon is subtle, patient, and favors attacking problems from unexpected angles.

#### Silver-and-Shadow Regalia

**Cost:** 4m; **Mins:** Essence 2
**Type:** Reflexive
**Keywords:** None
**Duration:** One scene
**Prerequisites:** Moon-Crossing Cloud Mobility

The wielder swathes herself in Phaessa's magnificent brilliance or Deinon's dark flames. While the blades are waxing, every 10 on an Appearance-based command action or influence roll rerolls a failed die. While the blades are waning, she rerolls 1s on Stealth rolls until they cease to appear.

#### Ranging Moonbeam Strike

**Cost:** 5m, 1wp; **Mins:** Essence 2
**Type:** Simple
**Keywords:** Dual, Resonant
**Duration:** Instant
**Prerequisites:** Finding the Needle's Eye, Unsheathe the Crescent Moon

With a flick of the wrist, the Lunar hurls her sword's chiaroscuro flames in a deadly arc. To use this Evocation, the blades must be waxing or waning. She attacks an enemy within medium range.

While waxing, the attack is **withering**. If it crashes the target, he's set ablaze in a burst of silver flames. At the end of his next turn, if he's still crashed, he suffers (1 + damage roll 10s) dice of lethal damage, ignoring Hardness.

While waning, the attack is **decisive**. Its icy chill is a one-time environmental hazard extending out to close range,

with difficulty (wielder's Strength) and Damage (1 + damage roll 10s). Enemies damaged by the hazard suffer a −1 penalty on all actions and to Defense for a number of rounds equal to the levels of damage dealt to them.

**Resonant:** This Evocation's effects also count attack roll 10s.

#### Luna's Blaze Sears the Wicked

**Cost:** —; **Mins:** Essence 2
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisites:** Selenic Psyche Reinforcement, any Charm this Evocation enhances

The Lunar rouses the moon-gods slumbering within the blades. This Evocation upgrades the following Charms:

- Claw That Rends the Veil (p. XX) can enhance the blades.
- While the blades are waxing, she may flurry Argent Guardian Yantra (p. XX) with attacks, ignoring flurry penalties.
- Demon-Drinking Fang's mote cost (p. XX) is waived while the blades are waning.

#### Chiaroscuro Conflagration Crescendo

**Cost:** 10m, 2i, 1wp (+1-3a); **Mins:** Essence 3
**Type:** Reflexive
**Keywords:** Mute, Perilous, Resonant
**Duration:** One Scene
**Prerequisites:** Selenic Psyche Reinforcement, Silver-and-Shadow Regalia, Ranging Moonbeam Strike

**Resonant:** This Evocation can only be awakened by characters resonant with Phaessa and Deinon.

When Phaessa and Deinon waken to their full might, no corner of the battlefield is free of their selenic influence. This Evocation can only be used when the swords become waxing or waning by incapacitating or crashing a nontrivial enemy.

They gain the following abilities:

- If this Evocation was used when the swords became waxing, a tower of black and silver flame manifests the Lunar's terrifying image. She makes a reflexive threaten roll against all opponents who can see her, and may spend levels of anima to enhance this: one level doubles 9s, two levels doubles 8s, and three levels doubles 7s. Each enemy whose Resolve is beaten loses five Initiative. While the blades are waxing, opponents whose Resolve was beaten or who have fear-based Ties toward the Lunar suffer a −3 penalty on attack rolls against her and to Defense against her attacks. Battle groups suffer a −3 penalty on rout checks caused by her, and don't add their Size on attack or damage rolls against her.
- If this Evocation was used when the swords became waning, a vortex of light and shadow engulfs the Lunar. She reflexively rolls to enter concealment, and may spend levels of anima to enhance this: one level doubles 9s, two levels doubles 8s, and three levels doubles 7s. (Any Stealth penalties are based on her anima level after spending anima.) While the blades are waning, she ignores penalties to Stealth rolls; doesn't need adequate hiding spots unless in wide-open, brightly lit terrain; and increases the Defense penalty against her unexpected attacks by one.

This Evocation can only be used once per scene.

**Special activation rules:** This Evocation can't be awakened with experience points. Instead, it awakens for free when the Lunar performs an agreed-upon task for the moon gods in the swords. They choose a task based on information available to the Lunar, typically a matter of purification, revelation, or mending: cleansing a polluted river, exposing a false prophet, making amends to a wronged rival, etc.

## The Ichneumon Blades

### (Moonsilver Slayer Khatars, Artifact ••••)

After the fae Prince Balor's dread gaze shattered the fabled lance Eternal Talon, Okopa the God-Slaver gathered as many of its fragments as she could. While she didn't salvage enough to reforge Eternal Talon, she used what she had to create the twin Ichneumon Blades. To her disgust and horror, the weapons she created had nothing of Eternal Talon's nobility or wisdom, having drunk so deeply of Balor's death-gaze that it poisoned their very Essence. The Ichneumon Blades know only ice-cold sadism, a hunger for pain no master has ever been able to slake.

Each Ichenumon Blade is a long, thin spike of moonsilver, with jagged edges fit to maim. They're attached to bracers of rune-embossed elk leather, reinforced with moonsilver rivets that gleam like pale stars. Though

Okopa was disquieted by them, many in the Silver Pact have delighted in turning their malice against the hated usurpers. Their last wielder perished rescuing a newly Exalted Lunar; the tales disagree on the weapons' fate.

Attunement: 5m; Type: Light (+5 ACC, +10 DMG, +0 DEF, OVW 3)

Tags: Lethal, Brawl, Piercing, Worn

Hearthstone slot(s): 2 (1 each)

Era: The Year of False Peace

## Evocations of the Ichneumon Blades

Waive the Defense penalty for making piercing attacks (**Exalted**, p. 586) with the Ichneumon Blades.

### Silver Wasp Sting

**Cost:** 3m; **Mins:** Essence 1
**Type:** Supplemental
**Keywords:** Decisive-only, Dissonant, Resonant, Stackable
**Duration:** Instant
**Prerequisites:** None

The Ichneumon Blades fracture as they plunge into flesh, leaving their sharp-edged brood growing in their victim's wounds. A **decisive** attack that deals 3+ damage embeds a splinter in the wound, raising the victim's wound penalty by one. If the wielder makes a piercing attack, it ignores (Dexterity) Hardness. Up to (higher of Essence or 3, maximum 5) splinters can be embedded in a victim, stacking their penalty increase.

The increased penalty lasts until the embedded splinter is surgically removed, requiring a difficulty 3 (Intelligence + Medicine) roll that takes one hour, and inflicts an unavoidable level of lethal damage on the patient even if successful. If a victim suffers from multiple splinters, each must be removed separately.

**Dissonant:** The splinters can't raise wound penalties above −4.

**Resonant:** Waive the Initiative cost of piercing attacks.

### Wicked Mother's Eye

**Cost:** —; **Mins:** Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisites:** Silver Wasp Sting



The Ichneumon Blades sense their progeny. Each splinter embedded in a character adds a non-Charm die on the wielder's rolls to notice him, track him, profile him, case the scene of his actions, or read his intentions.

### Whispering Wound Infestation

**Cost:** 4m, 1wp; **Mins:** Essence 1
**Type:** Simple
**Keywords:** Psyche, Resonant
**Duration:** Instant
**Prerequisites:** Wicked Mother's Eye

The Ichneumon Blades' shards whisper to their hosts at night, poisoning their dreams. The wielder rolls (Manipulation + [Occult or Presence]) against the Resolve of a character whose general location she knows with at least one embedded splinter. Success afflicts him with a Derangement (**Exalted**, p. 168) of her choice at Minor intensity. Its intensity fluctuates with his current number of splinters, rising to Major if he has 3+ splinters, or Defining with 5+. Removing splinters can lower the Derangement's intensity. Once all are removed, the Derangement lingers at Minor intensity until the story's end, when it fades altogether.

Derangements inflicted by this Evocation stir to life in the Ichneumon Blades' presence. Upon joining battle against the wielder, the victim must roll Willpower against the Derangement. Failure causes him to lose (intensity) Initiative, which she doesn't gain.

This Evocation can't be used against the same character more than once per story.

**Resonant:** Successfully afflicting a Derangement on a nontrivial character grants the wielder one Willpower.

### Argent Brood Eruption

**Cost:** 4m, 4i, 1wp; **Mins:** Essence 2
**Type:** Reflexive
**Keywords:** Perilous, Withering-only
**Duration:** Instant
**Prerequisites:** Silver Wasp Sting

The Ichneumon Blades' progeny hatch in a gruesome display, extending countless spines that pierce their host from within. After her **withering** attack crashes an enemy with any embedded splinters, she can use this Evocation to roll (splinters + damage roll 10s) dice of lethal damage, ignoring Hardness. The impaling spines remain extended, imposing a −1 mobility penalty (**Exalted**, p. 591) as long as any remain. Moreover, any subsequent splinters the wielder inflicts on the victim instantly blossom into spines, rolling one die of Hardness-ignoring damage. This lasts until all transformed splinters have been removed.

Extracting transformed splinters is far more difficult than usual. The surgery is rolled at difficulty 5, suffers a −4 penalty if not enhanced by magic, and takes a day to complete.

Once this Evocation is used against a character, it can't be used against him again until all splinters have been extracted from him.

### Wasp-of-the-Labyrinth Trick

**Cost:** 4m; **Mins:** Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisites:** Argent Brood Eruption, Whispering Wound Infestation

Even in death, the Ichneumon Blades won't release their brood's hosts. When the wielder's **decisive** attack kills a human with any embedded splinters, she may use this Evocation to reanimate him as a zombie (**Exalted**, p. 502), which is immediately rolled into battle. These zombies loyally follow her commands, suffering no ill effects from embedded splinters.

This Evocation's cost is reduced by one mote for each splinter past the first embedded in its victim.

### Ravening Swarm Consumption

**Cost:** 8m, 4i, 1wp; **Mins:** Essence 3
**Type:** Simple
**Keywords:** Dissonant, Perilous, Resonant
**Duration:** Instant
**Prerequisites:** Wasp-of-the-Labyrinth Trick

The moonsilver splinters seeded in a victim's flesh move slowly and agonizingly towards his heart, bringing a gruesome death closer with each passing minute. The wielder rolls (Manipulation + Brawl) opposing the (Stamina + Resistance) roll of a character with at least one splinter within medium range. If successful, all splinters in his body begin moving toward his vitals. Model this as a supernatural disease, with morbidity (splinters + 3) and a one-day interval. In addition to the usual effects of disease (**Exalted**, p. 234), it has the following effects:

**Minor:** The victim's wound penalty increases by one point. Add +1 to the difficulty of surgery to remove splinters unless enhanced by magic.

**Major:** As above, and whenever the disease inflicts a botch or Willpower loss, it also rolls a die of lethal damage against the victim, ignoring Hardness. The surgery's difficulty is increased even for efforts enhanced by magic.

**Defining:** As above, and after each scene in which the victim is physically active, he suffers a die of lethal damage, ignoring Hardness. Surgery to remove the splinters is impossible without magic, and rolls two dice of lethal damage in addition to inflicting an automatic level.

If a victim's splinters have been transformed by Argent Brood Eruption, their movement through his flesh is much more dangerous — each day, he suffers (splinters) dice of lethal damage, ignoring Hardness.

This disease can kill characters with Exalted Healing. The wielder is aware of deaths caused by it, and can use Wasp-of-the-Labyrinth Trick for free to reanimate the corpse. She may provide the zombie a simple directive to carry out or leave it to mindlessly attack any living being it encounters.

This Evocation can only be used against a given character once per story.

**Special activation rules:** After successfully using Whispering Wound Infestation on a character, the wielder may use this Evocation against him reflexively and regardless of distance.

**Resonant:** Successfully infecting an enemy with this Evocation resets the wielder's attack (**Exalted**, p. 255).

**Dissonant:** Characters dissonant with the Ichneumon Blades can't awaken this Evocation.

# Penumbra Gleam

## (Moonsilver Thunderbolt Shield, Artifact ••••)

The raksha Maja of the Starling's Song is still remembered in the Silver Pact's war-chants. A relentless warrior, ceaseless in pursuit of perfection, she honed her techniques before her looking glass, correcting even the smallest errors in her attacks. When she led her goblin army against Creation, she swept through foes as if moving through the steps of a dance — no motion wasted, no strike off its mark. In her hubris, she named herself Equal to the Sun, for surely no other could match her.

Her downfall came at the hands of a Lunar Circle, still young but steadfast in their camaraderie. Umrita Dal stole into her camp by night and absconded with her fabled looking glass. His sister, Antarin Iron-Wise, reshaped it into a mighty shield, calling from its silvery depths the memory of Maja's every mistake. Once completed, the warrior Hundred Thunders bore the shield into battle, confounding the raksha with all her failures and follies. In the end, Maja submitted, all pretense of perfection shattered.

Since then, many Lunars have borne Penumbra Gleam. It's often given to young Pact members — especially those needing a lesson in humility, for it reveals the flaws of anyone it reflects, especially its wielder. Granting the shield to another is considered either a show of confidence or a rebuke, but it's served many Lunars well, all of them bettered by it.

Penumbra Gleam is a gently curved pane of unblemished moonsilver polished to a mirror sheen. Strange images sometimes flash across its surface — most of all, Maja's shadow.

Attunement: 5m; Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Bashing, Melee, Shield

Hearthstone slot(s): 1

Era: The First River Crusade

## Evocations of Penumbra Gleam

Upon attuning to Penumbra Gleam, its wielder awakens Meditation in Silver for free. Maja's shadow appears in the shield's surface, offering a single word of advice: "Strive."

### Meditation in Silver

**Cost:** 3m, 1wp; **Mins:** Essence 1
**Type:** Simple
**Keywords:** Resonant, Stackable
**Duration:** Indefinite
**Prerequisites:** None

As the wielder practices and drills in front of Penumbra Gleam, her reflection comes to life, eager to offer suggestions and critique. After several hours under its guidance, she makes an instill roll against herself with (Perception + Integrity) to erode an Intimacy expressing pride or bravado, or create or strengthen one expressing humility or frustration with herself. She banks *Reflection* equal to her total successes on this roll, maximum (Perception + Melee). She can spend up to (Perception/2, rounded up) Reflection on a Melee attack to reroll that many non-1 failures, and can spend Reflection in place of Initiative when taking a full defense. She can stack Reflection from multiple uses of this Evocation; she need not commit the cost of subsequent uses.

**Resonant:** As long as the wielder has a Major or Defining Intimacy expressing self-doubt, self-loathing, or inadequacy, she adds (higher of Essence or 3) to her maximum Reflection.

#### Flawed Strike Mockery

**Cost:** 2m; **Mins:** Essence 1
**Type:** Reflexive
**Keywords:** Resonant, Uniform
**Duration:** Instant
**Prerequisites:** Meditation in Silver

Enemies who witness their failed techniques reflected in Penumbra Gleam falter. Successfully blocking an attack steals one point of Initiative from the attacker and grants one Reflection.

**Resonant:** With Essence 3, the wielder may pay a one-Willpower surcharge to steal Initiative equal to the difference between the failed attack and her Parry, maximum (Perception).

#### Broken Sword Echo

**Cost:** 5m; **Mins:** Essence 1
**Type:** Reflexive
**Keywords:** Counterattack, Resonant
**Duration:** Instant
**Prerequisites:** Flawed Strike Mockery

As their blades rebound from Penumbra Gleam, enemies are assailed by thoughts of failure. Upon successfully blocking an attack, the wielder makes a special counterattack, rolling (Perception + Melee) against the attacker's Resolve. If successful, he suffers a −3 penalty on rolls against the wielder that scene and forms a Minor Tie of self-loathing. He can spend Willpower to resist the Tie, but not the penalty.

**Resonant:** The wielder adds non-Charm dice on her counterattack equal to the difference between the enemy's attack roll and her Parry.

#### Fault-Finding Defense

**Cost:** 4m, 1 Reflection; **Mins:** Essence 2
**Type:** Reflexive
**Keywords:** Uniform
**Duration:** Instant
**Prerequisites:** Flawed Strike Mockery

Penumbra Gleam exaggerates flaws — especially flawed attacks. After an attack overcomes the wielder's Parry, she may use this Evocation to impose a penalty on the damage roll equal to the attack roll 1s, maximum (Perception).

#### Silver Phantom Phalanx

**Cost:** 5m, 1+ Reflection; **Mins:** Essence 2
**Type:** Reflexive
**Keywords:** Dissonant, Resonant, Uniform
**Duration:** Until next turn
**Prerequisites:** Fault-Finding Defense

Bracing against attacks, the wielder throws off a host of images displaying how she *might* defend against it, confounding her foes. Every point of Reflection she spends adds +1 Parry, maximum (Perception/2). A foe may spend one Willpower to pierce this illusion, ignoring the bonus.

**Resonant:** If the wielder took a full defense on her turn, enemies can't resist with Willpower.

**Dissonant:** Each +1 Parry costs two Reflection, not one.

#### Symmetry of Violence

**Cost:** 7m, 5i, 1wp, 0+ Reflection; **Mins:** Essence 3
**Type:** Reflexive
**Keywords:** Clash, Decisive-Only, Resonant
**Duration:** Instant
**Prerequisites:** Silver Phantom Phalanx, Broken Sword Echo

**Resonant:** Only characters resonant with Penumbra Gleam can awaken this Evocation.

Turning a foe's strength against him, the wielder conjures his reflection from within Penumbra Gleam's surface to strike back. She clashes an attack with a **decisive** attack, using her attacker's Initiative instead of her own to determine damage. She may spend up to (Perception/2) Reflection to add that many dice to the attack and damage rolls. Additionally, she can duplicate any Supplemental or Reflexive magic enhancing the attack for (effect's minimum Essence + 3) Reflection each. This doesn't reset her Initiative. Unlike most clashes, this can be combined with Broken Sword Echo's counterattack.

This Evocation can only be used once per scene, unless reset by crashing an enemy by blocking his **decisive** attack.

## Seven Furies Caged,

### (Moonsilver Articulated Plate, Artifact ••••)

Such was young Blood Nail's wrath when he faced the Shogunate's forces in battle that he went forth heedless of danger, refusing to armor himself against the Wyld Hunt. Thus, his protection fell to his Circlemate and lover,

Amareq Winding-Glory, who labored to shape moonsilver around Blood Nail even as he battled. By the time Amareq completed the armor, it was stained with gore — both Blood Nail's and his victims'. Seven Furies Caged had drunk deep of its wearer's rage, and been born a monster.

Blood Nail and Seven Furies Caged slaughtered many great foes, whose skulls were hung from the armor's spikes. The Lunar's victories saw him recognized as a shahan-ya in the Realm's infancy, as young Lunars who'd barely survived the Great Contagion and the Fair Folk crusades sought his aid in mastering their rage. He lends the armor freely to students and allies, so long as they use it to further his agenda of open warfare against the Realm. Lunars of other political leanings must trade favors for a chance to bear it into battle.

Seven Furies Caged is jagged and bestial in design — some might call it crude, though others remember the difficulty Amareq faced in creating it. Sharp spikes of moonsilver jut from its helm, pauldrons, and gauntlets. Here and there, its plates are discolored where a fragment of jade or splinter of a Dragon-Blood's bones was caught in the moonsilver while Amareq worked it.

Attunement: 6m, Type: Heavy (Soak +11, Hardness 10, Mobility Penalty –2)

Hearthstone slot(s): 2

Era: Siege of Gunuku

## Evocations of Seven Furies Caged

Seven Furies Caged's wearer adds her wound penalty to the armor's soak and Hardness.

### Jubilant Loss of Control

**Cost:** 4m; **Mins:** Essence 1
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisites:** None

As pain clouds the warrior's thoughts, Seven Furies Caged offers the clarity of rage, urging her onward to the slaughter. She ignores wound penalties on a Join Battle roll, adding them as bonus dice. If she wins Join Battle and makes a **decisive** attack on her first turn, the attack roll enjoys the same benefit, and she adds her wound penalty in dice to the damage roll.

### Harnessed Fury Mantra

**Cost:** —; **Mins:** Essence 1
**Type:** Permanent
**Keywords:** Resonant
**Duration:** Permanent
**Prerequisites:** Jubilant Loss of Control, Relentless Lunar Fury

Seven Furies Caged feels the Lunar's pain, humming with intensity born of agony. While using Relentless Lunar Fury (p. XX), she gains a bonus dot of Strength. She ignores wound penalties on feats of strength, adding them as bonus dice.

**Resonant:** Relentless Lunar Fury adds one die to **decisive** damage rolls.

### Invincible Berserker Approach

**Cost:** 5m; **Mins:** Essence 2
**Type:** Reflexive
**Keywords:** Decisive-only, Resonant
**Duration:** Instant
**Prerequisites:** Jubilant Loss of Control

The doomed and the damned who stand against the berserker watch in fear as their blows do nothing. She adds (Stamina) to the armor's Hardness against a source of **decisive** damage. If she has any damage in her –4 health levels, she enjoys this Hardness even while crashed (but not the armor's base Hardness, or any other Hardness). If her Hardness negates an enemy's **decisive** attack, she reflexively makes an ([Appearance or Charisma] + Presence) threaten roll against him, ignoring wound penalties and adding them as bonus dice.

**Resonant:** The wielder can use this Evocation while crashed if she has any damage in her –2 levels.

### Unrelenting Destroyer Fury

**Cost:** 4m; **Mins:** Essence 2
**Type:** Supplemental
**Keywords:** Dual, Resonant
**Duration:** Instant
**Prerequisites:** Jubilant Loss of Control

The berserker unleashes her anger in blows that crush stone and turn bones to dust. She adds (Strength) dice on an attack roll against an enemy that's dealt **decisive** damage to her since her last turn. **Withering** attacks add (wound penalty) dice of post-soak damage; **decisive** attacks add (wound penalty) attack roll extra successes as damage dice.

**Resonant:** This Evocation can enhance attacks against enemies with a lower wound penalty than the wearer, even if they haven't damaged her.

### Bleeding Behemoth Rampage

**Cost:** —; **Mins:** Essence 3
**Type:** Permanent

**Keywords:** Decisive-only, Resonant
**Duration:** Permanent
**Prerequisites:** Blood Moon Ascendant, Frenzied Desperation Strike

Even if its master can barely stand, Seven Fangs Caged forces her body to obey her will, moonsilver doing what muscle cannot. When she uses Frenzied Desperation Strike (p. XX), she adds her wound penalty both to the attack's damage roll and to her Initiative after resetting if successful. Frenzied Desperation Strike is reset the first time in a scene she takes damage to a −4 health level.

**Resonant:** If Relentless Lunar Fury is active, waive Frenzied Desperation Strike's Willpower cost.

#### Blood Moon Ascendant

**Cost:** 5m, 1wp; **Mins:** Essence 3
**Type:** Simple
**Keywords:** Resonant
**Duration:** Instant
**Prerequisites:** Harnessed Fury Mantra, Invincible Berserker Approach, Unrelenting Destroyer Fury

Howling her pain to the sky, the Lunar taps the illimitable rage of every warrior to have ever borne Seven Furies Caged into battle. To use this Evocation, Relentless Lunar Fury must be active. She rolls (Stamina + Strength), ignoring her wound penalty and converting it into bonus dice, gaining Initiative equal to the successes.

This Evocation can only be used once per scene, unless reset by incapacitating a nontrivial enemy with an attack that dealt 5+ levels of damage more than necessary to do so.

**Special activation rules:** This Evocation can be flurried with a feat of strength, rush, or threaten roll.

**Resonant:** If the Lunar gains 10+ Initiative, her attack is reset (**Exalted**, p. 255).

#### Seven Vengeful Fangs

**Cost:** —; **Mins:** Essence 3
**Type:** Permanent
**Keywords:** Counterattack, Decisive-only, Resonant
**Duration:** Permanent
**Prerequisites:** Blood Moon Ascendant, Knife-Biting Attitude

Seven Furies Caged roars as it's struck, extending its spikes to impale its attacker. When the Lunar uses Knife-Biting Attitude (p. XX), she may unleash a **decisive** counterattack with any of her weapons after her attacker rolls damage. Her counterattack only uses the Initiative gathered by Knife-Biting Attitude for its damage, ignoring Hardness. It doesn't include the rest of her Initiative or reset it, although the gathered Initiative is spent. If Relentless Lunar Fury is active, she can make this counterattack while crashed.

**Resonant:** The Lunar may include her Initiative in the counterattack's damage. This resets her to base if it's successful.

## Death at the Root

((Moonsilver Grand Grimcleaver, Artifact •••••)

A master Lunar geomancer and artificer of the First Age, Shu Ri-Li the Dragon Line Shepherd wielded his Crook of Earthly Harmony to raise chatoyant towers that ascended into Yu-Shan, sacred pagodas that sealed shadowlands, and jungles of living gemstone. But when the Usurpation's aftermath delivered his life's work into the hands of the traitorous Dragon-Blooded, he snapped his green jade rod and reforged it with a heavy moonsilver blade. With the newly christened Death at the Root, he denied the usurpers their stolen manses, maiming dragon lines and destroying irreplaceable First Age geomantic and sorcerous infrastructure.

A weapon of immense power well-suited to the Silver Pact's purposes, Death at the Root has been held by many Lunars throughout time. Seventh-Born Moth used it to destroy the Mirror-Eye Ziggurat, blinding the Realm to her Circle's liberation of Kinerack. Black Heavens Magister turned it against the Four Winds Throne at Greyfalls, laying low the almighty Realm Defense Grid for a season, though the ensuing Wyld Hunt killed him and captured the grimcleaver. It would not remain long in Dragon-Blooded hands; Hajkal Pra stole it from Ledaal Purun's sanctum-manse and sundered the wards worked into its walls as an afterthought. It frequently trades hands within the Pact as a repayment for favors between shahan-yas and their schools.

Attunement: 5m; Type: Heavy (+1 ACC, +14 DMG, +0 DEF, OVW 5)

Tags: Lethal, Melee, Chopping, Reaching, Two-Handed

Hearthstone slot(s): 3

Era: Birth of the Silver Pact

### Evocations of Death at the Root

Upon attuning to Death at the Root, its wielder awakens Sever the Flow for free. The grimcleaver can destroy hearthstones without needing the normal prerequisites and period of examination (**Exalted**, p. 604).

### Sever the Flow

**Cost:** 5m; **Mins:** Essence 1
**Type:** Simple
**Keywords:** Perilous, Resonant
**Duration:** Instant
**Prerequisites:** None

Slamming Death at the Root into the earth, the wielder unleashes a shockwave that disrupts the flow of dragon lines. While in a demesne or manse, she rolls (Intelligence + [Craft (Geomancy) or Melee]) at difficulty (its Merit rating), suppressing that site's supernatural properties within close range for the



scene, plus an additional range band for every two successes. This includes increased mote recovery for characters attuned to the site, their ability to sense Essence use within the disrupted region, and any other supernatural properties. A demesne or manse can only be disrupted by one use of this Evocation at a time.



N/A-rated demesnes and manses, like the Imperial Manse, are immune to this Evocation.

**Resonant:** If the wielder rolls 3+ extra successes, her attack is reset (**Exalted**, p. 255).

### Welling Sap Strike

**Cost:** 1m; **Mins:** Essence 1
**Type:** Reflexive
**Keywords:** Stackable, Withering-only
**Duration:** One scene
**Prerequisites:** Sever the Flow

Where the bark is cut, sweet life flows out. After dealing damage with a **decisive** attack or successfully using Sever the Flow, the wielder gathers geomantic Essence from her surroundings into a shining corona around the grimcleaver, adding one die to the raw damage and Overwhelming of its **withering** attacks.

The wielder can stack this Evocation up to (Essence) times. In a demesne or manse, this increases to (its Merit rating), if higher. In N/A-rated demesnes and manses, it can be stacked without limit.

### World-Breaker's Blade

**Cost:** 2m; **Mins:** Essence 1
**Type:** Supplemental
**Keywords:** Decisive-only
**Duration:** Instant
**Prerequisites:** Welling Sap Strike

Blazing with varicolored geomantic fire, Death at the Root deals out a grievous wound. To use this Evocation, Welling Sap Strike must be active. The wielder adds its damage dice bonus to a **decisive** attack.

### Dragon's Egg Cracked

**Cost:** 2m, 1wp; **Mins:** Essence 2
**Type:** Simple
**Keywords:** Decisive-only, Resonant
**Duration:** Instant
**Prerequisites:** World-Breaker's Blade

Death and rot afflict the fruits of the dragon lines in the wielder's wake. She rolls a gambit to destroy a hearthstone on an enemy's person: difficulty 5 for lesser hearthstones and 8 for greater hearthstones. Success destroys the stone and breaks its bearer's attunement to the demesne or manse. If the hearthstone originated from a demesne or manse the wielder has disrupted with Sever the Flow, she adds (Essence) dice on the attack and Initiative rolls.

**Resonant:** Shattering a hearthstone socketed into a weapon also disarms that weapon.

### Dweomer-Cleaving Edge

**Cost:** —; **Mins:** Essence 2
**Type:** Permanent
**Keywords:** Resonant
**Duration:** Permanent
**Prerequisites:** Sever the Flow, Spell-Rending Talon

Death at the Root sunders the threads of sorcery. The Lunar waives Spell-Rending Talon's (p. XX) cost when using it to enhance a chopping attack (**Exalted**, p. 585). It can also counter a spell being cast, stripping one sorcerous mote per two levels of damage dealt to the sorcerer.

**Resonant:** When using this Evocation to counter spells, each level of damage strips one sorcerous mote.

### Cutting the World-Root

**Cost:** —(+1wp); **Mins:** Essence 3
**Type:** Permanent
**Keywords:** Resonant
**Duration:** Instant
**Prerequisites:** Sever the Flow

The world's lifeblood withers and runs dry at Death at the Root's fall. The wielder may pay a one-Willpower surcharge to extend the suppression inflicted by Sever the Flow to (Essence + Strength) days.

**Special activation rules:** This Evocation awakens at no cost when the wielder successfully uses Sever the Flow against a greater demesne or manse, or uses Dragon's Egg Cracked to destroy a greater hearthstone.

**Resonant:** If the wielder uses this Evocation at an especially vulnerable point within a demesne or manse, such as where its hearthstone grows, rolling 5+ extra successes suppresses the entirety of the site's magic for the duration, and shatters any Linked hearthstones (**Exalted**, p. 604) originating from it.

### World-Soul Harvest

**Cost:** —(+10m, 1wp); **Mins:** Essence 3
**Type:** Permanent
**Keywords:** Perilous
**Duration:** Permanent
**Prerequisites:** Cutting the World-Root, Dragon's Egg Cracked

Death at the Root drinks deeply of the world's power, stealing it for itself. After using Cutting the World-Root to suppress a demesne or manse with (its Merit rating) extra successes, the wielder may pay ten motes and one Willpower to draw its Essence into one of the grimcleaver's hearthstone sockets. Over the next day, a duplicate of that demesne or manse's hearthstone forms within that socket (assuming at least one is empty). It shatters if removed. Such hearthstones are always Steady (**Exalted**, p. 604), even if the original isn't.

This Evocation can only be used once per story.

### Broken Circle Ruin

**Cost:** —(+1wp); **Mins:** Essence 4
**Type:** Permanent
**Keywords:** Perilous, Resonant
**Duration:** Permanent
**Prerequisites:** Cutting the World-Root, Dweomer-Cleaving Edge

**Resonant:** Only characters resonant with Death at the Root can awaken this Evocation.

Death at the Root rends miracles in twain, ushering an end to the relict wonders of a lost age. The wielder can use Sunder the Flow against sorcerous workings for a one-Willpower surcharge, rolling against difficulty (Circle x 3). Terrestrial Circle workings are negated entirely; Celestial and Solar workings have their effects suppressed for (Essence + Strength) days.

This Evocation is especially effective against workings that incorporated a demesne or manse as one of their Means (**Exalted**, p. 487). Such a Celestial Circle working can be permanently undone, while such a Solar working can be suppressed for (Essence) months.

### Manse-Razing Strike

**Cost:** 10m, 1wp; **Mins:** Essence 5
**Type:** Simple
**Keywords:** Resonant
**Duration:** One extended action
**Prerequisites:** World-Soul Harvest

**Resonant:** Only characters resonant with Death at the Root can awaken this Evocation.

The ultimate Evocation of Death at the Root is its most infamous, the awful power to fell the towers of the mighty. It can only be used against a demesne or manse that's completely suppressed with Cutting the World-Root. The wielder begins an extended (Intelligence + Craft [Geomancy]) action to completely destroy that site, cutting away those features of the terrain or architecture that are most vital to its geomancy. This has difficulty (its Merit rating), goal number 40, and a one-day interval. Success permanently destroys it, entailing massive damage to the structures of a manse or the landscape of a demesne. On failure, the wielder can't use this Evocation against that site again.

This Evocation can only be used once per story.

# Weirdflame

## (Moonsilver Devil Caster •••••)

In the Usurpation's aftermath, the shaman-smith Saint of the Sands fled to the Wyld and built a palace-forge in its depths. He savaged the Fair Folk, feeding them to his furnace to quicken his weapons of vengeance. Weirdflame was the last of these masterpieces, crafted from the chaos-twisted ruins of his workshop itself.

Since the Saint's death, Weirdflame and the rest of his arsenal have been scattered across Creation and the Wyld, wielded by the Silver Pact and its enemies alike, but few have matched Weirdflame's infamy. Its flames burn with the Wyld's power, twisting and tainting that which they touch rather than consuming them. In the hands of Eight-Eye Weaver, Weirdflame razed satrapies and transformed warriors into faceless monsters. The witch-king Kurzimand used it as an instrument of fear, warping criminals into awful grotesques.

Weirdflame is a gaudy weapon, with a spiral moonsilver barrel shot through with veins of garish, pulsating chaos and a mother-of-pearl grip. Its flames burn in a rainbow of colors, both those known in Creation and alien spectra of the Wyld. It currently lies where its last wielder, the Four Pine Sage, sealed it away...yet Weirdflame still burns, beckoning its next master.

Attunement: 5m; Type: Medium (+12 DMG, OVW 4)

Accuracy: Close +1; Short +5; Medium +3; Long +1; Extreme –1

Tags: Lethal, Archery (Short), Flame, One-Handed, Mounted, Slow

Hearthstone slot(s): 1

Era: Blood Moon Interregnum

## Evocations of Weirdflame

When attuning to Weirdflame, the wielder awakens Spark of Madness for free.

### Spark of Madness

**Cost:** —; **Mins:** Essence 1
**Type:** Reflexive
**Keywords:** Uniform
**Duration:** One day
**Prerequisites:** None

Weirdflame and wielder burn alike. Upon awakening this Evocation, her player chooses a Derangement (**Exalted**, p. 168). While this Evocation is active, she suffers that Derangement at Major intensity, but Weirdflame loses the Slow tag and requires no ammunition.

This Evocation can't be ended early.

### Wyld-Flame Crucible

**Cost:** 5m, 1wp; **Mins:** Essence 1
**Type:** Simple
**Keywords:** Decisive-only, Resonant, Stackable
**Duration:** Instant
**Prerequisites:** Spark of Madness

Unleashing a conflagration of morphic fire, Weirdflame's master twists her foe in a gruesome display of power. She makes a difficulty 5 gambit, inflicting one of the following transformations for one day if successful:

- **Humanity-Immolating Pyre:** Twisted into a gruesome and terrifying shape, the victim inspires fear in all who behold him. He gains the Hideous Merit and suffers a –2 penalty on inspire and instill rolls based on any emotion but fear, and bargain and persuade rolls. Anyone who sees him assumes he's a demon, fae, or similar horror unless they succeed on a difficulty 3 (Perception + Occult) roll. Characters who know him add +3 dice on this roll; on a failure, they assume he's a monster that's somehow stolen the original's shape.
- **Limb-Twisting Molt:** One of the victim's limbs or organs is grotesquely transformed — a leg turned to coral, an arm stripped of bones, eyes becoming fungal growths, etc. — inflicting a –3 penalty on rolls requiring its use.
- **Melting Face Curse:** Weirdflame's fire burns away the victim's face and identifying features. Recognizing him by sight, scent, or voice is impossible without magic, and even then requires a (Perception + Awareness) roll at difficulty (wielder's Manipulation + Essence). This can't disguise him as another individual.

This is a shaping effect (p. XX). The wielder can stack multiple gambits on a single foe but can't stack the same gambit — with the exception of Limb-Twisting Molt, which can be applied once per body part.



Weirdflame's master can develop new transformations of comparable power for three experience points (or one bonus point) each.

**Resonant:** The wielder makes a damaging **decisive** attack instead. As long as the damage inflicted beats the gambit's difficulty, she may forgo three levels of damage to inflict a single transformation.

### The Moon in Flames

**Cost:** —; **Mins:** Essence 1
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisites:** Sharing Luna's Gifts, Wyld-Flame Crucible

The Lunar may use Weirdflame's fire to transform characters with Sharing Luna's Gifts (p. XX), waiving its health-level cost. If she knows Insidious Lunar Transformation (p. XX), she can make its gambit with Weirdflame, waiving its health-level cost. Evocations that enhance Wyld-Flame Crucible also enhance Insidious Lunar Transformation — for example, reducing the difficulty of using it against a target marked by Twisting Ash Brand.

**Special activation rules:** This Evocation awakens at no cost when the Lunar fails a roll against Spark of Madness' Derangement.

### Mad-Fire Ultimatum

**Cost:** 3m, 1wp; **Mins:** Essence 2
**Type:** Supplemental
**Keywords:** Psyche, Resonant
**Duration:** Instant
**Prerequisites:** Wyld-Flame Crucible

The wielder doubles 9s on a threaten, instill, or inspire roll to torment or outrage a victim of Wyld-Flame Crucible. If she beats his Resolve, she also inflicts a Minor Derangement of hysteria for (1 + extra successes) days, or for the transformation's duration if it's longer.

**Resonant:** The wielder doubles 8s.

### Twisting Ash Brand

**Cost:** 3m; **Mins:** Essence 2
**Type:** Supplemental
**Keywords:** None
**Duration:** Instant
**Prerequisites:** Wyld-Flame Crucible

Weirdflame exhales a spume of varicolored smoke and glowing cinders. As its wielder aims at a foe, this smoke clings to him, lowering the difficulty of the next gambit made against him with Wyld-Flame Crucible by two.

### Ruined Phoenix Crucible

**Cost:** —; **Mins:** Essence 3
**Type:** Permanent
**Keywords:** Resonant
**Duration:** Permanent
**Prerequisites:** Mad-Fire Ultimatum

Emerging from the ashes like a broken-winged phoenix, a foe is reborn. Wyld-Flame Crucible's transformations last (wielder's Essence x2) days, or (Essence) months against mortals. The wielder may commit Wyld-Flame Crucible's cost when transforming a foe with equal or lesser Essence, making the transformation's duration Indefinite.

**Resonant:** Mortals with Willpower lower than the wielder's Essence can be permanently transformed without committing motes.

### Wyld Nightmare Inferno

**Cost:** 10m, 5i, 1wp; **Mins:** Essence 4
**Type:** Simple
**Keywords:** Perilous, Resonant
**Duration:** One scene
**Prerequisites:** Ruined Phoenix Crucible, Twisting Ash Brand

**Resonant:** Only a wielder resonant with Weirdflame can awaken this Evocation.

Raising Weirdflame skyward, the wielder unleashes a Wyld-fire vortex, engulfing the world around her in chaos. This is a difficulty (Essence), Damage 4L/round environmental hazard extending out to medium range from her. Rolls against it use the lower of the appropriate (Attribute + Ability) pool or (Wits + Integrity). If Spark of Madness is active, the wielder is immune to this hazard.

Each level of damage a character takes from the hazard lowers the difficulty of Wyld-Flame Crucible's gambits against him by one. Once the difficulty's been lowered to 0, each subsequent time a character takes damage, the wielder may afflict him with one of Wyld-Flame Crucible's transformations.

This blaze can't be extinguished by water, or even fire-suppressing magic, but it ends if the wielder is crashed.

War horns rang out over Kulinth, as though anyone could hear the clashing swords and the shouts and *not* recognize the alarm had been raised. Castellan Vogl had played her part exactly as Sazay had expected, raising the cry over poor, murdered Glimmering Shroud. She'd alerted Prince Asmund and flung her accusations Cathak Vanida's way. The satrap countered with whispers *she'd* heard — Silent Pearl's poisoned rumors — and from there, the tension reached a boiling point. When Winglord Haraku's soldiers found his body early that morning, the hostilities spilled over.

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Tula winged over a quiet street, calling down orders with a song. It was all she could do not to trill in triumph. All night, her fighters had ambushed orderly packs of garrison troops: striking from cover, sowing blood and chaos, and melting back into Kulinth's twisting alleys before the trained soldiers could rally and retaliate. Two months ago, she'd been uncertain they could learn so quickly. Now, though, they did exactly as she bade, and though they'd suffered losses, would suffer more in the hours to come, grieving could wait. Tonight, they saved their people.

She spotted figures ahead, scuttling from shadow to shadow: a family trying to escape. *This way,* she called to her warriors. A handful emerged from cover to lead the refugees to safety. The rest skulked after Tula as she wheeled down an alley, toward the garrison force coming to make a sweep. They'd find more than scared peasants against whom to test their blades.

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Sazay had worn half a dozen faces tonight, and by morning she'd don half a dozen more. She'd been a square-jawed old commander, sending his troops to the wrong side of the city; one of the satrap's mouthpieces, delivering orders in a stolen voice; the tax collector, scurrying into a stolen carriage with boxes of pilfered scrolls; and a close friend of Glimmering Shroud, declaiming an impassioned speech to all who'd listen about avenging his death. She'd worn animal shapes, too, sneaking mouse-tiny into a meeting room to eavesdrop on the satrap's desperate plans. She'd been a kestrel, carrying those plans to Tula and Tegama. She'd been her beloved fennec-self, slipping into storehouses and kicking over oil lanterns.

Her favorite so far was running as a wolf at Silent Pearl's side, exulting in the joy of being part of a pack as they tasted coppery blood torn from soldiers' throats.

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The fighting wasn't confined to the city's walls. Silent Pearl preferred to lure their enemies away from the safety that came with comrades in arms; they dragged the battle over snowy fields and out onto the frozen lake, where spirits of ice and gale waited to sink frigid talons into warm mortal flesh. The fight went out of the soldiers as the cold crept in, though Silent Pearl felt no pity. They'd promised their otherworldly allies a feast, and the winds howled with approval.

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It was nearly midnight, but Kulinth's central square glowed bright as day. At its center, limned in white and surrounded by soldiers, flowed Tegama. His form blurred as he moved, the silver blade flashing in his grip. It left a bright streak in its wake, often followed by a crimson arc. Tegama cut through his opponents efficiently, methodically. With every swing, he took a step closer to the palace where Cathak Vanida was holed up, surrounded by her most trusted guards.

Clutched in winter's frozen grasp, Kulinth burned.



*Chapter Nine*

# Heroes and Monsters

The following quick characters can be used to represent specific characters or as guidelines for others.

The Charms listed for each quick character are only a sampling of each character's most iconic powers. Storytellers should feel free to add Lunar Charms, Martial Arts Charms, Evocations, or spells to increase a character's power or diversify her talents.

## Hata Mor

Pressed into slavery as a child along with the rest of his village by the Guild, Hata Mor was torn from his parents and sold by Guild factor Rodikhar of Nathir to the prince Blossoming Vine to fight in his arena. The prince spared no expense in tending to his precious gladiators' health, but had no concern for their humanity, considering them less than his hunting hounds or stable of horses. So when Blossoming Vine sought to court a visiting queen with a taste for blood, Hata Mor found himself thrown into a brutal death match that left him bleeding out in the sand.

Determined to survive, Mor barely managed to crawl out of the arena. Luna found him as he tried to bind his wounds. That night, he escaped his slavery. Silver Pact emissaries sought him out soon after, but he rejected their offers. He knew little of the Realm, and his rage had pressing targets far closer to hand. Nor did he seek the Pact's mentorship; after a life in chains, he was wary of even the most seemingly benevolent masters. Instead, he pursues a far more personal vendetta.

Blossoming Vine believes Hata Mor dead, but in truth, the young Lunar has set out to ruin both the prince and the Guild factor who enslaved him. Blossoming Vine and Rodikhar deserve none of the respect his fellow gladiators did — rather than a swift, violent end, they must be humbled and humiliated as Mor unravels their lives' works. He moves among the elite of Vine's kingdom, sowing unrest and stoking the ambition of rival nobles, while undermining Rodikhar's mercantile ventures with his own trading consortium, the Hidden Stonefish Company. Only when his tormentors succumb to despair will he permit them their deaths.

### ELDER PROWESS

This chapter includes ancient Lunars with Essence 6+ Charms. These don't represent a new tier of power beyond what Essence 5 Charms can accomplish — rather, they depict these elders' unique and idiosyncratic capacities, signature feats that define their legend but remain within the bounds of ordinary power.

**Caste:** Casteless

**Spirit Shape:** Stonefish; **Tell:** A mottled birthmark on his face.

**Essence:** 2; **Willpower:** 6; **Join Battle:** 6 dice (+2 for 2m, +4 for 4m)

**Personal:** 17; **Peripheral:** 42

**Health Levels:** –0/–1x2/–2x4/–4x2/Incap.

**Actions:** Assess Goods: 7 dice (+4 for 4m, +7 for 7m); Feats of Strength: 8 dice (+4 for 4m, +7 for 7m; may attempt Strength 5 feats); Read Intentions: 10 dice (+4 for 4m, +7 for 7m); Resist Poison/Illness: 7 dice (+4 for 4m, +7 for 7m), Senses: 8 dice (+4 for 4m, +7 for 8m); Social Influence: 10 dice (+4 for 4m, +7 for 7m)

Appearance 3, Resolve 3 (+1 for 2m, +2 for 4m), Guile 5 (+2 for 4m, +4 for 8m)

**COMBAT**

**Attack (Unarmed):** 11 dice (+5 for 5m, +10 for 10m; Damage 12B, +3 for 3m, +5 for 5m)

**Attack (Grapple):** 7 dice (+4 for 4m, +7 for 7m; 10 dice to control, +4 for 4m, +7 for 7m)

**Combat Movement:** 6 dice (+2 for 2m, +4 for 4m)

**Evasion:** 2 (+1 for 2m, +2 for 4m); **Parry:** 4 (+2 for 2m, +4 for 4m)

**Soak/Hardness:** 4 (+2 for 2m, +4 for 4m)/0

## INTIMACIES

Defining Principle: I am my own master.

Defining Tie: Blossoming Vine (Hatred)

Defining Tie: Factor Rodikhar (Hatred)

Major Principle: I value safety and certainty.

Major Tie: Luna (Gratitude)

Major Tie: Slaves (Compassion)

Minor Principle: Be wary of kindness; all too often, it baits a trap.

Minor Tie: Reave (Companionship)

Minor Tie: The Guild (Enmity)

Minor Tie: The Hidden Stonefish Company (Pride)

## ESCORT

Hata Mor has a claw strider familiar (**Exalted**, p. 561) named Reave. He's sometimes accompanied by hired bodyguards, with battle-ready troop traits (**Exalted**, p. 496).

## SHAPESHIFTING

Hata Mor has the shapes of a variety of city-dwelling animals, and a handful of Eastern predators including a bear, wolf, and panther (**Exalted**, pp. 557, 562, 565). He possesses considerably more human shapes, largely taken from Blossoming Vine's kingdom, including the towering, shaggy-bearded merchant Bamboo Kettle, the form he uses in his capacity as the Hidden Stonefish Company's leader. He can take shapes with Debt of Borrowed Skin (p. XX) and Terrifying Predator Consumption (p. XX).

## OFFENSIVE CHARMS

**Adder Fang Method** (3m; Supplemental; Instant; Decisive-Only, Protean): **Decisive** attack conveys poison with Damage 2i/round (B in Crash), Duration 4 rounds, and a –2 penalty; or increase duration of a venomous animal shape's poison by two rounds.

**Divine Predator Strike** (2m; Supplemental; Instant; Dual): Add (1 + attack roll 10s) to post-soak **withering** damage (maximum 5) or **decisive** damage (maximum 2). Against crashed enemies, count 9s as well.

## DEFENSIVE CHARMS

**Halting the Scarlet Flow** (6m, 1wp; Reflexive; 4 turns; Perilous): Heal one level of non-aggravated damage at the start of each turn, or four levels of non-aggravated damage over a minute outside of combat. Ends if crashed. Once per day.

**Impenetrable Beast-Armor** (3m; Reflexive; Instant; Dual): +3 soak or Hardness 4.

## SOCIAL CHARMS

**Forked Tongue Discernment** (2m; Reflexive; Instant): Roll Read Intentions with two successes to determine if someone's lying. Once Mor catches someone lying, subsequent uses that scene don't require rolls.



**Gnawing Mouse Malaise** (5m, 1wp; Simple; One story; Mute): Spend a scene sabotaging an organization Mor has authority within, rolling Social Influence with three successes opposing an appropriate roll by an involved group member. Rolls for the organization's business take twice as long, and 1s subtract successes; once per day, Mor gains one Willpower when such a roll fails. He gains +3 Guile to conceal his culpability. This can be ended by uncovering Mor's involvement and completing a relevant project.

**Unceasing Hunger Affliction** (5m; Simple; Instant; Psyche): Roll Social Influence against one character to inspire fascination for a good or service. Success also inflicts Minor Obsession for (6 – target's Integrity days); failed Willpower roll resets duration. Victim suffers additional –1 Resolve against bargains offering that good or service. Once per scene.

**Uncertain Sky Ambiguity** (6m; Simple; Instant; Mute): Roll Social Influence with +3 dice to cause targets to doubt a given fact. This doubt is a virtual Major Intimacy that scene ends. Characters can resist without spending Willpower if presented with contradictory direct evidence; it's unacceptable against characters with Intimacies of belief in the fact.

# Lilith

After all these centuries, Lilith's youth seems like a dream. Her recollections are sharp but fleeting, a dwindling flock of brilliant images against the dark — Erya-Duat's verdant fields, carved out of the Southern desert; the hunt against the great vulture-strix wherein she Exalted, strangling the arrow-riddled beast as it raked her with terrible claws; racing her Lunar mentor across the night skies, chasing the moon into the west.

But more than anything, she recalls her first glimpse of Andamani of the Scarlet Field. O! so resplendent in gold and crimson, so proud of bearing! O! and how his icy countenance melted into a warm smile when he saw her, how that warmth that suffused her in turn. In that moment, memories not her own flooded her, a rush of past lives weighted with passions she could not name.

Their love caught fire in an instant, and for a time it was all-consuming. They dallied in Ilyamun's hidden gardens, danced in the ballrooms of Malachite's Dawn, addressed the Deliberative from a shared plinth, and rode to war against the House of Shards in the same chariot.

Over time their love cooled, and troubles grew more frequent, marring their life together with occasional quarrels, lies, and betrayals. But their bond remained firm until the end.

When Andamani perished in the Usurpation, Lilith was shattered. Escaping the first Wyld Hunts, she joined her fellow Lunars, shaping the nascent Silver Pact.

She stayed with the Pact for a time, advising in matters of society and war. But she despaired at the loss of her idyllic existence as a prince of the Old Realm, and was ashamed of the harm her old life's wealth, war, and privilege had done to the peoples the Pact now roused against the usurpers. And always, too many things reminded her of Andamani, of the relationship she'd woven through every aspect of her life for a millennium, and her buried ambivalence toward the man she'd bound herself to.

Lilith tried to lose herself in war against the Shogunate — inspiring rebels, battling soldiers, murdering ministers and generals — but her ravaged heart remained raw, and every dealing with humanity was salt in the wound. It was easier to be an owl, with an owl's innocent hungers and needs, than to be human, with human memories and pain.



As centuries passed, Lilith's dealings with Creation — battles with the Shogunate, dalliances with heroes and spirits, tutelage of young Lunars — grew fewer and farther between. She spent more and more time as a beast, hunting and soaring through the wilderness.

Eventually, she stopped changing back.

Five years ago, Andamani was reborn, along with the other imprisoned Solars. Through the bond they'd once shared, through dreams, through the wind's scent, she sensed his return. Slowly, she awakened from being an owl. Slowly, she became Lilith once more.

Stirred from her avian dream, Lilith seeks new purpose in an unfamiliar world. She pursues rumors of the Solars, hoping to find Andamani reborn. But she also pursues meaning among her own kind. A few surviving First Age and early Shogunate-era Lunars are known to her, and though she's not yet ready to commit herself to the Silver Pact and its responsibilities, she would renew those friendships — and her vendetta against the usurpers.

Other Lunars, hearing rumors of the questing owl, now seek out Lilith in turn. The eldest Pact members know her as a peer, while younger Lunars desire her strength and her counsel.

Lilith's human form is a lean, dark-skinned woman of middle height. Moonsilver mail of ancient design covers her body; an owl's-head helm conceals her silver-white hair. However, she rarely assumes human form, favoring a variety of animal shapes, her owl shape most of all.

Lilith is typically silent, not out of shyness, but because she only speaks when she has something to say. This trait becomes less exaggerated as she spends more time in human company.

**Caste:** Casteless

**Spirit Shape:** White spotted owl; **Tell:** White feathers in her hair

**Essence:** 6; **Willpower:** 8; **Join Battle:** 11 dice (+5 for 5m, +10 for 10m)

**Personal:** 21; **Peripheral:** 43 (15 committed)

**Health Levels:** −0/−1x2/−2x12/−4x6/Incap.

**Actions:** Command: 6 dice (+2 for 2m, +4 for 4m); Conceal Evidence/Tracks: 12 dice (+5 for 5m, +10 for 10m); Feats of Strength: 10 dice (+4 for 4m, +7 for 7m; may attempt Strength 5 feats); Occult Insight: 6 dice (+2 for 2m, +4 for 4m); Read Intentions: 9 dice (+4 for 4m, +7 for 7m); Resist Disease/Poison: 7 dice (+4 for 4m, +7 for 7m); Senses: 10 dice (+4 for 4m, +7 for 7m); Social Influence: 12 dice (+5 for 5m, +10 for 10m); Stealth: 8 dice (+4 for 4m; +7 for 7m); Strategy: 10 dice (+4 for 4m, +7 for 7m); Tracking: 10 dice (+4 for 4m, +7 for 7m)

Appearance 4, Resolve 5 (+2 for 4m, +4 for 8m), Guile 6 (+2 for 4m, +5 for 10m)

## COMBAT

**Attack (Queen of Winds, moonsilver powerbow):** 13 dice at short range (+5 for 5m, +10 for 10m; Damage 17L/4, +3 for 3m, +5 for 5m)

**Attack (Nyx, moonsilver direlance):** 12 dice (+5 for 5m, +10 for 10m; Damage 19L/5, +3 for 3m, +5 for 5m)

**Attack (Unarmed):** 14 dice (+5 for 5m, +10 for 10m; Damage 12B, +3 for 3m, +5 for 5m)

**Attack (Grapple):** 14 dice (+5 for 5m, +10 for 10m; 10 dice for control, +4 for 4m, +7 for 7m)

**Combat Movement:** 11 dice (+5 for 5m, +10 for 10m)

**Evasion:** 4 (+2 for 4m, +4 for 8m); **Parry:** 6 (+2 for 4m, +5 for 10m)

**Soak/Hardness:** 12 (+2 for 2m, +4 for 4m; see Deadly Beastman Transformation and Hybrid Body Transformation)/7 (Shining Strix, moonsilver hauberk)

## INTIMACIES

Defining Principle: Life's only constants are loss and grief.

Defining Tie: Andamani (Ambivalence)

Defining Tie: The First Age (Wistful Nostalgia)

Major Principle: I place my trust in my own skills and instincts.

Major Principle: Isolation in the wilderness eases my pain.

Major Tie: Fellow Lunars (Loyalty)

Major Tie: The Usurpers (Loathing)

Minor Principle: I wish I could turn my back on the past.

Minor Tie: Luna (Reverence)

Minor Tie: Solar Exalted (Curiosity)

## SHAPESHIFTING

Lilith possesses countless animal shapes. While she has human shapes, most are people long dead; she's only taken a few human shapes to aid in interaction over the last five years. She can claim shapes with Face-Taker's Gaze (p. XX), Stalking Nightmare Hunter, Terrifying Predator Consumption (p. XX), and Whispering Heart Revelation (p. XX).

## OFFENSIVE CHARMS

**Bleeding Crescent Strike** (5m; Supplemental; Instant; Uniform): Double five 9s on an attack roll. Against battle groups, add Size to the number of dice that can be doubled, and can double 8s. Each halo adds an additional attack roll die; halos disappear at end of turn.

**Deadly Beastman Transformation** (1m, 1wp; Simple; One scene; Withering-only): Hybrid Body Transformation must be active; can use reflexively with it. +5 dice on raw **withering** damage rolls, feats of strength, and move actions. +5 soak. +6 effective Strength for attempting feats of Strength. −1 Defense. *Horrifying Beast-God Might:* Initiative Breaks are increased by (1 + crashed enemy's wound penalty).

**Falling Scythe Flash** (5m; Supplemental; Instant; Dual): +5 dice to a **decisive** damage roll against an enemy with lower Initiative, or a **withering** attack's raw damage.

**Greatest Killer Attitude** (3m, 1wp; Supplemental; Instant; Dual): A **withering** attack ignores soak bonuses from Size and converts five dice of post-soak damage to successes. Each halo adds one die of post-soak damage; halos disappear at end of turn. A **decisive** attack converts five dice of damage to successes, and doubles its effective damage for inflicting extra levels against battle groups (**Exalted**, p. 208).

**Hybrid Body Transformation** (4m; Simple; Indefinite): Gain Night Vision (p. XX), one-dot Unusual Hide and three-dot Wings (**Exalted**, pp. 167-168). *Terrifying Ogre Alteration:* While using Deadly Beastman Transformation, upgrade to three-dot Unusual Hide and five-dot Wings.

**Limb-Maiming Flourish** (3m, 1wp; Supplemental; Instant; Decisive-only): While at Initiative 10+, if enemy doesn't take a crippling injury, roll dice of damage equal to dice on original roll that showed successes. In animal shapes with crippling attacks, gain one Willpower for incapacitating or crippling a nontrivial foe. Enemies that take crippling injuries are immune for rest of scene.

**Mighty Ram Smash** (3m, 1wp; Simple; Instant; Decisive-only, Protean): Make **decisive** attack, adding one success to damage. With 3+ damage successes, knock enemy back one range band; collisions inflict 3 dice of damage, ignoring Hardness. With 5+ damage successes, knock him back two range bands (maximum medium); collisions inflict 5 damage dice. In animal shapes with Deadly Charge, double effective damage successes. *Fatal Strix Flight:* Pay four-mote, one-Initiative surcharge from close range to launch foe vertically, replacing impact damage with falling damage (**Exalted**, p. 232).

**Swooping Hybroc Death-Strike** (3m; Reflexive; Instant; Decisive-only, Protean): After using Fatal Strix Flight, jump to make a **decisive** attack, using collision damage amount. Ignore falling damage. In flight-capable forms, add six non-Charm dice on attack roll, and can remain hovering in air.

**White Reaper Form** (8m [+1wp]; Simple; One scene; Form): Double 10s on **decisive** damage rolls. Gain a halo (maximum 5) after incapacitating or crashing a nontrivial opponent or damaging a battle group; each adds +1 Resolve. Battle groups reduce Defense as though their Drill was one lower; poor Drill gives −1 Defense. Move through battle groups without spending Initiative. Can activate reflexively after beginning the turn within an enemy battle group, or close range of 3+ nontrivial opponents. *White Reaper Beastman Avatar:* Can pay a one-Willpower surcharge to activate reflexively on using Deadly Beastman Transformation.

## DEFENSIVE CHARMS

**Bending Before the Storm** (2m; Reflexive; Instant; Uniform): Halve Defense penalties, or ignore all against lower-Initiative enemy. Doesn't reduce surprise attack penalty.

**Flickering Corona Barrier** (2m; Reflexive; Instant; Uniform): +1 Parry. Attacking battle groups doesn't add Size to attack roll. Can expend all halos to add (halos expended) to her Parry.

**Foe-Defying Frenzy** (5m [+1wp]; Reflexive; Instant; Clash, Decisive-only): Clash with a **decisive** attack. Doesn't roll damage or reset Initiative unless she pays a one-Willpower surcharge; incapacitating nontrivial foe refunds Willpower.

**Gleaming Crescent Block** (3m; Reflexive; Instant; Uniform): After attack roll, up to six 1s subtract successes.

**Heron Sheds Rain** (5m [+2m, 1wp]; Reflexive; Instant; Perilous, Uniform): Block unblockable attacks. For two-mote, one-Willpower surcharge, roll Initiative, add successes as non-Charm Parry, and reset to base. Once per scene, unless reset by gaining 20+ Initiative in an instant.

**Impenetrable White Shroud** (4m, 1wp; Reflexive; One scene): +(3 + [current halos x2]) armored soak. Battle groups don't add Size to damage against her.

**Revolving Crescent Defense** (4m, 1i; Reflexive; Instant; Uniform): Ignore onslaught penalties to Defense. For each point of penalty canceled, add +1 Parry.

**Titan-Rending Fury** (6m, 5i, 1wp; Reflexive; Instant; Clash, Perilous, Withering-only): Make a **withering** clash against a crashed foe that succeeds automatically. Can't be used against him again that scene unless he recovers from crash and is crashed again.

## SOCIAL CHARMS

**Beast-Mind Metanoia** (10m, 1wp; Reflexive; Instant; Protean, Psyche): Against influence that beats Lilith's Resolve, she reduces her ability to understand it to that of an animal whose shape she possesses. Costs five motes, one Willpower in that animal's shape. Once per story, unless reset by Limit Break.

**Labyrinth of the Beast** (4m, 1wp; Reflexive; Instant; Mute, Protean): Against failed read intentions roll with any 1s, opposing character believes he succeeded and discerned only an animalistic drive, disregarding Lilith that scene unless her actions prompt further attention. In animal shapes, he sees only instinctive behavior; usable even after successful read intentions, as long as it rolled any 1s.

**Silver Mask Submersion** (6m, 1wp; Simple; Indefinite; Psyche): Lilith replaces her conscious mind with the identity of an animal shape, replacing her Intimacies with Intimacies reflecting that species' instinctual behavior. Her memories are skewed to fit her belief that she is the shape she wears. She can't voluntarily leave her current shape or end this Charm. Lilith defines a circumstance to terminate this Charm; otherwise, it only ends at end of story or when she witnesses one of her true Major or Defining Intimacies being threatened.

## MISCELLANEOUS CHARMS

**Emerald Grasshopper Form** (10m, 1wp; Simple; Indefinite): Change into a Minuscule Size animal. Waive Willpower cost when shifting between Minuscule Size shapes.

**Omniscient Instinct Concentration** (—[1wp]; Permanent): Whenever an event within 600 miles threatens or strongly impacts a Defining Tie, Lilith may spend one Willpower to receive a brief description of the event, direction, and distance. Survival rolls to navigate towards the event's location double 7s. Lilith can sense

her Solar mate's death or reincarnation, regardless of range, without spending Willpower.

**Towering Beast Form** (15m, 1wp; Simple; One day): Change into a Legendary Size animal. Must pay five motes each subsequent round in combat, unless she makes a **decisive** attack or spends 8+ motes on offensive effects, or each hour outside combat. Waive Willpower cost when shifting between Legendary Size shapes. *Undaunted Behemoth Avatar:* Waive recurring mote cost unless crashed.

## Elder Prowess

### Waking Dreamer Fugue

**Cost:** —; **Mins:** Manipulation 5, Essence 6
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Silver Mask Submersion

When Lilith uses Silver Mask Submersion in an animal shape, she remains capable of shifting into other forms, although she retains the Intimacies of the shape she used it in. If she enters human shapes, she can simulate human behavior, although her demeanor is noticeably strange; she'll likely be treated as though mad or possessed.

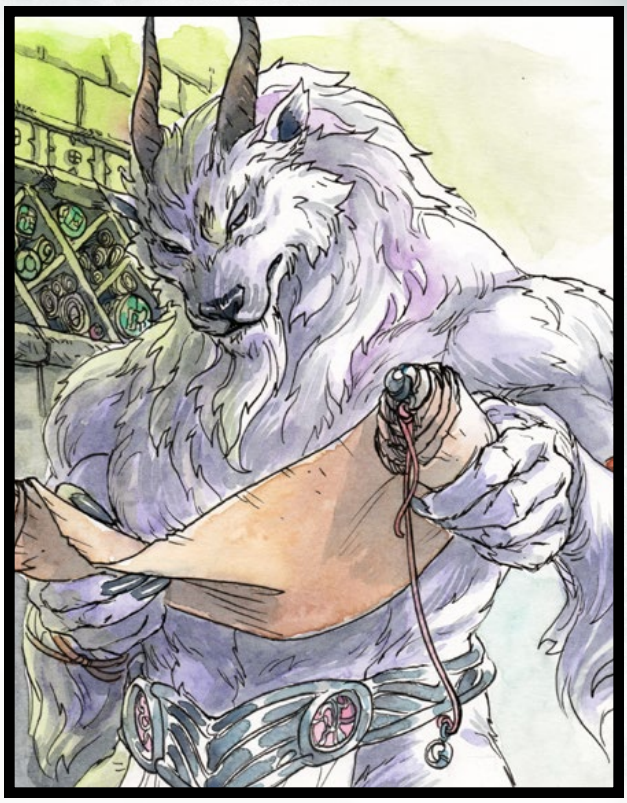
Silver Mask Submersion's mote cost is waived in Lilith's spirit shape.

# Ma-Ha-Suchi

To the Realm, Lookshy, and many in the Eastern Threshold, Ma-Ha-Suchi is a monstrous warlord whose beastfolk warriors pillage and raid indiscriminately. To the Chante-Sa peoples of the Tangle, he's a divinely appointed leader and beloved champion. To his peers in the Silver Pact, he's an ambiguous figure — some see him as having withdrawn from the vendetta against the Realm too long to be of any use; others find his politics questionable, if not infeasibly idealistic; while some believe in both his power and vision.

Despite his current moody seclusion, Ma-Ha-Suchi remains a masterful social manipulator, and has excelled as an infiltrator, seducer, and culture hero. Intimidation may be his most common approach at present, but only by choice. He's also a terror on the battlefield, ordering formations of beastfolk soldiers even as he enters his terrible battle-rages.

Ma-Ha-Suchi most often wears his hybrid form, with which he has grown comfortable beyond any other over the centuries. He rarely has cause to wear other human shapes, save to walk unnoticed among the Chante-Sa.



**Caste:** Changing Moon

**Spirit Shape:** Chimera of goat and wolf; **Tell:** A voice like silver bells.

**Essence:** 6; **Willpower:** 10; **Join Battle:** 11 dice (+5 for 5m, +10 for 10m; see Chimera-Soul Expression)

**Personal:** 21; **Peripheral:** 53 (5 committed)

**Health Levels:** –0/–1x2/–2x12/–4x11/Incap.

**Actions:** Command: 11 dice (+5 for 5m, +10 for 10m); Feats of Strength: 10 dice (+4 for 4m, +7 for 7m; may attempt Strength 5 feats); Read Intentions: 11 dice (+5 for 5m, +10 for 10m); Resist Poison/Disease: 6 dice (+2 for 2m, +4 for 4m); Senses: 7 dice (+2 for 2m, +4 for 4m); Social Influence: 11 dice (+5 for 5m; +10 for 10m); Strategy: 11 dice (+5 for 5m, +10 for 10m); Tracking: 7 dice (+2 for 2m, +4 for 4m); Understanding Cultures: 10 dice (+4 for 4m, +7 for 7m)

**Appearance:** 5, **Resolve:** 6 (+2 for 4m, +5 for 10m), Guile 5 (+2 for 4m, +4 for 8m)

### COMBAT

**Attack (Horns):** 13 dice (+5 for 5m, +10 for 10m; Damage 14L, +3 for 3m, +5 for 5m; see Claws of the Silver Moon and Hybrid Body Transformation)

**Attack (Javelin):** 10 dice at close range (+4 for 4m, +7 for 7m; 14L, +3 for 3m, +5 for 5m)

**Attack (Unarmed):** 14 dice (+5 for 5m; +10 for 10m; Damage 12B, +3 for 3m, +5 for 5m)

**Attack (Grapple):** 10 dice (+4 for 4m, +7 for 7m; 10 dice to control, +4 for 4m, +7 for 7m)

**Combat Movement:** 9 dice (+4 for 4m, +7 for 7m)

**Evasion:** 3 (+1 for 2m, +2 for 4m), **Parry:** 7 (+2 for 4m, +5 for 10m)

**Soak/Hardness:** 13 (+3 for 3m, + 5 for 5m; see Deadly Beastman Transformation and Hybrid Body Transformation)/7 (God-Bone Raiment, Moonsilver Lamellar)

## INTIMACIES

Defining Principle: I doubt whether this struggle has been worth it.

Defining Principle: Someday, I'll raise up a new Lunar Realm where I'm admired and respected by all.

Defining Tie: The Usurpers (Hatred)

Major Principle: Those we trust and depend on will ultimately disappoint us.

Major Tie: The Chante-Sa (Paternal Protection)

Major Tie: Raksi and her adherents (Bitter Loathing)

Major Tie: The Silver Pact (Unreliable Partnership)

Minor Tie: Luna (Respect)

Minor Tie: The Nameless Lair (Possessiveness)

Minor Tie: The Three Mothers (Loyalty)

## ESCORT

Ma-Ha-Suchi's typical escort is a Size 2 battle group of wolf-folk elite bodyguards (**Exalted**, p. 497) with elite Drill and Might 1. He's sometimes accompanied by one or more Lunar adherents.

## MERITS

**Cult 3**

## SHAPESHIFTING

Ma-Ha-Suchi has a vast repository of animal shapes, primarily Eastern species. He has a considerable number of human forms, but few contemporary ones — some traded for with the Chante-Sa, some ripped from captives from neighboring kingdoms and the Realm. He can claim shapes with Debt of Borrowed Skin (p. XX) and Heart-Drinking Kiss (p. XX).

## OFFENSIVE CHARMS

**Chimera-Soul Expression** (Permanent): In spirit shape or hybrid form, gain Enhanced Smell and Fast Reflexes (**Exalted**, pp. 161, 165).

**Claws of the Silver Moon** (5m, 1wp; Simple; One scene): **Withering** horn attacks gain +1 Accuracy, +3 Damage, and Overwhelming 4. Spend three motes for +5 non-Charm dice on feats of demolition.

**Deadly Beastman Transformation** (1m, 1wp; Simple; One scene; Withering-only): Hybrid Body Transformation must be active; can use reflexively with it. +5 dice on **withering** damage rolls, feats of strength, and move actions. +5 soak. Adds +6 to effective Strength for attempting feats of Strength. −1 Defense. *Horrifying Beast-God Might:* Initiative Breaks increased by (1 + crashed enemy's wound penalty). *Undying God-Beast Perfection:* Heal one non-aggravated damage upon resetting Initiative, maximum once per round.

**Divine Predator Strike** (2m; Supplemental; Instant; Dual): Add (1 + attack roll 10s) dice to post-soak **withering** damage or **decisive** damage, maximum 5. Against crashed foes, count 9s.

**Ferocious Biting Tooth** (2m; Supplemental; Instant; Dual): **Withering** attack gains +6 Overwhelming. On **decisive** attack, add up to 5 attack roll extra successes as dice of damage.

**Hybrid Body Transformation** (4m; Simple; Indefinite): Gain Hideous (**Exalted**, p. 162), four-dot Horns (**Exalted**, p. 165) granted the Piercing and Smashing tags by Deadly Weaponry (p. XX), and one-dot Unusual Hide (**Exalted**, p. 166), in addition to mutations from Chimera-Soul Expression. *Terrifying Ogre Alteration:* While using Deadly Beastman Transformation, gain Pain Tolerance (**Exalted**, p. 164).

**Limb-Maiming Flourish** (3m, 1wp; Supplemental; Instant; Decisive-only): While at Initiative 10+, if enemy doesn't take a crippling injury, roll dice of damage equal to dice on original roll that showed successes. In animal shapes with crippling attacks, gain one Willpower for incapacitating or crippling a nontrivial foe. Enemies that take crippling injuries are immune for rest of scene.

**Relentless Lunar Fury** (5m; Reflexive; One scene, Protean): Can only use upon taking **decisive** damage. Halve wound and crippling penalties, rounded down. Gain 1 Initiative upon taking **decisive** damage. In animal shapes with Berserker, add one die on physical rolls. Can't withdraw, use social influence unrelated to combat, or stop fighting till all foes are dead or fled. *Bloodthirsty Siaka Frenzy:* Can activate upon damaging a foe's −2 levels; pay three motes on resetting Initiative with **decisive** attack to add enemy's wound penalty to base Initiative.

**Savage Moonsilver Talons** (2m, 1a, 1wp; Simple; Instant; Dual, Perilous): Make a **withering** or **decisive** attack against an enemy whose Initiative is at least 15 lower. **Withering** attacks double extra successes; **decisive** attacks add extra successes as dice of damage. Once per scene, unless reset by resetting Initiative with a **decisive** attack and then crashing an enemy.

## DEFENSIVE CHARMS

**Bending Before the Storm** (2m; Reflexive; Instant; Uniform): Halve Defense penalties or ignore all against lower-Initiative enemy. Doesn't reduce surprise attack penalty.

**Gleaming Crescent Block** (3m; Reflexive; Instant; Uniform): After attack roll, up to six 1s subtract successes.

**Heron Sheds Rain** (5m [+2m, 1wp]; Reflexive; Instant; Perilous, Uniform): Block unblockable attacks. For two-mote, one-Willpower surcharge, roll Initiative, add successes as non-Charm Parry, and reset to base. Once per scene, unless reset by gaining 20+ Initiative in an instant.

**Halting the Scarlet Flow** (6m, 1wp; Reflexive; 5 turns; Perilous): Heal one non-aggravated level of damage at the start of each of Ma-Ha-Suchi's turns, or five levels of non-aggravated damage over a minute outside of combat. Ends if crashed. Once per day. *Deathless Fury Unleashed:* Once per scene, reset this Charm when Relentless Lunar Fury is used. Waive Perilous when activating with Relentless Lunar Fury. *Unyielding Battle Vigor:* Extend duration by one turn on incapacitating a nontrivial enemy, or by forgoing an Initiative Break.

### SOCIAL CHARMS

**Divine Terror Avatar** (4m, 3i, 1wp; Reflexive; One scene; Perilous): Ma-Ha-Suchi can't be attacked or threatened by enemies with Ties of fear toward him; they lose two Initiative at the end of each of their turns if they don't move away from him. Affected battle groups suffer (Intimacy) penalty on rout checks while they can see him. Resisting costs one Willpower and requires a Decision Point; can't resist while crashed.

**Goddess Crowned by Horns** (6m; Supplemental; Instant): Add (Intimacy) non-Charm dice on a Social Influence roll that upholds a Major or Defining Intimacy. 10s on the influence roll increase the cost to resist by one Willpower, maximum three. Once per story, unless reset by upholding that Intimacy through social action.

**Thousand Throat Howl** (10m, 3a, 1wp; Simple; Instant; Protean): Roll Social Influence against all enemies, ignoring multiple target penalties. Enemies with temporary Willpower lower than Ma-Ha-Suchi's temporary Willpower (permanent Willpower in Legendary Size shapes or forms the target has a Tie of fear towards) take a Resolve penalty equal to the difference, stacking with Intimacy-inflicted penalties (maximum −4). Affected characters suffer −3 penalty on all actions except fleeing or hiding, which they gain one die on.

### WARFARE CHARMS

**Invincible Beast-Warrior Empowerment** (8m, 1wp; Simple; One scene): Allied battle groups convert dice from Size and Might to successes. Successful command action grants battle groups 6 successes on rout checks until scene ends or Ma-Ha-Suchi gives another battle group a command roll.

**Pack Leader Attitude** (2m; Supplemental; Instant: Add 6 dice on a command action. With Initiative 12+, reroll 1s until they cease to appear.

**Raiton's Banquet Assault** (3m, 2i; Supplemental; Instant; Perilous): Every two successes on a Command roll reroll a die on the battle group's damage roll, in addition to adding to the attack roll. Once per scene, unless reset by ordering a battle group to make an attack that incapacitates a nontrivial foe or causes a battle group to lose Size.

### MISCELLANEOUS CHARMS

**Towering Beast Form** (15m, 1wp; Simple; One day): Change into a Legendary Size animal. Must pay five motes each subsequent round in combat, unless he makes a **decisive** attack or spends 8+ motes on offensive effects, or each hour outside combat. Waive Willpower cost when shifting between Legendary Size shapes.

## Elder Prowess

#### Blood-Moon Warlord Prowess

**Cost:** —; **Mins:** Charisma 5, Essence 6
**Type:** Permanent
**Keywords:** None
**Duration:** Permanent
**Prerequisite Charms:** Invincible Beast-Warrior Empowerment, Thousand Throat Howl

Once per day, when Ma-Ha-Suchi wins Join Battle or enters combat under a Demoralized Stratagem he's enacted, he can use Thousand Throat Howl reflexively for free. Affected battle groups must check for rout. Allied battle groups gain +1 Might (maximum 2) against affected characters.

# Raksi

The Usurpation taught Raksi that life is meaningless and full of betrayal, and only strength and fear could keep her safe. She cleaves to this as the central axiom of her existence and has grown much stronger and much more feared than she was as a young philosopher of the First Age. While her peers lament Creation's fallen state, she rejoices in the wisdom gleaned from it.

Raksi's eminence as a sorcerer is legendary. Visitors to Mahalanka or the Thousand Fangs Army Total Control Zone may witness some of the greatest workings of occult power seen since the Usurpation, miracles Raksi performs when the whim takes her. On top of millennia of skill, she holds the Book of Three Circles, a grimoire containing the writings of history's greatest sorcerers and a formidable artifact in its own right. She's also a scholar of many other fields: artifice, economics, geomancy, mathematics, demonology, philosophy, politics, and obscure matters of metaphysics. Few in Creation equal her knowledge, and sadly for the quality of her

conversation, many are on the wrong side of the Silver Pact's vendetta.

Raksi changes between human skins as though donning elegant attire, rarely wearing the same shape for long. Adherents, guests, and apefolk courtiers are expected to recognize her no matter her form — if not by her backward-bending wrists, then by her prideful bearing and haughty self-assurance.

**Caste:** No Moon

**Spirit Shape:** Chimpanzee; **Tell:** Backward-bending wrists

**Essence:** 7; **Willpower:** 10; **Join Battle:** 8 dice (+4 for 4m; +7 for 7m)

**Personal:** 22; **Peripheral:** 62

**Health Levels:** −0/−1x2/−2x12/−4x6/Incap

**Actions:** Administration: 4 dice (+2 for 2m, +4 for 4m); Command: 6 dice (+2 for 2m, +4 for 4m); Craft: 11 dice (+5 for 5m, +10 for 10m); Investigation: 10 dice (+4 for 4m, +7 for 7m); Medicine: 10 dice (+4 for 5m, +7 for 7m); Read Intentions: 10 dice (+4 for 4m, +7 for 7m); Senses: 9 dice (+4 for 4m; +7 for 7m); Social Influence: 10 dice (+4 for 4m, +7 for 7m); Sorcery: 11 dice (+5 for 5m, +10 for 10m); Stealth: 8 dice (+4 for 4m, +7 for 7m); Strategy: 10 dice (+4 for 4m, +7 for 7m); Tracking: 7 dice (+4 for 4m, +7 for 7m); Vast Knowledge: 11 dice (+5 for 5m, +10 for 10m)

Appearance 4, Resolve 6 (+2 for 4m, +5 for 10m), Guile 6 (+2 for 4m, +5 for 10m)

## COMBAT

**Attack (Chopping Swords):** 10 dice (+4 for 4m, +7 for 7m; Damage 12L, +2 for 2m, +3 for 3m)

**Attack (Dart):** 12 dice at close range (+5 for 5m, +10 for 10m; Damage 10L, +2 for 2m, 3 for 3m)

**Attack (Unarmed):** 10 dice (+4 for 4m, +7 for 7m; Damage 10B, +2 for 2m, +3 for 3m)

**Attack (Grapple):** 6 dice (+2 for 2m, +4 for 4m; 7 dice to control, +4 for 4m, +7 for 7m)

**Combat Movement:** 8 dice (+4 for 4m, +7 for 7m)

**Evasion:** 6 (+2 for 4m, +5 for 10m); **Parry:** 5 (+2 for 4m, +4 for 8m)

**Soak/Hardness:** 3 (+2 for 2m, +3 for 3m)/0

## INTIMACIES

Defining Principle: I must be feared.

Defining Principle: Only being the most powerful can keep me safe.

Defining Tie: Herself (Unrepentant Delight)

Major Principle: Life has no value beyond what we place upon it.

Major Principle: There won't be any clean or pretty victories in our vendetta.



Major Tie: Beautiful mortals (Craving)

Major Tie: Her dominion (Ownership)

Major Tie: Ma-Ha-Suchi and his adherents (Disdain)

Major Tie: Those who aren't afraid of her (Respect)

Major Tie: The Usurpers (Hatred)

Minor Principle: I don't care for the petty details of governance.

Minor Tie: The Book of Three Circles (Ownership)

Minor Tie: Luna (Wonder)

Minor Tie: The Thousand Fangs Army (Pride)

## ESCORT

Even when she seems alone, Raksi's likely to be attended by at least one Second Circle demon, and a Size 1-2 battle group of blood apes (**Exalted**, p. 525) or similar First Circle demons with average Drill and Might 2, which wait dematerialized until she needs them. Her typical escort is a Size 2 battle group of elite apefolk warriors (**Exalted**, p. 497) with elite Drill and Might 1, as well as any Lunar students accompanying her.

## MERITS

**Cult 4**

**Sage of Three Circles:** Once per story, Raksi can cast a Terrestrial Circle or Celestial Circle sorcery spell she doesn't know.

**Scar-Strengthened Will:** +2 Resolve against fear-based influence and influence conveyed through sorcery.

**Sobriquet:** Once per story, when Raksi makes an influence roll that aligns with her image as the monstrous Queen of Fangs, the level of stunt awarded is increased by one.

## SHAPESHIFTING

Raksi has the shapes of a variety of Eastern animal species, as well as hundreds of human forms from across Creation. She can take shapes with Blood Geas Binding (p. XX), Face-Taker's Gaze (p. XX), Nest-Raiding Slyness (p. XX) and Whispering Heart Revelation (p. XX).

## OFFENSIVE CHARMS

**Insidious Lunar Transformation** (10m, 1lhl, 1wp; Simple; Instant; Decisive-only): Raksi feeds a target her blood (difficulty 5 gambit in combat) and rolls Sorcery opposing his (Stamina + [Integrity or Resistance]) to turn him into an animal — per shapeshifting (p. XX), except he uses the lower of his or the animal's dice pools. Lasts (1 + extra successes) days, unless she undoes it or sets a condition to undo it. Mortals and animals with Willpower 7 or less can be transformed permanently. *Witch-Among-Swine Spite:* Waive health-level cost and need to feed blood against enemies toward whom she has a negative Major or Defining Tie who've slighted her that scene.

## DEFENSIVE CHARMS

**Becoming Water's Envy** (5m, 1wp; Reflexive; Instant; Decisive-only, Perilous): After a non-gambit attack beats Evasion, before damage roll, roll (current temporary Willpower + Evasion against the attack). If attack would inflict fewer levels of damage, it's negated entirely, unless it would incapacitate her. Once per day, unless reset by dodging every attack against her in a combat scene, minimum three.

**Bending Before the Storm** (2m; Reflexive; Instant; Uniform): Halve Defense penalties or ignore all against lower-Initiative enemy. Doesn't reduce surprise attack penalty.

**Flowing Body Evasion** (5m [+1wp]; Reflexive; Instant; Perilous, Uniform): Dodge unblockable attacks or add +1 Evasion. Once per scene, if hit, pay one Willpower to subtract (Evasion against the attack) successes from the damage roll. Can be reset by successfully dodging three **decisive** attacks from nontrivial opponents.

## SOCIAL CHARMS

**False Burrow Pursuit** (3m, 1wp; Reflexive; Instant; Mute, Protean, Psyche): Roll Social Influence opposing another character's influence roll. Success changes the topic, causing him to forget his original intent and changing the topic of his influence roll to one appropriate to Raksi's chosen topic. He forgets the previous topic, unless he's reminded and pays one Willpower. If he has a Tie toward Raksi's current shape, he must enter a Decision Point. Once per scene.

**Forked Tongue Discernment** (2m; Reflexive; Instant): Roll Read Intentions with three successes to determine if someone's lying. Once Raksi has caught someone lying, subsequent uses that scene don't require rolls.

**Hyena-Grinning Playfulness** (4m; Supplemental; Instant): Threaten roll won't cause targets to form negative Ties or take offense unless they spend one Willpower. Once per scene.

## WARFARE CHARMS

**Quicksilver Strategy Meditation** (3m, 1wp; Simple; Instant): Choose two stratagems for a Strategic Maneuver; can allocate successes to either or enact both with sufficient successes.

## MISCELLANEOUS CHARMS

**Emerald Grasshopper Form** (10m, 1wp; Simple; Indefinite): Change into a Minuscule Size animal. Waive Willpower cost when shifting between Minuscule Size shapes.

**Memory-Drinking Meditation** (1m [+4m, 1wp]; Reflexive; Indefinite; Stackable): On claiming a human's shape, gain one of his known Ties to an individual at Minor intensity, and all related memories. If it's completely eroded, this Charm ends. Gain all memories for four-mote, one-Willpower surcharge.

**Penumbra Witch Mastery** (3m; Supplemental; Instant): Add seven dice and reroll 1s on a Sorcery roll; a Vast Knowledge roll related to supernatural beings or phenomena; or an Investigation or Read Intentions roll against fae or spirits.

## SORCERY

**Shaping Ritual:** Raksi knows all three shaping rituals from Raksi's Tutelage (p. XX).

**Cosmos-Rending Fury** (5m, 1wp; Reflexive; Instant; Perilous): Upon winning Join Battle, reflexively Shape Sorcery with +10 dice.

**Shadow-Hands Invocation** (2m [+4m, 1wp]; Reflexive; One Turn): Can flurry Shape Sorcery actions and non-attack actions, ignoring all penalties. Pay a four-mote, one-Willpower surcharge to extend to one scene.

**Cantata of Empty Voices** (15sm, 2wp; Instant *or* Until ended; Perilous; Control spell): One-time difficulty 5, Damage 2L environmental hazard out to short range. Characters who fail roll lose one Willpower or check for rout if they're battle groups. Can repeat on next turn, extending range one range band; upon reaching long, takes three rounds per range band, maximum one mile. If crashed, the spell ends if hit by a **decisive** attack before recovering.

**Death of Obsidian Butterflies** (15sm, 1wp; Instant; Decisive-only): Roll Sorcery with +7 dice as an undodgeable **decisive** attack against enemies in a line out to medium range, rolling (7 + extra successes) damage against individuals, or (14 + extra successes) against battle groups.

**Demon of the First Circle** (Ritual, 2wp; Instant): Summon a First Circle Demon in a night-long ritual, rolling Sorcery against Resolve to bind it.

**Demon of the Second Circle** (Ritual, 3wp; Instant): Summon a Second Circle Demon in a night-long ritual on the night of the new moon, rolling Sorcery against Resolve to bind it.

**Impenetrable Veil of Night** (30sm, 1wp; One day): Create a column of darkness one mile in diameter. Battle groups immediately check for rout at +1 difficulty. Characters suffer −3 penalty on vision-dependent rolls; even those able to see in darkness suffer −2 penalty on sight-based Perception and Awareness rolls.

**Infallible Messenger** (5sm, 1wp; Instant): Send a five-minute message to someone anywhere in Creation, reaching him within a day. Can convey influence, but not Charms.

**Magma Kraken** (30sm, 1wp; One scene): Summon ten tentacles within long range. They have base Initiative 7 and are rolled into battle collectively with Sorcery. Characters above the tentacles where they emerge must succeed on a difficulty 2 (Dexterity + Athletics) roll or be knocked one range band away and fall prone. The tentacles roll Sorcery with +7 dice for attacks and feats of strength, can reach out to short range, have Defense 5, and soak 10. On their turn, the tentacles can roll a single **withering** attack (Accuracy +3, Damage 19L/4), dividing successes against up to one target per tentacle; roll a single **decisive** attack, dividing Initiative evenly among hit enemies, minimum three per enemy; or roll a grapple gambit against one enemy, with a flat 12 successes on the control roll, rendering the grappling tentacle unable to do anything else. A difficulty 5 gambit can destroy one tentacle.

**Silent Words of Dreams and Nightmares** (Ritual, 1wp; One dream; Control spell): Roll Sorcery as an instill, inspire, or persuade roll against someone Raksi's met in person or to whom she possesses a symbolic link, occurring the next time he sleeps. He can't raise Resolve with Intimacies and can't resist with Willpower unless the influence threatens an Intimacy. Once cast, Raksi must meet her target in person again or acquire another link before she can target him again.

**Stormwind Rider** (15sm, 1wp; One hour): Whirlwind carries Raksi and up to 14 others; she rolls Sorcery for movement. It provides light cover. Passengers fall if crashed or hit with **decisive** attacks.

### EVOCATIONS

**Arcane Precedent Invocation** (3m, 1wp; Supplemental; Until spell is cast): When shaping a spell in a way that exploits a fact introduced that scene, double 9s on all rolls to shape and cast it, except damage rolls.

**Spell-Swallowing Pages** (—, [1wp per Circle]; Permanent): Raksi counts as knowing all spells for purposes of countering and distortion. Successfully countering a spell lets her draw it into the Book of Three Circles; she can use her entire turn to cast it for one Willpower per Circle — even Solar Circle spells.

## Elder Prowess

#### Witch-Queen's Midnight Crown

**Cost:** —; **Mins:** Intelligence 5, Essence 7
**Type:** Permanent
**Keywords:** Perilous
**Duration:** Permanent
**Prerequisite Charms:** Cosmos-Rending Fury

A successful Shape Sorcery roll grants Raksi +10 soak and Hardness 15 until her next turn, and Initiative equal to the 10s on her roll. She loses this soak and Hardness if she makes an attack or movement action. This Charm is incompatible with armor and doesn't function while crashed.

# Shadow-Rending Razor

Shadow-Rending Razor wasn't always an assassin. In the Shogunate's last days, she walked the land under another name as an itinerant Immaculate monk, ministering to common folk troubled by banditry, disease, tyrants, and rogue gods.

When the Contagion came, she did her best to combat it, ultimately resigning herself to comforting the dying even as she succumbed to the plague herself. When Luna came to her, she was overwhelmed by religious epiphany. Inspired by Luna, she gathered survivors into a utopian society, committed to fellowship, compassion, independence, and fierce dedication to one's kin. The Silver Pact reached out to her, but she refused, dedicated to her community above the Pact's vendetta. She honed her newfound divinity protecting this commune against the Fair Folk onslaught and the risen Contagion dead, earning the name she now wears.

The commune thrived for decades, overcoming the perils of a post-apocalyptic world. But then came the nascent Realm, with its Wyld Hunt and its legions, to tear down all she'd built.



Her people fought by her side against the invaders. Her people died.

Enraged, Razor hastened to the Pact's side, pursuing its vendetta with bloodthirsty zeal. She flung herself against the Northern satrapies again and again, daring impossible odds.

While recuperating from a near-mortal wound suffered while assassinating a Jerah scion, Razor took shelter in a ruined First Age fortress, the Shattersea Bastion, and befriended its small community of scavengers, pirates, outlaws, and hermits. Preaching to her new neighbors, she established a cult to Luna in their aspect as a goddess of the hunt.

Today, Shadow-Rending Razor is as much priestess as assassin. She preaches Luna's love for outcasts and renegades to the Bastion's mortal cultists while training them as elite killers. She teaches Lunar students infiltration, assassination, and medicine, but also theology — both Luna's sacred mysteries, and their enemies' Immaculate doctrines.

Minor moon gods and members of Luna's spirit court occasionally visit the Bastion, drawn by offerings and festivals, and pact with cultists to bestow dark blessings. Razor's cult remains small; many of the ruined fortress' inhabitants have left to pursue their holy mission in Northern satrapies, their numbers replenished slowly by occasional shipwrecks and outcasts seeking refuge on the fabled archipelago of assassins.

Razor's doctrine and political agenda are one and the same: The Realm and all other usurpers whose legitimacy rests on the false Immaculate Texts must be torn down so that Luna's cult may rise. Her assassins, Lunar and mortal alike, destabilize Realm control by slaying those in positions of political, cultural, and economic power within the satrapies, or even on the Blessed Isle.

Razor's true shape is a tall, muscular woman with light brown skin. She shaves her head and wears midnight-black monastic robes; were it not for her moonsilver tattoos, she might be mistaken for an Immaculate. Despite her stoic demeanor, she misses the peaceful simplicity of mortal life. She keeps a small apiary in the Bastion, a pastime that lets her forget the worries of a shahan-ya and master assassin. At times, she sojourns through Creation, isolating herself in the ruins of temples she once served in or wandering satrapies in a healer's guise.

**Caste:** Full Moon

**Spirit Shape:** Greater noctule bat; **Tell:** One silver fang

**Essence:** 5; **Willpower:** 7; **Join Battle:** 11 dice (+5 for 5m, +10 for 10m)

**Personal:** 20; **Peripheral:** 50 (4 committed)

**Health Levels:** −0/−1x2/−2x8/−4x7/Incap.

**Actions:** Command: 6 dice (+2 for 2m, +4 for 4m); Conceal Evidence/Tracks: 10 dice (+4 for 4m, +7 for 7m); Feats of Strength: 8 dice (+4 for 4m, +7 for 7m; can attempt Strength 3 feats); Investigate: 8 dice (+4 for 4m, +7 for 7m); Medicine: 11 dice (+5 for 5m, +10 for 10m); Read Intentions: 9 dice (+4 for 4m, +7 for 7m); Resist Poison/Illness: 9 dice (+4 for 4m, +7 for 7m); Senses: 11 dice (+5 for 5m, +10 for 10m); Social Influence: 7 dice (+4 for 4m, +7 for 7m); Spirit-Lore: 7 dice (+4 for 4m, +7 for 7m); Stealth: 11 dice (+5 for 5m, +10 for 10m); Strategy: 6 dice (+2 for 2m, +4 for 4m); Tracking: 9 dice (+4 for 4m, +7 for 7m)

Appearance 2, Resolve 5 (+2 for 4m, +4 for 8m), Guile 6 (+2 for 4m, +5 for 10m)

## COMBAT

**Attack (Unarmed):** 14 dice (+5 for 5m, +10 for 10, Damage 10B, +2 for 2m, +3 for 3m)

**Attack (Grapple):** 11 dice (+5 for 5m, +10 for 10m; 9 dice to control, +4 for 4m, +7 for 7m)

**Combat Movement:** 11 dice (+5 for 5m, +10 for 10m)

**Evasion:** 6 (+2 for 4m, +5 for 10m); **Parry:** 5 (+2 for 4m, +4 for 8m)

**Soak/Hardness:** 10 (+3 for 3m, +5 for 5m)/4 (Five Hundred Verses, moonsilver chain shirt)

## INTIMACIES

Defining Principle: I long to see Creation at peace.

Defining Tie: Luna (Zeal)

Major Principle: Community and allegiance can only be built upon trust.

Major Principle: In matters of morality, I have no room for ambiguity or doubt.

Major Principle: Some crimes are too severe to forgive.

Major Tie: Adherents of the Immaculate Texts (Scorn)

Major Tie: Her cult (Familial Love)

Major Tie: The Realm (Hatred)

Minor Tie: Moon spirits (Respect)

Minor Tie: The Silver Pact (Camaraderie)

## ESCORT

Razor is often accompanied by mortal cultists, using assassin traits (**Exalted**, p. 499), and may be found with Lunar students or spirit allies.

## SHAPESHIFTING

Razor has a copious menagerie of animal forms, primarily drawn from the North and East. Her most ferocious battle forms include a great cat, hellboar, ox-dragon, river dragon, and tyrant lizard (**Exalted**, pp. 565-567, 571, 573), but she has a number whose tactical value is limited, but which she enjoys being. She has comparatively fewer human shapes, largely prominent satrapial and Realm officials. She can take shapes with Face-Taker's Gaze (p. XX), Nest-Raiding Slyness (p. XX), Terrifying Predator Consumption (p. XX), and Whispering Heart Revelation (p. XX).

## OFFENSIVE CHARMS

**Agitation-of-the-Swarm Technique** (2i; Supplemental; Instant; Decisive-only): Attack that deals 3+ **decisive** damage disarms or unhorses enemy.

**Octopus-and-Spider Barrage** (5m, 1wp; Simple; Instant, Decisive-only, Protean): Make up to five **decisive** attacks, splitting Initiative evenly among them, rounded up. In animal shapes with more than four limbs, each successful attack adds one die to damage of subsequent attacks.

**Thousand Claw Affliction** (5m, 5i, 1wp; Simple; Instant; Perilous, Protean, Withering-only): Make up to five **withering** attacks. Can't gain more than 5 Initiative per damage roll; 7 in shapes with more than four limbs. Once per scene, unless reset by incapacitating an enemy with an attack that resets Initiative, then reaching Initiative 15+.

## DEFENSIVE CHARMS

**Becoming Water's Envy** (5m, 1wp; Reflexive; Instant; Decisive-only, Perilous): After a non-gambit attack beasts Evasion, before damage roll, roll (current temporary Willpower + Evasion against the attack). If attack would inflict fewer levels of damage, it's negated entirely, unless it would incapacitate her. Once per day, unless reset by dodging every attack against her in a combat scene, minimum three.

**Bending Before the Storm** (2m; Reflexive; Instant; Uniform): Halve Defense penalties or ignore all against lower-Initiative enemy. Doesn't reduce surprise attack penalty.

**Elusive Prey Approach** (3m, 3i; Reflexive; Instant; Mute, Perilous, Uniform): After dodging an attack, roll Stealth.

**Flowing Body Evasion** (5m [+1wp]; Reflexive; Instant; Perilous, Uniform): Dodge unblockable attacks or add +1 Evasion. Once per scene, if hit, pay one Willpower to subtract (Evasion against the attack) successes from the damage roll. Can be reset by successfully dodging three **decisive** attacks from nontrivial opponents.

**Twisting Penumbra Veil** (7m, 4i, 1wp; Reflexive; Instant; Clash, Decisive-only, Mute, Protean): While at Initiative 12+ and within short range of a hiding spot, clash an attack with a Stealth roll. In animal shapes with Tiny Creature or Minuscule Size, they penalize the attack roll. Success lets her move into hiding spot, establishing concealment against attacker; other enemies must make opposing rolls against Stealth. Once per scene, unless reset by landing a **decisive** unexpected attack that resets Initiative.

## STEALTH CHARMS

**Argent Whisper Cunning** (3m [+1wp]; Reflexive; One turn; Mute, Protean): Flurry a Stealth roll with a non-attack action. In animal shapes with Ambush Hunter, ignore flurry penalties. Pay one-Willpower surcharge to flurry a **decisive** unexpected attack with Stealth; must use her reflexive move to enter a new hiding spot, and Stealth automatically fails if attack misses.

**Cryptic Unknown Beast** (10m, 1wp; Reflexive; Instant; Mute, Protean): After Awareness is rolled against Razor's Stealth, opposing characters must reroll all dice showing successes. In animal shapes with Ambush Hunter, if this establishes stealth against all enemies, she rolls Join Battle. Once per scene, unless reset by incapacitating a nontrivial enemy with an unexpected attack and establishing concealment against all enemies.

**Skulking Rat Spirit** (3m; Supplemental; Instant; Mute, Protean): Reroll 1s until they cease to appear (2s in animal shapes with Tiny Creature or Minuscule Size) on a Stealth roll, conceal evidence roll, or conceal tracks roll.

### MISCELLANEOUS CHARMS

**Constant Quicksilver Rearrangement** (3m, 1wp; Simple; One day): Waive mote cost of shapeshifting.

**Emerald Grasshopper Form** (10m, 1wp; Simple; Indefinite): Change into a Minuscule Size animal. Waive Willpower cost when shifting between Minuscule Size shapes.

**Memory-Drinking Meditation** (1m [+4m, 1wp]; Reflexive; Indefinite; Stackable): On claiming a shape, gain one of its known Ties to an individual at Minor intensity, and all related memories. If it's completely eroded, this Charms ends. Gain all memories for four-mote, one-Willpower surcharge.

**Quicksilver Second Face** (2i; Reflexive; Instant; Perilous): Shapeshift reflexively. Costs one Initiative while using Constant Quicksilver Rearrangement. *Behemoth-and-Flea Mastery:* Once per scene, pay one-Willpower surcharge to use Emerald Grasshopper Form or Towering Beast Form reflexively. Waive Willpower surcharge if using Constant Quicksilver Rearrangement. *Ever-Evolving Defense:* Using Quicksilver Second Face against an attack that misses grants two Initiative. For a four-mote surcharge, can use it after the attack roll to take a shape Razor hasn't taken that scene — waive the surcharge while using Constant Quicksilver Rearrangement.

**Towering Beast Form** (15m, 1wp; Simple; Indefinite): Change into a Legendary Size animal. Must pay five motes each subsequent round in combat, unless she makes a **decisive** attack or spends 8+ motes on offensive effects, or each hour outside combat. Waive Willpower cost when shifting between Legendary Size shapes. *Undaunted Behemoth Avatar:* Waive recurring mote cost unless crashed.

# Swift Wayward Whisper

A child of the Kaiyet, nomads who settled the fertile Peran Valley, Swift Wayward Whisper has been called away from her homeland by the Silver Pact's cause. She doesn't align herself with any shahan-ya but is a courier and spy willing to aid any member of the Pact. In its service, she's sailed, ridden, walked, flown, and stowed away across all Creation.

Whisper still returns to her family's secluded village in Peran Valley when she has the chance, though it may be seasons or years before such opportunities arrive. There's much love between them, and they've come to accept her new self — both as a demigod and a woman — though their worlds grow farther apart each day she spends plumbing the secrets of Wyld-haunted forests or battling Immaculate monks to save newly Exalted Lunars.



Whisper has a strong sense of morality, but her impatience sometimes gets the better of her foresight. If she perceives injustice in communities she passes through, she'll intervene — freeing the unjustly imprisoned, humiliating monks or nobles, burning tax records — but such well-intentioned acts can have unforeseen consequences. When slighted nobles double taxes to compensate for lost revenues or satraps send Imperial soldiers to suppress rebellious villages, Whisper remains among the people, championing them against their oppressors, even if it means calling in favors from older Lunars.

Taller and more rebellious than her stoic, diplomatic sisters, Whisper dresses in airy fabrics and lets her long hair blow freely in the breeze that whips through the valley. She collects clothing from the cultures in which she immerses herself as she travels, allowing her to blend in among the locals and better embrace her life as a woman rather than her upbringing as a man.

**Caste:** Changing Moon

**Spirit Shape:** Gray squirrel; **Tell:** A shadow with a mind of its own

**Essence:** 2; **Willpower:** 6; **Join Battle:** 6 dice (+2 for 2m; +4 for 4m)

**Personal:** 17; **Peripheral:** 42

**Health Levels:** −0/−1x2/−2x6/−4x3/Incap.

**Actions:** Conceal Tracks/Evidence: 8 dice (+4 for 4m, +7 for 7m); Folklore: 10 dice (+4 for 4m, +7 for 7m); Navigation: 10 dice (+4 for 4m, +7 for 7m); Read Intentions: 6 dice (+2 for 2m, +4 for 4m); Senses: 6 dice (+2 for 2m, +4 for 4m); Social Influence: 9 dice (+4 for 4m, +7 for 7m); Stealth: 5 dice (+2 for 2m, +4 for 4m); Tracking: 6 dice (+2 for 2m, +4 for 4m)

Appearance 4, Resolve 3 (+1 for 2m; +2 for 4m), Guile 4 (+2 for 4m, +4 for 8m)

## COMBAT

**Attack (Whip):** 7 dice (+4 for 4m, +7 for 7m; Damage 8B, +1 for 1m, +2 for 2m)

**Attack (Long Bow):** 8 dice at short range (+4 for 4m, +7 for 7m; Damage 10L, +1 for 1m, +2 for 2m)

**Attack (Grapple):** 7 dice (+4 for 4m, +7 for 7m; 5 dice to control, +2 for 2m, +4 for 4m)

**Combat Movement:** 6 dice (+2 for 2m, +4 for 4m)

Evasion: 3 (+1 for 2m, +2 for 4m); Parry 2 (+1 for 2m, +2 for 4m)

**Soak/Hardness:** 6 (+2 for 2m, +4 for 4m)/0

## INTIMACIES

Defining Principle: I can't do nothing in the face of injustice.

Defining Principle: I want to see new places and meet new people.

Major Principle: It's better to act quickly than to take the time to think things through.

Major Principle: When I agree to help, I can be relied on to see it through.

Major Tie: The Silver Pact (Devotion)

Major Tie: The Realm (Opposition)

Minor Principle: I love stories and storytelling.

Minor Tie: Her family (Love)

Minor Tie: Heroes and champions (Fascination)

## SHAPESHIFTING

Whisper's taken a diverse handful of animal shapes; her most prized forms include a black mamba, an Eastern grizzly (**Exalted**, p. 557, 574), and a snowy owl (p. XX). She has a handful of human shapes from across Creation. She can take shapes with Argent Trickster's Rook (p. XX).

## DEFENSIVE CHARMS

**Impenetrable Beast-Armor** (3m; Reflexive; Instant; Dual): +3 soak or Hardness 4.

## SOCIAL CHARMS

**Crowd-Inciting Fervor** (4m, 1wp; Simple; Instant): Roll Social Influence with double 9s to inspire rage. Affected characters are also instilled with an Intimacy based on their rage. Resisting requires invoking at least a Major Intimacy in a Decision Point.

**Fox-Tailed Trickster's Grace** (5m; Reflexive; Instant): After violating a custom, roll Social Influence to excuse it; affected characters won't hold the violation against her unless they enter a Decision Point and invoke a Major or Defining Intimacy to resist.

**Scent-of-All-Nations Attitude** (5m; Simple; Indefinite): Onlookers believe Whisper is a member of their culture unless they successfully read her intentions or profile her and discover a contradictory detail. Alternatively, she appears to belong to a specific culture, imposing a −2 penalty on rolls that would reveal contradictory information.

## MISCELLANEOUS CHARMS

**Lodestone Reckoning Manner** (1m, 1wp; Simple; Indefinite): Roll Navigation with +3 dice and double 9s to plan a journey, banking all successes. Can add up to two banked successes on rolls to forage, find shelter, or navigate naval hazards.

**Pack Instinct Affirmation** (—[+1wp]; Permanent): All animals have a Minor Tie of loyalty to Whisper, except magically enhanced animals. Her influence doesn't suffer multiple target penalties against them, and they don't gain Resolve bonuses for lacking a shared language. For one Willpower, this becomes a Major Tie for one scene, except for nontrivial animals with reason to defy her.

# Vanamaithri Mirror-Soul

Vanamaithri was born in the Southeast near the Second Age's dawn. The village elders predicted that the child, born in such a chaotic time, would lead a life devoted to balance and harmony. Vanamaithri grew to be a mediator within their community, honored for their wisdom and for walking a path neither male nor female. Devoted to living up to the predictions made at their birth, Vanamaithri strove for calm and compassion in all things, repressing any anger or negative emotions.

Vanamaithri's Exaltation cracked this careful balance. Essence fever clashed with their calm, impartial bearing, demanding that they give voice to their rage. Vanamaithri fled their home, afraid of this new drive to act on anger and seeking answers from the Silver Pact. Under their shahan-ya's tutelage, Vanamaithri took their anger out across the Southeast, becoming a fearsome warrior against the Shogunate and a terrible local legend.

Vanamaithri's violence served the Pact well, but their overwhelming brutality and nigh-sadistic cruelty came to disquiet even fellow Lunars over the years. One night, in a moment of clarity, they found themself sickened by the smell of blood on their hands. Seeking guidance from Luna, they followed rumors of a mountain city built in the Moon's honor to Skandhar-Bhal. Through meditation, prayer, and tutelage under the



valley's monks, Vanamaithri devoted themself to a path of peace, forswearing the violence that had defined their Exaltation. They became a mediator and a teacher once again, naming themselves Mirror-Soul.

Vanamaithri prefers their true human form, lithe and androgynous with brown skin and bone-straight long hair. They favor loose robes in natural colors and minimal silver jewelry, often showing off their moonsilver tattoos by leaving their left arm and back bare.

**Caste:** Full Moon

**Spirit Shape:** Giant tortoise; **Tell:** Two missing fingers on their left hand

**Essence:** 4; **Willpower:** 9; **Join Battle:** 10 dice (+4 for 4m; +7 for 7m)

**Personal:** 19; **Peripheral:** 50

**Health Levels:** –0/–1x2/–2x10/–4x9/Incap.

**Actions:** Command: 9 dice (+4 for 4m, +7 for 7m); Feats of Strength: 14 dice (+5 for 5m, +10 for 10m; may attempt Strength 5 feats); Medicine: 7 dice (+4 for 4m, +7 for 7m); Read Motives: 8 dice (+4 for 4m; +7 for 7m); Resist Illness/Poison: 13 dice (+5 for 5m, +10 for 10m); Senses: 8 dice (+4 for 4m; +7 for 7m); Social Influence: 7 dice (+4 for 4m; +7 for 7m); Strategy: 5 dice (+2 for 2m, +4 for 4m); Theology: 8 dice (+4 for 4m, +7 for 7m)

Appearance 3, Resolve 6 (+2 for 4m; +5 for 10m), Guile 2 (+1 for 2m; +2 for 4m)

## COMBAT

**Attack (Unarmed):** 15 dice (+5 for 5m, +10 for 10m; Damage 12B, +3 for 3m, +5 for 5m)

**Attack (Grapple):** 11 dice (+5 for 5m, +10 for 10m; 11 dice to control, +5 for 5m, +10 for 10m)

**Combat Movement:** 11 dice (+5 for 5m, +10 for 10m)

**Evasion:** 3 (+1 for 2m; +2 for 4m); **Parry:** 6 (+2 for 4m; +5 for 10m)

**Soak/Hardness:** 5 (+3 for 3m, +5 for 5m; see Hybrid Body Transformation)/0

## INTIMACIES

Defining Principle: I seek enlightenment in balance and harmony.

Defining Tie: Skandhar-Bhal (Selfless Devotion)

Major Principle: I must teach and protect all those who ask for guidance.

Major Principle: I will not become a monster again.

Major Principle: Monstrous urges can only be contained, not destroyed.

Major Tie: Luna (Reverent Gratitude)

Minor Tie: The Order of the Moon-That-Fell (Responsibility)

Minor Tie: The Realm (Grief)

Minor Tie: The Silver Pact (Brotherhood)

## ESCORT

Vanamaithri is often accompanied by monks (**Exalted**, p. 499) of the Order of the Moon-That-Fell. They're occasionally found with one or more of Skandhar-Bhal's gods.

## MERITS

**Cult 3**

## SHAPESHIFTING

Vanamaithri has a small retinue of mountain-dwelling animal shapes they employ on a regular basis, as well as others from across the East and Southeast they assume less frequently. They haven't had many opportunities to wear other human shapes since finding Skandhar-Bhal, though they possess plenty. They can claim shapes with Hero's Heart Challenge (p. XX), Moonlit Path Guide (p. XX), or Terrifying Predator Consumption (p. XX).

## OFFENSIVE CHARMS

**Divine Predator Strike** (2m; Supplemental; Instant; Dual): Add (1 + attack roll 10s) to post-soak withering damage (maximum 5) or decisive damage (maximum 4). Against crashed enemies, count 9s.

**Empowering Justice Redirection** (3m; Supplemental; Instant; Withering-only): Add one success on a **withering** attack roll and one die of post-soak damage against an enemy who attacked Vanamaithri

or a character protected by their defend other in the current or previous round. Double this if the attack hit.

**Ferocious Biting Tooth** (2m; Supplemental; Instant; Dual): **Withering** attack gains +4 Overwhelming; **decisive** attack adds up to four attack roll extra successes as dice of damage.

**Humbling Enlightenment Commentary** (1m, 1wp; Supplemental; Instant; Decisive-only): Add stunt bonus to **decisive** damage roll. If damage exceeds enemy's Resolve, instill a positive Tie to a group or a Principle. If enemy resists, he loses five Initiative.

**Hybrid Body Transformation** (4m; Simple; Indefinite): Gain one-dot Claws, Hideous, three-dot Unusual Hide (**Exalted**, pp. 162, 165-166), and Natural Shield (p. XX)

**Kindly Sifu's Quill** (5m; Supplemental; Instant; Decisive-only): Double 10s on **decisive** damage roll. With appropriate stunt, Principles or positive Ties to groups penalize Defense.

**Wisdom of the Celestial Crane** (7m, 1wp; Reflexive; Instant; Decisive-only): **Decisive** counterattack in response to a non-gambit **decisive** attack adds enemy's Initiative to damage. Incapacitating an enemy strengthens a Principle or positive Tie to a group to Defining. Once per scene, unless reset by going three rounds without being hit.

## DEFENSIVE CHARMS

**Bending Before the Storm** (2m; Reflexive; Instant; Uniform): Halve Defense penalties, or ignore all against lower-Initiative enemy. Doesn't reduce surprise attack penalty.

**Crane Form** (8m; Simple; One scene; Form): +1 Parry. Full defenses cost one Initiative less. When taking a full defense or defend other, can respond to attacks with **withering** or **decisive** counterattacks. Can activate reflexively when defending against an enemy's attack drops his Initiative below theirs.

**Ferocious Guardian Beast Stance** (3m; Reflexive; One scene; Uniform): Reflexively take a defend other action that lasts one scene. Characters attacking ward count as lower-Initiative for Bending Before the Storm.

**Gleaming Crescent Block** (3m; Reflexive; Instant; Uniform): After attack roll, up to six 1s subtract successes.

**Heron Sheds Rain** (5m [+2m, 1wp]; Reflexive; Instant; Perilous, Uniform): Block unblockable attacks. For two-mote, one-Willpower surcharge, roll Initiative, add successes as non-Charm Parry, and reset to base. Once per scene, unless reset by gaining 20+ Initiative in an instant.

**Impenetrable Beast-Armor** (3m; Reflexive; Instant; Dual): +4 soak or Hardness 5.

**Unflagging Predator Vitality** (5m; Reflexive; Instant; Perilous, Protean, Withering-only): Halve a **withering** attack's total damage, rounded down; it can't reduce Vanamaithri below Initiative 1 unless their attacker has at least (their current temporary Willpower; add +9 in animal shapes with Impenetrable Armor) more Initiative before attacking

**Wound-Mastering Body Evolution** (6m, 1wp, +1i per turn; Reflexive; One scene; Decisive-only, Perilous): After taking **decisive** damage, gain +8 soak and Hardness 20 against attacker. Ends if crashed.

## SOCIAL CHARMS

**Herd-Reinforcement Stance** (4m [+1wp]; Supplemental; Instant): Influence roll against members of a culture treats them as having a Minor Principle to one of its customs. For a one-Willpower surcharge, increase to Major against Skandhar-Bhal's residents, except outcasts and dissidents.

# Animals

## Badger

Various species of these nocturnal mammals can be found across Creation. Badgers are burrowers, living in underground warrens alone or in families of up to 15, depending on the species. Earthworms, insects, and ground-nesting birds' eggs comprise most of their diet, but they also eat fruit, roots, mushrooms, carrion, and small mammals, reptiles, and birds; some species even hunt venomous snakes. Occasionally, badgers live and hunt alongside foxes, coyotes, or raccoon dogs in mutually beneficial relationships. People hunt badgers for meat and pelts.

**Essence:** 1; **Willpower:** 5; **Join Battle:** 4 dice

**Health Levels:** −0/−1/−2x2/−4/Incap.

**Actions:** Climbing: 5 dice; Digging: 8 dice; Senses: 5 dice (see Keen Nose and Hearing); Stealth: 4 dice

Resolve 3, Guile 1

### COMBAT

**Attack (Bite):** 5 dice (Damage 14L)

**Attack (Claw):** 6 dice (Damage 12L)

**Attack (Grapple):** 8 dice (5 dice to control. Badgers can only savage while grappling)

**Combat Movement:** 6 dice

**Evasion:** 2; **Parry:** 3

**Soak/Hardness:** 3/0

### SPECIAL ABILITIES

**Burrow:** Badgers can use their reflexive move action to tunnel through sand or soil, but not stone or other solid barriers. If a badger burrows and makes an unexpected attack on the same turn, it adds two successes on the damage roll.

### MERITS

**Keen Nose and Hearing:** Badgers doubles 9s on scent- or hearing-based Perception rolls.

## Beetle/Cockroach

Creation is home to innumerable beetle species, found in any habitat imaginable save the open seas and the far North. Some are despised as vermin; others are prized, like the rhinoceros beetles Dynasts train for wrestling competitions. Many species can fly, though some prefer ground-based movement.

**Essence:** 1; **Willpower:** 1; **Join Battle:** 3 dice

**Health Levels:** −1/−2/−4/Incap.

**Actions:** Flight: 4 dice; Senses: 4 dice; Stealth: 5 dice (see Camouflage); Wriggle Through Tight Spaces: 10 dice

Resolve 1, Guile 1

### COMBAT

**Attack (Mandibles):** 3 dice (Damage 12B against Minuscule Size enemies. Can't deal **decisive** damage to larger enemies.)

**Attack (Grapple):** 7 dice (3 dice to control. Can't grapple larger enemies)

**Combat Movement:** 4 dice

**Evasion:** 2 (see Minuscule Size); **Parry:** 1

**Soak/Hardness:** 1/0

### MERITS

**Camouflage:** Many beetle species' coloration lets them blend into their native environments, such as leafy vegetation or desert sand, doubling 9s on Stealth rolls there.

**Minuscule Size:** +3 Evasion against larger foes' attacks. Larger characters subtract three successes from Awareness-based rolls against them. Against foes with the Tiny Creature Merit, this drops to +2 Evasion and −2 successes.

## Butterfly/Moth

These migratory insects move with the seasons, staying ahead of cold temperatures; some species travel thousands of miles annually. Beyond variances in coloration and migration routes, the main difference between butterflies and moths is that butterflies are primarily diurnal, while moths are largely nocturnal. They occupy a diverse range of habitats, encompassing almost everywhere flowers grow: forests, grasslands, mountain plateaus, mangrove swamps, and even deserts.

Essence: 1; Willpower: 1; Join Battle: 4 dice

**Health Levels:** −1/−2/−4/Incap

**Actions:** Find Flowers: 8 dice; Fly: 10 dice; Senses: 7 dice; Stealth: 7 dice (see Camouflage, Minuscule Size)

Resolve 1, Guile 2

### COMBAT

**Combat Movement:** 8 dice

**Evasion:** 4 (see Minuscule Size), **Parry:** 0

**Soak/Hardness:** 1/0

**SPECIAL ABILITIES**

**Soporific Scales** (Magical; 5m): The butterfly sheds beautiful, drowsiness-inducing scales. It rolls a **decisive** attack with a pool of 10 dice. Success deals no damage but conveys poison with Damage 3i/round (B in Crash), Duration (master's Essence + 5) rounds, and a –3 penalty.

**MERITS**

**Camouflage:** When resting on similarly colored surfaces, such as bark for moths or flowers for butterflies, double 9s on Stealth rolls.

**Minuscule Size:** +3 Evasion against larger foes' attacks. Larger characters subtract three successes from Awareness-based rolls against these insects. Against foes with the Tiny Creature Merit, this drops to +2 Evasion and –2 successes.

**Vanish:** These insects flee from predators by darting into cover and laying low. Double 9s to go to ground (**Exalted**, p. 204).

## Crab

Crabs inhabit the entire West and many of the other Directions' waterways. Most walk along the ocean floor, using their claws to gather algae and other vegetation, catch fish, crack open shellfish, and defend themselves. Some cooperate in family groups when large threats appear. Sea-dwelling crabs can grow to enormous size, the most massive reaching more than 12 feet in length.

**Essence:** 1; Willpower: 2; **Join Battle:** 4 dice

**Health Levels:** –0x2/–1/–2/–4/Incap

**Actions:** Senses: 7 dice; Stealth: 7 dice (see Camouflage, Tiny Creature); Swimming: 4 dice

Resolve 2, Guile 1

**COMBAT**

**Attack (Claw):** 7 dice (Damage 3L; 10L against enemies the crab's size or smaller)

**Attack (Grapple):** 6 dice (10 dice to control. Can only grapple enemies their size or smaller, and can only savage grappled foes.)

**Combat Movement:** 4 dice

**Evasion:** 2 (see Tiny Creature), **Parry:** 3

**Soak/Hardness:** 3/0

**SPECIAL ABILITIES**

**Grasping Claws:** Crabs add three dice of post-soak damage on **withering** savaging attacks, or one die of damage to **decisive** savaging attacks.

**MERITS**

**Camouflage**: While on the seafloor, double 9s on Stealth rolls.

**VARIABLE SIZE**

While most crabs use these traits, others vary in size:

**Minuscule Size:** The smallest crab species, such as flattop and pea crabs, have Minuscule Size. They add +3 Evasion against larger character's attacks (+2 if the attacker has the Tiny Creature Merit) and subtract 3 successes from rolls to notice them (2 successes from characters with the Tiny Creature Merit). Their **decisive** attacks don't damage larger characters.

**Large:** Spider crabs and other large species lack the Tiny Creature Merit. Their claws have raw damage 10L against all enemies regardless of size, and they can grapple larger foes. They have soak 8 and gain three –1 health levels.

**Tiny Creature:** Add +2 Evasion against larger foes' attacks. Larger characters subtract two successes from Awareness-based roll to notice crabs.

## Elk/Deer

Elk — and other cervids, including deer and caribou — inhabit forests throughout the North, East, and on the Blessed Isle. Adults range from a quarter to a half ton, making them valuable game animals, while a few cultures have successfully domesticated them as beasts of burden. Elk travel in herds with a rigid, dominance-based hierarchy. Male elk (and all caribou) keep their antlers for most of the year, using them as weapons against predators and other elk who challenge their dominance.

**Essence:** 1; **Willpower:** 3; **Join Battle:** 7 dice

**Health Levels:** –0x1/–1x4/–2x4/–4x2/Incap.

**Speed Bonus:** +4. Although elk can rarely be tamed as mounts, some cultures have bred them for this purpose.

**Actions**: Endure Cold: 8 dice; Feats of Strength: 7 dice (may attempt Strength 3 feats); Jumping: 8 dice; Senses: 6 dice

Resolve 3, Guile 1

**COMBAT**

**Attack (Antlers):** 9 dice (Damage 14L)

**Attack (Kick):** 8 dice (Damage 12B)

**Combat Movement:** 9 dice (see Swift-Hooved)

**Evasion:** 3; **Parry:** 2

### MOOSE

Moose use elk traits, except as follows:

**Health Levels:** –0x4/–1x4/–2x4/–4x2/Incap.

**Speed Bonus:** +0

**Actions:** Feats of Strength: 7 dice (may attempt Strength 5 feats)

**Attack (Antlers):** 10 dice (Damage 17L)

**Attack (Kick):** 9 dice (Damage 12B)

**Combat Movement:** 5 dice

**Evasion:** 1; **Parry:** 2

**Soak/Hardness:** 13/7

**Soak/Hardness:** 6/0

**SPECIAL ABILITIES**

**Gore:** Add attack roll extra successes on **decisive** antler attacks against lower-Initiative enemies as damage dice, as long as the elk hasn't taken any other actions that turn.

**Trample:** On a kick attack against an enemy who, on his last turn, provoked the elk's reflexive movement from a rush, a hit knocks him prone. Apply the prone defense penalty (**Exalted**, p. 202) retroactively when calculating the attack's threshold successes.

**Horn Toss** (Latent): After dealing 3+ **decisive** damage with an antler attack, an elk can reflexively grapple its victim. If successful, it immediately throws him to short range. Once per scene.

**MERITS**

**Keen Nose:** Elk double 9s on scent-based Perception rolls.

**Swift-Hooved:** Elk double 9s on disengage and withdraw rolls. They can be trained to apply this to rushes as a latent ability.

# Frog/Toad

While especially abundant in tropical rainforests, frogs are widespread throughout Creation. Most are carnivores, feeding on insects and small invertebrates. Some species also feed on fruit, while the largest eat fish, small mammals, and other frogs. Frogs are often hunted for their meat, while poisons secreted by their skin glands have many uses for hunters, herbalists, and shamans.

**Essence:** 1; **Willpower:** 2; **Join Battle:** 3 dice

**Health Levels:** –1/–2/–4/Incap.

**Actions:** Climbing: 6 dice; Jumping: 8 dice; Senses: 5 dice (see Nictitating Membrane, Wide-Range Vision); Stealth: 6 dice (see Camouflage, Tiny Creature); Swimming: 8 dice

Resolve 1, Guile 1

**COMBAT**

**Attack (Bite):** 4 dice (Damage 1L; 12L against enemies the frog's size or smaller)

**Attack (Grapple):** 7 dice (2 dice to control. Can only grapple enemies their size or smaller, and can only savage grappled foes. See Sticky Tongue)

**Combat Movement:** 8 dice

**Evasion:** 3 (see Tiny Creature); **Parry:** 1

**Soak/Hardness:** 1/0

**SPECIAL ABILITIES**

**Poisonous:** Some frog species secrete poison from their skin, which is rarely dangerous to humans, but deters predators. Enemies that hit such frogs with bites or similar attacks are exposed to a poison with Damage 1i/round (B in Crash), Duration 3 rounds, and a –1 penalty. Poison dart and arrow frogs secrete poison with Damage 3i/round, Duration 5 rounds, and a –2 penalty.

**Sticky Tongue:** Add three successes on grapple attack rolls against Minuscule Size enemies.

**MERITS**

**Amphibious:** Can breathe in and out of water.

**Camouflage:** Double 9s on Stealth rolls in their native environment.

**Nictitating Membrane**: Ignore vision-based Perception penalties for seeing underwater.

**Tiny Creature:** Add +2 Evasion against larger enemies' attacks. Larger characters subtract two successes from Awareness-based rolls to notice frogs.

**Wide-Range Vision:** A frog's bulging eyes see in nearly all directions, adding one die on vision-based Perception rolls, or three dice on rolls opposing Stealth.

# Hippopotamus

Hippopotamuses live near rivers, lakes, and mangrove swamps, spending the daytime immersed and moving inland into forests or savannas at dusk to graze. Bull hippos exhibit territorial behavior in the water, presiding over a pod usually consisting of 10 adult females and any number of calves, but emerge onto land individually. Despite being herbivores, they're highly aggressive and unpredictable. Known to fight off lions and crocodiles, they pose as much threat to humans as the most dreaded predators.



**Essence:** 1; **Willpower:** 6; **Join Battle:** 7 dice

**Health Levels:** −0/−1x4/−2x4/−4x2/Incap.

**Speed Bonus:** +3. Taming a hippo to be ridden is nigh impossible.

**Actions:** Endure Heat: 5 dice; Feats of Strength: 10 dice (may attempt Strength 5 feats; see Beast of Burden); Resist Poison/Disease: 7 dice; Senses: 7 dice; Swimming: 4 dice; Threaten: 5 dice

Resolve 3, Guile 2

## COMBAT

**Attack (Bite):** 7 dice (Damage 19L/5)

**Attack (Stomp):** 9 dice (Damage 17B/4)

**Attack (Grapple):** 9 dice (8 dice to control)

**Combat Movement:** 6 dice

**Evasion:** 2; **Parry:** 4

**Soak/Hardness:** 13/7

## SPECIAL ABILITIES

**Bone-Crunching Bite:** An enemy damaged by a hippo's **decisive** bite suffers a penalty equal to attack roll extra successes on Strength and Dexterity rolls that scene, maximum −5. Multiple attacks stack their penalties.

**Crushing Bite: Withering** bite attacks ignore four points of soak, plus an additional point for each attack roll extra success. This can't reduce an enemy's soak below (his Stamina).

**Furious Rampage:** When attacking or rushing a crashed enemy, add two automatic successes.

**Trample:** When making a stomp attack against an enemy that provoked the hippo's reflexive movement from a rush on his last turn, a hit knocks the enemy prone. Apply the prone defense penalty (**Exalted**, p. 202) retroactively when calculating the attack's threshold successes.

## MERITS

**Beast of Burden:** Double 8s on feats of strength to haul or carry heavy burdens.

**Bottomless Lungs:** Hippos can hold their breath for five minutes underwater. In combat, they can hold their breath for an entire scene, but must surface once it ends.

# Great Stoat

Frenetic carnivores native to Eastern grasslands and prairies, the great stoat is a dog-sized mustelid. They're highly opportunistic predators, hunting rodents and hares and claiming their prey's dens or warrens as their own. They're active both day and night, changing sleep schedules throughout the year to match seasonal prey. Great stoats will fight larger animals, including wolves and great cats. Hunters use tamed great stoats to corner rabbits, foxes, and other swift prey, but have never truly domesticated them.

**Essence:** 1; **Willpower:** 5; **Join Battle:** 7 dice

**Health Levels:** –0x1/–1x2/–2x1/–4x1/Incap.

**Actions**: Climbing: 8 dice; Jumping: 6 dice; Senses: 6 dice (see Keen Nose); Stealth: 7 dice; Threaten: 7 dice; Wriggle Through Tight Spaces: 8 dice (see Contortionist)

Resolve 3 (see Fearless), Guile 1

## COMBAT

**Attack (Bite):** 6 dice (Damage 9L)

**Attack (Grapple):** 5 dice (8 dice to control)

**Combat Movement:** 8 dice

**Evasion:** 3; **Parry:** 1

**Soak/Hardness:** 2/0

## SPECIAL ABILITIES

**Ambush Hunter:** Add three dice on all unexpected attack rolls.

**Latch On:** When dealing 5+ **withering** damage with a bite, the great stoat can reflexively grapple its target.

**Opportunistic Strike** (Latent): If an enemy is crashed while grappled by the stoat, the stoat may reflexively make a **decisive** savaging attack against it.

## MERITS

**Contortionist:** Double 8s on rolls to squeeze through tight spaces.

**Fearless:** +1 Resolve against fear-based influence.

**Keen Nose:** Double 9s on scent-based Perception rolls.

### OTHER WEASELS

Represent weasels, martens, mongooses, and similar creatures by applying the Tiny Creature Merit to great stoat traits, granting +2 Evasion against larger foes' attacks, and subtracting two successes from Awareness rolls made by larger characters to detect them. Their **withering** attacks have raw damage 2 against larger enemies, and they can only grapple enemies their size or smaller.

# Iron-Skull Devil

Fifteen feet long and weighing half a ton, these bipedal lizards take their name from the distinctive bony domes covering their skulls, used in social displays and to fend off predators. They live in herds in Eastern forests, arid Southern savannas, and some Western islands, subsisting on low-lying vegetation such as leaves, seeds, and fruits. Many cultures that live near iron-skull devil herds prize helms made from their skull domes as trophies, though hunting them is a perilous endeavor.

**Essence:** 1; **Willpower:** 4; **Join Battle:** 7 dice

**Health Levels:** –0/–1x2/–2x2/–4/Incap.

**Speed Bonus:** +1. Taming iron-skull devils as mounts is inordinately difficult.

**Actions:** Feats of Strength: 7 dice (may attempt Strength 5 feats); Senses: 6 dice (see Sharp Sight); Threaten: 5 dice

Resolve 3, Guile 1

## COMBAT

**Attack (Headbutt):** 8 dice (Damage 14B)

**Attack (Grapple):** 10 dice (8 dice to control)

**Combat Movement:** 5 dice

**Evasion:** 3; **Parry:** 4

**Soak/Hardness:** 4/0

## SPECIAL ABILITIES

**Deadly Charge:** Each range band an iron-skull devil moves in a straight line towards an enemy grants it two Initiative, until it reaches close range and makes a **decisive** attack against him. It loses all this Initiative if it takes any action other than moving towards that enemy or attacking him.

**Head Bash:** A **decisive** headbutt that deals 3+ damage knocks the victim prone and hurls him to short range. If his turn comes after the iron-skull devil's, he's delayed by (levels of damage dealt – his Stamina) ticks; if this would delay him to tick zero, he loses his turn entirely. If the iron-skull devil reflexively pursued the enemy after a successful rush on his last turn, double the effective amount of damage when determining this delay.

## MERITS

**Sharp Sight:** Double 9s on sight-based Perception rolls.

# Jellyfish

Jellyfish are bell-shaped, gelatinous cnidarians found in salt and fresh water. They're carnivorous, consuming plankton, small fish, or other jellyfish, depending on size. Some feed passively, collecting food as they swim; others hunt their prey, capturing them with their tentacles. Many species' tentacles are venomous, causing pain that ranges from mild discomfort to death. Jellyfish blooms, caused when they swarm in warm, plankton-rich waters, can clog and tear overfull fishing nets.

**Essence:** 1; **Willpower:** 2; **Join Battle:** 4 dice

**Health Levels:** –0/–1/–2/–4/Incap.

**Actions:** Senses (see Water Sense): 5 dice; Stealth: 6 dice (see Tiny Creature); Swim: 6 dice

Resolve 1, Guile 1

## COMBAT

**Attack (Sting):** 5 dice (Damage 3L; 10L against enemies the jellyfish's size or smaller. See Venom)

**Attack (Grapple):** 5 dice (6 dice to control. Can only grapple enemies of their size or smaller, and can only savage grappled enemies).

**Combat Movement:** 6 dice

**Evasion:** 2 (see Tiny Creature); **Parry:** 1

**Soak/Hardness:** 1/0

## SPECIAL ABILITIES

**Bloom:** Characters within close range of jellyfish battle groups suffer a –3 penalty on movement actions and lose one Initiative at each round's end.

**Luminesce:** Some jellyfish species glow softly, illuminating the area within close range.

**Venom:** A venomous jellyfish's **decisive** sting attacks inflict poison with damage 1i/round (B in Crash), duration 5 rounds, and a –4 penalty.

## MERITS

**Tiny Creature:** +2 Evasion against larger enemies' attacks. Larger characters subtract two successes from Awareness rolls to notice a jellyfish.

**Water Sense:** Jellyfish detect vibrations in water, doubling 9s on Perception rolls while underwater, and ignoring visual penalties due to lighting, obstructions, etc.

### VARIABLE SIZE

While most jellyfish species use these traits, Creation is home to a vast variety of them.

**Minuscule Size:** The smallest jellyfish, like box jellies, are less than an inch long. They add +3 Evasion against larger character's attacks (+2 if the attacker has the Tiny Creature Merit) and subtract 3 successes from rolls to notice them (2 successes from characters with the Tiny Creature Merit). Their **decisive** attacks don't damage larger characters, but still convey poison.

**Large:** Larger jellyfish species lack the Tiny Creature Merit. Their sting attacks have raw damage 10L against all enemies regardless of size, and they can grapple larger foes. They have soak 4 and gain an additional –1 and –2 health level.

# Mountain Goat

Hardy and sure-footed, mountain goats climb promontories and scale cliff faces that stymie others. They sport beards and long black horns whose rings reveal the animal's age in years. Their double coats — a dense woolly undercoat covered by a layer of longer, hollow hair — protect against extreme cold and high winds. In spring, they shed extra wool by rubbing against trees and rocks. Northern cultures collect these fibers and spin them into fine, warm fabrics.

A mountain goat's cloven hooves have inner pads that provide traction and dewclaws that prevent slipping. These, combined with strong neck and shoulder muscles, let them ascend steep-pitched slopes and jump to higher ground. When kid goats first begin to climb, nannies often position themselves on slopes below to stop falls should a kid lose its footing.

Although they'll sometimes descend to lower ground in search of salt licks and sustenance, most mountain goats stay above the tree line. While not aggressive, they make shows of dominance during mating season or to ward off predators, and will fight when provoked, especially if their young are in danger.

**Essence:** 1; **Willpower:** 4; **Join Battle:** 6 dice

**Health Levels:** –0/–1x3/–2x2/–4/Incap.

**Actions:** Climbing: 10 dice; Endure Cold: 8 dice; Feats of Strength: 6 dice (may attempt Strength 3 feats); Jumping: 7 dice; Senses: 5 dice

Resolve 4, Guile 1

## COMBAT

**Attack (Bite):** 8 dice (Damage 10B)

**Attack (Horns):** 6 dice (Damage 7B)

**Attack (Kick):** 6 dice (Damage 10B. See Brutal Kick)

**Attack (Grapple):** 5 dice (5 dice to control)

**Combat Movement:** 7 dice

**Evasion:** 3; **Parry:** 1

**Soak/Hardness:** 4/0

**SPECIAL ABILITIES**

**Brutal Kick:** Enemies smaller than a human that take 5+ damage from the goat's **withering** kicks are knocked back one range band and fall prone.

**Gore:** Add attack roll extra successes on **decisive** horn attacks against lower-Initiative enemies as damage dice.

**Lock Horns:** Goats use their horns to grapple, violently twisting and wrenching their opponent about. **Decisive** horn savaging attacks double 10s; **withering** savaging attacks gain +3 Overwhelming.

**MERITS**

**Mighty Leap:** Double 9s on jumping-based movement actions.

## Mouse/Rat

Rodents live throughout Creation, in sprawling cities and tiny villages, and aboard every fleet sailing the seas. They're typically brown, black, gray, or white, with long, thin tails. While many rats are only a few inches larger than mice, some species can grow well over a foot in length.

Rodents thrive in human-populated areas, causing food shortages and spreading disease if left unchecked. Not all are aggressive, though most bite if cornered or threatened. They're intelligent and intuitive creatures, able to recall complicated routes to food sources. They also take well to training, whether as performing animals for traveling troupes or poison-sniffers for nobles.

These traits also support various other small, innocuous rodents, like squirrels.

**Essence:** 1; **Willpower:** 3; **Join Battle:** 5 dice

**Health Levels:** –0/–1/–2/–4/Incap.

**Actions:** Climbing: 7 dice; Gnaw Through Things: 5 dice; Senses: 8 dice (see Keen Nose); Stealth: 7 dice (see Tiny Creature); Wriggle Through Tight Spaces: 7 dice

Resolve 2, Guile 1

**COMBAT**

**Attack (Bite):** 4 dice (Damage 3L; 5L against enemies the rat's size or smaller.)

**Attack (Claw):** 6 dice (Damage 1L; 3L against enemies the rat's size or smaller.)

**Combat Movement:** 7 dice

**Evasion:** 3 (see Tiny Creature); **Parry:** 1

**Soak/Hardness:** 1/0

**UNUSUAL SIZE**

Larger rodents such as capybaras or beavers use rat traits, but lack Tail Drop, Tiny Creature and Terrifying Swarm. Their **withering** damage isn't reduced against larger creatures.

**SPECIAL ABILITIES**

**Tail Drop:** The tail skin of some rodent species, like deer mice, rock rats, and spiny rats, is easily pulled off, letting them escape predators. When such rodents withdraw, they can take one level of bashing damage to add one success toward the goal number and lower the Initiative cost to 1i/round. Shed tail skin regrows after a season, resetting this ability; it can also be regrown by magic capable of healing crippling effects.

**Terrifying Swarm:** Rodent battle groups impose a –2 penalty on rolls made by enemies within close range.

**MERITS**

**Keen Nose:** Double 9s on sense-based Perception rolls.

**Tiny Creature:** +2 Evasion against larger foes' attacks. Larger characters subtract two successes from Awareness-based rolls to notice rodents.

**Discerning Scent (Latent):** Trained rodents can distinguish specific scents and indicate their presence. Double 8s on scent-based Perception rolls to detect this substance. A rat can be trained in this Merit multiple times for multiple substances.

## Octopus

Found throughout the oceans, these eight-armed invertebrates have bulbous heads and beak-tipped maws. Suction cups along their arms grip surfaces and objects, letting them taste whatever they hold. Many species live their lives completely submerged; others inhabit intertidal zones, coming to the surface to bask in the sun or seek food.

Octopuses can change color to blend into their surroundings and avoid predators. Their soft bodies can squeeze through any gap that their beak can fit through; a 500-pound octopus can slip through a hole the size of an obol. All octopuses are venomous, though to humans their bites are an irritant, only deadly in extreme cases.

**Essence:** 1; **Willpower:** 5; **Join Battle:** 7 dice

**Health Levels:** –0/–1x2/–2x2/–4/Incap.

**Actions:** Feats of Strength: 6 dice (may attempt Strength 3 feats); Senses: 8 dice (see Sharp Sight); Solve Puzzles: 6 dice; Squeeze Through Tight Spaces: 12 dice (see Amorphous Body); Stealth: 7 dice (see Camouflage); Tracking: 5 dice

Resolve 2, Guile 1

## COMBAT

**Attack (Beak):** 6 dice (Damage 6L, see Venom)

**Attack (Arms):** 7 dice (Damage 7B)

**Attack (Grapple):** 10 dice (10 dice to control)

**Combat Movement:** 6 dice (see Ink)

**Evasion:** 3; **Parry:** 3

**Soak/Hardness:** 2/0

## SPECIAL ABILITIES

**Ink:** The octopus releases a jet of ink, clouding the water around it. It doubles 9s on disengages.

**Many-Armed:** When flurrying an arm attack, reduce the flurry penalty on both rolls to −1.

**Venom:** A **decisive** beak attack inflicts a poison with Damage 4i/round, Duration 3 rounds, and a −1 penalty.

## MERITS

**Amorphous Body:** Double 7s on rolls to squeeze through tight spaces.

**Camouflage:** The octopus changes color to match its surroundings, doubling 9s on Stealth rolls.

**Sharp Sight:** Double 9s on all sight-based Perception rolls.

# Owl

These nocturnal birds of prey use large, powerful eyes to hunt by night, feeding primarily on small mammals, insects, and other birds. Even the largest owls can fly all but silently, attacking completely unexpectedly. Owls also possess incredibly keen hearing and have almost no blind spot, thanks to the immense degree they can rotate their heads. They can be found throughout much of Creation, from the near North's snowy owls to the desert owls of the Burning Sands.

**Essence:** 1; **Willpower:** 5; **Join Battle:** 7 dice



### VARIABLE SIZE

These traits depict larger octopus species. For smaller species, adjust their traits as follows:

**Minuscule Size:** The smallest octopuses, like the deadly blue-ringed octopus, have this Merit. They add +3 Evasion against larger characters' attacks (+2 if the attacker has the Tiny Creature Merit) and subtract 3 successes from rolls to notice them (2 successes from characters with the Tiny Creature Merit). Their **decisive** attacks don't damage larger characters, although they still convey poison. They can't attempt feats of strength.

**Tiny Creature:** Smaller octopuses have this Merit. They add +2 Evasion against larger character's attacks and subtract 2 successes from rolls to notice them. Their **withering** attacks have damage 3 against larger characters. They can't attempt feats of strength.

**Legendary Size:** Creation's seas are home to monstrous octopuses of Legendary Size. In addition to this Merit's benefits (p. XX), their attacks gain +1 die on attack rolls, +3 Damage, and Overwhelming 3, and they have soak 6 and Hardness 4. They gain three additional –1 and –2 health levels, and may attempt Strength 7 feats of strength.

**Health Levels:** –0x2/–1/–2/–4/Incap

**Actions:** Fly: 10 dice; Senses: 10 dice (see Keen Hearing, Night Vision, Wide-Range Vision); Resist Poison/Disease: 6 dice; Tracking: 6 dice; Stealth: 11 dice (see Silent Flying)

Resolve 2, Guile 1

#### COMBAT

**Attack (Peck):** 6 dice (Damage 10L)

**Attack (Talons):** 9 dice (Damage 6L)

**Attack (Grapple):** 9 dice (5 dice to control. Owls can only savage grappled enemies, unless they have the Tiny Creature or Minuscule Size Merits)

**Combat Movement:** 9 dice

**Evasion:** 4; **Parry:** 2

**Soak/Hardness:** 3/0

#### SPECIAL ABILITIES

**Carried Away:** When a **withering** talon attack deals 5+ damage to an enemy with Tiny Creature or Minuscule Size, the owl may forgo receiving Initiative to reflexively grapple it. Each point of Initiative it forgoes adds a die to the control roll.

**Death Dive:** When an owl moves into close range with an enemy after beginning at long range above it and makes a **decisive** attack, it adds four dice on the attack roll and doubles 10s on damage. Once per scene, unless reset by rising back to long range above all enemies.

**Dread Clutches:** When an owl savages a grappled foe with Tiny Creature or Minuscule Size, it can also drag him along with its movement action.

**Swooping Descent:** An owl that descends into close range with an enemy and makes a **decisive** unexpected attack on the same turn adds two successes on the attack roll.

#### MERITS

**Keen Hearing:** Double 9s on hearing-based Perception rolls.

**Night Vision:** Owls can see in dim conditions as though in broad daylight and reduce the difficulty of Perception-based rolls in deeper darkness by one.

**Silent Flying:** Double 9s on Stealth rolls while flying.

**Wide-Range Vision:** An owl can swivel its head to an incredible extent, adding one die on vision-based Perception rolls, or three dice opposing Stealth.

## Shieldback Lizard

These tremendous lizards have bodies covered in bony plates and thick, club-like tails. They grow up to 25 feet in length and eight tons in weight. Slow and sluggish, they feed on low-lying ferns, shrubs, leaves, and fruits, eating in quantities comparable to elephants, while occasionally supplementing their diet with invertebrates.

Shieldbacks dwell in temperate and subtropical forests, most commonly in the East. Adults are solitary; between their tough armor and deadly tails, most predators pose little threat to them.

**Essence:** 1; **Willpower:** 3; **Join Battle:** 5 dice

**Health Levels:** –0x10/–1x5/–2x5/–4/Incap.

**Speed Bonus:** +1. Taming a shieldback lizard as a mount is nigh impossible.

**Actions:** Feats of Strength: 10 dice (may attempt Strength 7 feats; see Demolishing Tail); Resist Poison/Disease: 10 dice; Senses: 5 dice

Resolve 2, Guile 1

#### COMBAT

**Attack (Stomp):** 10 dice (Damage 17B/4)

**Attack (Tail Slam):** 9 dice (Damage 19B/5. Can make smash attacks.)

**Attack (Grapple):** 11 dice (10 dice to control. Shieldback lizards make unopposed control rolls against smaller enemies, unless they use magic like Dragon Coil Technique.)

**Combat Movement:** 4 dice

**Evasion:** 1; **Parry:** 5

**Soak/Hardness:** 16/10

**SPECIAL ABILITIES**

**Bludgeoning Tail:** When making a **decisive** smash attack against an enemy with at least 10 less Initiative, add attack roll extra successes as damage dice. Once per scene.

**Trample**: If a shieldback lizard makes a stomp attack against an enemy that provoked its reflexive movement from a rush on his last turn, a hit knocks the enemy prone. Apply the prone defense penalty (**Exalted**, p. 202) retroactively when calculating the attack's threshold successes.

**MERITS**

**Demolishing Tail:** Shieldback lizards double 8s on feats of strength to push, topple, or destroy things with their tails.

**Impenetrable Armor:** Reduce the minimum damage of **withering** attacks against a shieldback lizard by one, minimum zero.

**Legendary Size:** A shieldback lizard suffers no onslaught penalties from the smaller enemies' attacks, unless inflicted by magic. It can't be crashed by smaller enemies' **withering** attacks unless they have 10+ post-soak damage, although attackers gain the full amount of Initiative damage dealt. Smaller enemies' **decisive** attacks can't deal more than (attacker's Strength + 3) levels of damage to it, not counting levels added by magic.

## Swan

Striking in appearance and unpleasant in temperament, swans are most common along the Blessed Isle's waterways, although populations exist in almost all of Creation's temperate climes. Most are bright white, but others are black or gray. They're extremely territorial, only forming significant flocks to colonize large lakes and other bodies of water. Most form long-lasting relationships, even mating for life.

Despite being herbivores, with a diet consisting almost entirely of aquatic plants, swans respond to trespassers and predators with a puffed-up display of aggression that usually intimidates enemies into withdrawing.

**Essence:** 1; **Willpower:** 5; **Join Battle:** 6 dice

**Health Levels**: -0x1/-1x1/-2x2/-4x1/Incap.

**Actions:** Fly: 7 dice; Senses: 6 dice; Swim: 6 dice; Threaten: 6 dice

Resolve 3, Guile 1

**OTHER WATERFOWL**

Swan traits can be used for ducks and other waterfowl, but they lack Devoted Mate. Less aggressive species lack Bluster.

**COMBAT**

**Attack (Wing):** 7 dice (Damage 9B)

**Attack (Bite):** 4 dice (Damage 10L)

**Combat Movement:** 6 dice (see Waterfowl's Grace)

**Evasion:** 2 (see Waterfowl's Grace); **Parry:** 1

**Soak/Hardness:** 2/0

**SPECIAL ABILITIES**

**Bluster**: A swan gains one Initiative when an enemy attempts to disengage from it, or when it successfully threatens an enemy.

**MERITS**

**Devoted Mate:** A swan ignores defense penalties when flurrying a defend other action to protect its mate or offspring, and doubles 9s on threaten rolls while fighting to protect them.

**Keen Sight:** Double 9s on sight-based Perception rolls.

**Nictitating Membrane:** A swan's semi-translucent "third eyelid" negates vision-based Perception penalties for seeing underwater.

**Waterfowl's Grace:** While swimming or flying, swans gain +1 Evasion and double 9s on disengage and withdraw actions.

## Thunder Lizard

These giant, long-necked reptiles are Creation's largest land-dwelling animals, reaching heights of 60 feet and weights of over 100 tons. With necks up to 50 feet in length, they can easily graze on treetops, though the sheer amount of food they require means they'll also feed on lower-lying foliage, grasses, and aquatic plants. Most thunder lizard species inhabit wet or coastal habitats, traveling in herds segregated by age.

Few predators can threaten a thunder lizard herd, and a stampeding herd can reshape the land. Few human societies possess the means to even attempt to hunt thunder lizards, but opportunistically scavenging the remains of those felled by age, disease, or superpredators like tyrant lizards can provide a bounty of meat, bone, and other useful materials.



**Essence:** 1; **Willpower:** 3; **Join Battle:** 6 dice

**Health Levels:** −0x5/−1x5/−2x10/−4x10/Incap.

**Actions:** Feats of Strength: 14 dice (may attempt Strength 10 feats; see Beast of Burden); Resist Poison/Illness: 10 dice; Senses: 7 dice (see Keen Hearing); Threaten: 5 dice

Resolve 3, Guile 1

## COMBAT

**Attack (Stomp):** 8 dice (Damage 17B/4)

**Attack (Tail Slam):** 6 dice (Damage 19B/5)

**Attack (Grapple):** 9 dice (7 dice to control. Thunder lizards make unopposed control rolls against smaller enemies, unless they use magic like Dragon Coil Technique.)

**Combat Movement:** 7 dice

**Evasion:** 2; **Parry:** 4

**Soak/Hardness:** 16/10

## SPECIAL ABILITIES

**Thunder Tail:** A thunder lizard can swing its tail fast enough to create a sound like a cracked bullwhip, scaring off would-be predators. It can flurry a tail slam attack with a threaten roll without penalties, adding attack roll extra successes to the threaten roll as dice.

**Trample:** If a thunder lizard makes a stomp attack against an enemy that provoked its reflexive movement from a rush on his last turn, a hit knocks the enemy prone. Apply the prone defense penalty (**Exalted**, p. 202) retroactively when calculating the attack's threshold successes.

## MERITS

**Beast of Burden:** Double 8s on feats of strength to haul or carry heavy burdens.

**Keen Hearing:** Double 9s on hearing-based Perception rolls.

**Legendary Size:** A thunder lizard suffers no onslaught penalties from smaller foes' attacks, unless inflicted by magic. It can't be crashed by smaller enemies' **withering** attacks unless they have 10+ post-soak damage, although attackers gain the full amount of Initiative damage dealt. Smaller enemies' **decisive** attacks can't deal more than (attacker's Strength + 3) levels of damage to it, not counting levels added by magic.

**Stampede:** When a battle group of stampeding thunder lizards moves into close range of an enemy, it reflexively makes an engage gambit (**Exalted**, p. 209). Engaged enemies suffer a level of automatic bashing damage, ignoring Hardness, at the end of each of their turns.

## Walrus

Among the most imposing Northern species, the walrus is a mountain of blubber and muscle well-adapted to hunting in icy shallows. They mostly prey on clams, mollusks, fish, and seals, but are opportunistic, feeding on whatever's available.

Social animals, walruses travel in pods to protect the young and infirm against the few predators that can endanger them. When cornered, they close ranks, sometimes even turning the tables on predators like polar bears, goring them with powerful tusks. Walruses are hunted for meat, blubber, hide, and ivory.

**Essence:** 1; **Willpower**: 5; **Join Battle:** 8 dice

**Health Levels:** -0x4/-1x4/-2x4/-4x2/Incap.

**Actions:** Endure Cold: 12 dice; Feats of Strength: 8 dice (may attempt Strength 5 feats); Resist Poison/Disease: 6 dice; Senses: 8 dice; Swimming: 10 dice; Threaten: 7 dice

Resolve 4, Guile 1

### COMBAT

**Attack (Tusks):** 6 dice (Damage 14L)

**Attack (Grapple):** 8 dice (10 dice to control)

**Combat Movement**: 4 dice (10 dice underwater)

**Evasion:** 1 (see Aquatic Grace); **Parry:** 4

**Soak/Hardness:** 10 (see Impenetrable Blubber)/4

### SPECIAL ABILITIES

**Gore:** A walrus adds attack roll extra successes on **decisive** tusk attacks against lower-Initiative enemies as damage dice, as long as it hasn't taken any other actions that turn.

**Herd Wall:** A pod of walruses is extremely difficult to attack because they form a wall against predators. A walrus battle group gains +4 soak against attacks from close range made without aiming.

**Impale: Withering** tusk attacks ignore four points of soak.

**Warning Cry:** When injured or threatened, a walrus may reflexively roar, granting other walruses within medium range two dice on their next Join Battle roll or Perception roll to notice danger.

### BEES

Bees can be represented with wasp traits. They lack bite attacks, and stinging a foe is fatal to many species of bee (but not to Lunars or other characters with Exalted Healing).

### MERITS

**Aquatic Grace:** While underwater, double 9s on movement actions and gain +2 Evasion.

**Ferocious Calf Guardian:** When protecting its young with a defend other action, a walrus gains +1 Parry and ignores Defense penalties from flurrying.

**Impenetrable Blubber:** Minimum damage of **withering** attacks against a walrus is reduced by one die, minimum zero.

**Keen Hearing:** Double 9s on hearing-based Perception rolls.

## Wasp

These winged, venomous insects can be found throughout much of Creation, though woodlands, meadows, and grasslands are the most common habitats. While most wasp species are solitary, the greatest nuisances to humans are social wasps, which form colonies in hives constructed from chewed wood pulp or other plant fibers. Adult wasps subsist mainly on nectar but spend much of their time hunting insects and spiders to feed to their carnivorous young.

**Essence:** 1; **Willpower:** 2; **Join Battle:** 6 dice

**Health Levels:** -1/-2/-4/Incap.

**Actions:** Find Flowers: 7 dice; Flying: 8 dice; Senses: 6 dice; Stealth: 3 dice (see Minuscule Size)

Resolve 1, Guile 2

### COMBAT

**Attack (Bite):** 7 dice (Damage 3L; 14L against Minuscule Size enemies. Can't deal **decisive** damage to larger enemies.)

**Attack (Sting):** 12 dice (Damage 1L; 12L against Minuscule Size enemies. Can't deal **decisive** damage to larger enemies. See Venom)

**Attack (Grapple):** 7 dice (3 dice to control. Can't grapple larger enemies. Can only savage grappled enemies)

**Combat Movement:** 8 dice

**Evasion:** 3 (see Minuscule Size); **Parry:** 1

**Soak/Hardness:** 1/0

## SPECIAL ABILITIES

**Terrifying Swarm:** Wasp battle groups imposes a −2 penalty on rolls made by enemies within close range.

**Venom:** A wasp's **decisive** sting conveys a poison with damage 1i/round (B in Crash), duration 6 rounds, and a −2 penalty.

## MERITS

**Minuscule Size:** +3 Evasion against larger enemies' attacks. Larger characters subtract three successes from Awareness-based rolls to notice wasps. Against foes with the Tiny Creature Merit, this drops to +2 Evasion and −2 successes.

In the end, Cathak Vanida decided to run.

As dawn tinged the sky, the satrap recognized the futility of her situation. Horns sounded across Kulinth, signaling the retreat. Tula stationed watches on the storehouses and the treasury — most of them were aflame, or had been the targets of strategic attacks, but whatever was left within was for Kulinth's people. *Let them march to Shale Strand with only the clothes on their backs and the food they can scavenge along the way. Let them return home with nothing in their pockets but shame.*

In Kulinth's central square, the fighters were rounding up the prince's militia. They'd been stripped of their weapons and forced to sit on the frozen ground. Tula's orders were clear: watch them, but do them no harm. Not yet. They'd chosen the prince's side — and thus the Realm's — and oppressed their own people. She suspected they'd be finding deserters for weeks to come, Asmund's soldiers who'd shed their finely made coats and blended in with the rebels. What to do with them was a question Tula didn't have an answer for yet. Where was the line between forgiveness and foolishness? Who would she give a second chance, and who would she put to the sword?

Tula and Sazay stood atop the battlement, watching the Realm's forces flee. At the column's head, the satrap rode in one of the few carriages Tula had allowed to leave the city. "We could still kill her," said Sazay. Flecks of red dotted her face; she hadn't bothered wiping away the blood from her last kill. "A quick strike, you and me. Or I can find Silent Pearl, if you'd rather. It'd send a message."

"Letting her live sends one, too. She'll have to answer for everything that went wrong, and I suspect she understands less than half of it. Let them fear us. Let them know if they come back, we'll turn them aside again."

Sazay grunted. "You've been talking to Tegama. He hates fun, too." But she laughed, regarding Tula with admiration. "You led your people well."

"You all helped me. I don't know that I'll ever be able to repay the debt."

"Oh, I have thoughts on that, but they're for another time." Sazay slipped into her fox skin and trotted away, leaving Tula to her thoughts.

•••••

The day after the battle was bright and cloudless, with the kind of brittle warmth that triggers a thaw. Throughout Kulinth, however, the fires had given the melting a head start. Mud covered the streets, much of it mixed with blood. People had laid out wood planks to walk on, but even those quickly grew slick.

With the satrap's garrison gone, Tula's people turned to putting out fires. Entire city blocks were little more than ash and char. The east wing of the prince's palace had collapsed, though the west still stood. Prince Asmund lived; the bulk of his personal guard had not. Tegama left him to rot in there, under the watchful eyes of a band of farmers. Perhaps they'd have mercy on him. It was no concern of Tegama's.

A group of children braved one of the barracks' supply buildings, despite their elders' warnings. They emerged covered in soot and reeking of smoke, their hair gray with ash. They passed out what meager goods they'd found inside: some warm clothes, the last of a store of flour and dried meat. The blaze had destroyed the rest. It was the same across the city. Fire didn't take sides.

Still, there were small victories in the aftermath. When Tula led a wagon full of tax records past, the people stopped her, crowding around to offer their thanks. It was nearly an hour before she could continue on, and they followed her to the town square, singing victory songs. When the bonfire went up, burning the records, they roared.

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Throughout the day, Tula counted the dead and consoled the dying. They'd known, all of them, how risky it was to face down trained Cathak soldiers. They'd known they might not survive — *probably* wouldn't, if it went

sour at any point. They'd joined her cause anyway. She gathered mementos for their families and oversaw the preparations for funeral rites.

Silent Pearl found her wavering on the edge of exhaustion, and took her back to the house of some minor official who'd fled when the fighting began. "Sleep," they said, guiding her to an opulent divan heaped with blankets. "Let us help. You're not alone anymore."

Not alone...

Maybe it was the permission she needed, or the one thing she needed to hear. Or maybe Silent Pearl had worked some sorcery. Whatever it was, the words followed Tula down into a deep sleep.

•••••

Silent Pearl tended to the wounded. The army had set up in the intact side of the prince's palace, commandeering a cavernous ballroom where the physicians could do their work. Two nights ago, Asmund had held a feast here. The linens now served as shrouds for those too far gone to be saved. Silent Pearl had set a trio of girls to tearing tablecloths into strips to serve as bandages. It gave them something to do besides fret; their parents were here, being ministered to, their prognoses uncertain.

The rhythms of healing came back to Silent Pearl quickly. Hundreds of years had passed since they'd lived in their hut in the marshes, since they'd taken on patients, cured their ailments and compounded tinctures to ease their aches. The world had changed since Silent Pearl went to sleep, but a broken bone was a broken bone. They set breaks and sewed up gashes. They sent helpers scurrying into the forest for herbs to help dull their patients' pain. By the time full dark settled in, their fingers cramped and their back throbbed. They'd done good work here, today. *For Tula,* they told themself as they headed off to find a meal before checking on their pupil.

"Wait!" It was one of the linen-tearing girls, her sisters peeking out from behind her.

Silent Pearl paused. "What?" The girls shrank back. The Lunar almost reached back to make sure they hadn't grown their nautilus shell, but no. They supposed it was simply their expression. Sazay had remarked once that Silent Pearl always seemed ready to bite. They tried softening their glare and considered it a success when none of the three burst into tears. "I'm sorry, children," they said. "I'm old and creaky, and it makes me gruff. What do you need?"

The girl in front held up an offering: a knotwork bracelet made from thin linen strips. "This is for you," she said. She gathered up her courage and stepped toward Silent Pearl. Tied it around the gobsmacked Lunar's wrist. "We wanted to thank you for helping our parents." She trotted backwards, then all three turned and scampered away before Silent Pearl could respond.

They toyed with the bracelet and found themself smiling after the girls. *All right. Maybe it's for me, too.*

•••••

Tegama sat listening to the half-dozen people who'd taken interim charge of Kulinth. The council's membership would likely change in the coming weeks, as other citizens rallied for power and demanded a voice in the new government, but for now, these six were the city's rulers. They were farmers and merchants, two of whom had served in Tula's uprising. Since dawn, they'd been handling reports from all corners of the city: mounting concern over food stores, numbers of the dead and displaced. The lists of what needed sorting were endless. Their arguments over priorities and strategies made Tegama's temples throb.

For time being, however, they'd set their disputes aside to present a united front before their prisoner. With them at the table was a woman dressed in finery, her hair neatly coiffed except for a few flyaway strands. Were it not for her bound hands and the way her eyes darted warily around the council, she could have been mistaken for an honored guest. She was Nellens Dinad, one of Cathak Vanida's advisors and her liaison to Prince Asmund. They'd been interrogating her about Kulinth's resources for the better part of an hour.

That was where Tegama came in handy. Someone — he suspected Sazay — had let slip that he'd helped overthrow a tyrant, once, and installed a new ruler in his place. That meant he knew which questions to ask, what information would help the city get back on its feet. Dinad had provided useful insights, but now the council was ready to move on to other matters, ones they didn't trust a Dynastic lackey to overhear.

As two guards approached to return Dinad to her quarters, she chuckled. "They'll come back for you, you know. You've betrayed the Realm and that will never be allowed to stand. They'll hang the six of you first, and *you*," she turned to Tegama, "the Wyld Hunt will come for you, Anathema."

Tegama smiled. He hadn't exactly been subtle, during the fighting. "The Realm isn't coming," he said. "Not any time soon. They might send some angry letters, maybe appoint some hapless nobody to come negotiate your release. But a full legion? No. Kulinth's too far north for them to reclaim it just now. Perhaps in a few years, when someone sits on that throne. Right now, they're too busy to worry about us." He said it more for the council's benefit than Dinad's, but the words cut her as deeply as if he'd swung his blade. She said nothing more as they took her away.

When the doors closed behind her, the arguing started afresh.

•••••

Sazay was pleased with how it all turned out. She'd composed the first part of the story, and was now working on that first meeting with Tula and Silent Pearl. She lay by the fire in her fox form, drowsing as she pondered the details. She considered letting herself get in a few good nips in that fight. It didn't change the outcome, after all, and...

As if summoned, Silent Pearl sat down beside her, crouched in their shell.

*No, I'll tell it true.*

Tegama came in, smelling of cold and smoke. Perhaps the blast of cold air woke Tula, or the savory scent of soup bubbling over the hearth. Her jaw cracked with the force of her yawn, and Silent Pearl took her face in their hands, examining Tula for injury.

"I'm fine," she said. "Just tired." She extracted herself and went to sniff at the soup. She added a pinch of salt, then looked around guiltily.

"One of the families brought it by," said Sazay, stretching out in her human form. "We're not insulted if you tinker with it." She looked hopefully at Tula and was rewarded with a spoonful to taste. "'s good," she said. "So. What next?"

Tegama glanced at her. The Silver Pact could use Tula elsewhere, but would she leave Kulinth? Would she leave Silent Pearl, who had no use for the Pact, and suggested Tula ought not as well? "There's work to be done in Shale Strand. We could use your help. Both of you."

Silent Pearl said nothing, watching Tula.

"We've made a difference here," she said. "And they'll need some time to get on their feet. I need to be here for the start of that. But." She looked at them each in turn, Silent Pearl the longest. "Kulinth isn't the only place this is happening. Other people need us. Need *me*. Luna can't have chosen me only for me to stay here."

The older Lunar retreated into their nautilus shell a moment, then emerged with a sigh. "Fine. Go with them."

Sazay opened her mouth to argue the reasons they needed Silent Pearl, too, but the No Moon wasn't done speaking.

"You go with them, and I'll go with you. I'm not done teaching you yet." They took in Sazay and Tegama with a glare, though it quickly softened. "I suppose you're not terrible to have around, either."

Sazay suspected she'd change that last bit, when it came time to tell the tale of how their Circle began.



# Student of the Silver Pact

A.Woods
Alan-Michael Havens
Amauros Nightsilver
Andrzej
Angelo C.
Anthony Kipling
Beans
Blue E
Bradley Osburn
Brian Hon
Bryant E Stevenson
C Gailloreto
Callias Lycus
Carl L. Congdon
Catherine Roberts
Charles E. Gray
Charles R
Chris 'Stitches' Upton
Christopher A. Bell
Christopher McDonough
Clever Lin
Click-Click-Chirp
Crushing Child
Dan Phillips
Dan Wilson
Dee Buhlman
Dream Mondschein
Esther C
FicusLord
Gunner Gawith
Hunt
iain Durham
J Edgar Hoover
J.Cryan
James Huggins
Joe Henderson
Josh Morse
K.B
Kellen M.
Kevin J. Parker
Kimberely Altomere
Kolton Mohn
Konstantinos Magkakis
Kyle Dutkowski
Lucas Radtke
M. Ceoquemit
M. Eldemerdash
Madeline McCaul
ManusDomini
Matt M McElroy
Michelle Pounders
milo v3
Minty
Molughaidh Young
Nathan Giles
Neall Raemonn Price
Nick T.
no
O. G. Llorca
One Traveller of a Shifting Path
Pants?
Pat Murphy
PK Sharp-Garcia
Quufa Ugrorian
Rachel V.
Richard Zheng
Rick Wilson
Riste Dimitrov
Robert DeBroeck
Roland & Morgan
S.Davies
Samiksha-Ji
Saner "Low Vice" Hu
Scott Banks
Scott G. Miller
Sebastian Sigmon
Shachar Gold
Speaks-of-Silence
Spyros Kotteas
Tamsin Chandler
Threehorn
Tobi Taylor
Tsubame
Ty Hicks
"Viktoria Julie Salzmann (Paragon Gal)"
Vinay Date
Will M.
Winterstar
Yomrik the architess

# Member of the Silver Pact

A Irving
A MacLellan
a peasant dying of cholera
A. Sutton
A. Wang
Aaron 'Shrike' Nightingale
Aaron Davis
Aaron Pothecary
Aaron Scott
Able
Acolyte2j
Adam & Amanda Fry
Adam & Looie Krump
Adam "MagusRogue" Loyd
Adam Daniel-Wayman
Adam Epstein
Adam Jeter
Adam McKinney Souza
Adam Robertson
Ado Thomas
Aerdan
Aidan H.
Ak Cha
Al Gonzalez
Alan R.
Alastair McNab
AlbztheDude
Aled P
Aleksay
Alessandro Bruschi
Alex Glemzu
Alex J. Fewings
Alex Whisennand
Alexander Cresswell
Alexander G.
Alexander Y. Hawson

Alice Marie McNeal Marks
Alison “Estro“ D.
Alistair Bouch
Almonihah
Amber L.
Amber Vietzke
Amethyst
Amilar Ria, Dragonblooded Goofball
Amine Hsu Nekuchan
Andrea Migone
Andrea Miller Christenson
Andrew B.
Andrew D. Mackenzie
Andrew Morris
Andrew Pogue
Andrew R
Andrew Rowe
Andrew Sheeler
Andrew Srebro
Andy Fones
Andy Stanford
Anthony Craig Senatore
Anthony Wilson
Antje Becker
Antonio Albano
Antti Knutas
Arjan van der Meer
Arlan C. Stutler
Artex Brana
Ash Moon-Chosen
Ashwath Raghuram
Atte Mäkelä
August Mythos
Auric, the worst Eclipse
Aurora B.
Austin Loomis, whose totem is a tarsier
Axel B.
Aymeric Goutain
Aze
B. Lundberg
B. Mariana
B.Herbig
Bear Giggles
Beauteous Jewels of Ending Wrath
Beck
Beldrem “White“ Cando
Ben C
Ben Mason
Ben Russell
Bennie S
Berem
Bernhard “GreatCthulhu“ Trecksel
Bill Jackson III
Bill Mulligan
Bill R
Birb of House Shades
BlackRhum
Blaine C. Rineer
“Bloodclaw the Moonstalker.

If not that, then Tristan Rosam”
Bo Bratsberg
Bob Huss
Bob Manning
Botch Frivarg
Branwen Gillen
Brendan O’Donnell
Brennan Dawson
Brett Alexander
Brett Anderson
Brian Jennings
Brian King
Brian Leddy
Brian Perdomo
Brian Swenszkowski
Brian Taulbee
Bryan Buschmann
Bryan Fowler
C Love
C. Kent
C. Long
C. Roland
c_m_m_
Caffeinated Conquests
Caitlyn B.
Cameron McEwen
Cameron Wise
Camille “Feasts on Song“ Blackbird
Captain Davidius
CaptainBragd
Carl Grant Lehmann
Carl Lyon
Carl Ollivier
Carlo Tietz
Carol Lai
Carter Blalack
Casey Johnson
Casey Prasad Grant
Cat ‘Phantom’ Schlitz
Ceci n’est pas un graffiti
Cecil DeBuck
Cecil Maye
Chandlar Starwalt
Charles M. Watford Jr.
Charles Penn
Charles Strange
Cheryl and Dave M
Child of Smoke and Mirrors
Chow Matthew Chun
Chris Cowger
Chris Curry
Chris Emerson
Chris Gawne
Chris Lacombe
Chris Lasseter
Chris Mawford
Chris P.
Chris S.
Chris Villegas
Chris Wells Wood
Christian Graham
Christoph Laurer
Christopher Borst
Christopher Daniel
Christopher Gilbert
Christopher Howard
Christopher Patton
Christopher Robison
Christopher Wallace
Christopher Wong
Chronos
Chrysanthemum
Chuck Dee
Chuckles Logue
Ciel A. Canth
Clete D. Collum
Cody Black
Cody N Jones

Cody Thoroman
Coleridge W.
Colin Earle
Connor Whyte
Conor Anderson
Conor Ex Immortalis
Corin Loup du Paix
Cory “Graywulfe“ Gilman
Cosar
Cosmo Furiosi
Craig Allen
Craig S
Creped Crusader
Crowfeatherwolf
Cyril Lunt
D. Fotheringham
D. Lim
D. Ranney
D. White
D.H. London
Damian “Damocles“ Steadman
Damian Crevello
Damien Wellman
Dan Ewald
Dan Forinton
Dana McVey
Dani Jang [HANDFUL]
Daniel Armishaw
Daniel C.
Daniel De Bernardo
Daniel Meagher
Daniel Muscianesi
Danny Fisher
Darius Corrieri
DarkLordZebedee
Darkshifter
Darkslayer59
Darren G. Grubmaer
David “Weimann“ Karlson-Weimann
David Channing
David Chart
David Hariman
David Insley
David McKie
David Paul
David R Saeva
David Stephenson
David Symonds
David W
Davin Wärter
Dax Van Meter
Deagan the Black
Defiant Light, the Same Person He Was Yesterday
Deltalisk
Derfel & Poush
Dermot Bresnehan
Dev N.
Diego Felipe Calderón
Diego Rivera
Dillen Cooper
Dirk “Mosquito“ Reinelt
Doctor Puppy
Dom Hero Ellis
Doug Rosenberger
Dr. Devastation
Draca Rose
DrakeRaids
Drecain
Drew A Simpson
Duan Bailey
Dwayne MacKinnon
Dylan Reedy
Dylan.G
E. Lofgren
E. Schuller
E. Scidmore
ECMellen
Ed Morland
Edward Feeney
Eetu “Zergon“ Pykäläinen
Eli Wasick
Elias Helfer
Elonaplus12
Emile St. Secaire
Emma Turetsky
Eric D. Peterson
Eric Ellis
Eric Garcia
Eric McCommon
Eric Metcalf
Eric Ruhnow
Erich Dobler
Erik Lifbom
Erik Tyrrell
Erika Hoagland
Erin “Cait Sidhe“ Sullivan
Erythreas
Etienne Olieu
Evan Wall
Evil Bill
Evil Midnight Lurker
Familie Schienha
Fang Fang McGee
Fimbulwinter
Firios
First Great Storm, Scion of Skies.
Foster Gowans
Francesco Z.
Frank of fra
Frédéric Liard
Furlan A.
G Shellabear
G. Delvigne
G.Riley
Galliyan Eagle-Eye
Garrett Czajkowski
Gaspard Levavasseur
Gatts
Gedeon McBain
Genevieve Cogman
Genevieve Cote
Geno G.
Georgia L. Moody
Giovanni Rana
Graham Kemp
Grant Anderson
Grant Hoeflinger
Greg Brandell
Greg Peterson
Gregory Rolfe
Gregory Smith
Grymmwalker
Guy Rainey
H Alexander Perez
H. Dalton
H. Mainzer
Haeshine Sachrovia
Hailey McAuliffe

Halwin Malison
Hanne Rheinhard
Happy Yeti
Haptic Goupil
Harold Bosstick
Heidi S
Helen W.
Herman Page
Hugh Davis
Hunter Harper
Hunter on Windowed Wing
Ian Blackney
Ian D. Ward
Ian Franke
Ian Hamilton
Ian Holzman
Ian Otto
illenvillen
Indraneel “Ghosttusk“ Dutt
Isabelle Godin
Ivan R. Olias
J Armstrong
J Rinehart
J. A. Barnett
J. Akers
J. Bailey
J. Dabe
J. Fontaine
J. Gering
J. Moran
J. Osborne
J. Putnam
J. Random Hacker
J. Troyer
J. Vig
J. Wiseman
J.Carter
J.D.J. Plocher
J.F.Williams
J.W. OToole
Jack Carr
Jack Oyston
Jack Watts
Jackson Brantley
Jacob “Light-hero“ Bruhn Paasch
Jacob Mandel
Jacob N. “Chibi“
Jacob Samuelsson
Jacob Tyler Conerly
Jafran ‘Blue Sun’ Majeau
Jake Mandel
Jake VanGunda
JakeMilo
James Ford
James Freeman
James Glanville
James J
James Meredith
James Ristig
James Taylor
James VanderZanden - Eugene, Oregon
James Wax-Edwards
James Zuger
Jamie Bowden
Jane Narbon
Jani H.
Janissary Selah
January_Silence
Jared Singer
Jared Tinker
Jason “Werewolf“ Best
Jason B Smith
Jason Freston
Jason Hockley
Jason Moscatello
Jason Ramboz
Jason Ross
Jateshi Jigoku
JC McCormick
JD Maynard
Jeez
Jeff Gilbert
Jeff Hayes
Jeff Merola
Jeff Stubbs
Jeffrey Beckett
Jeffrey Chow
Jeffrey Kachenko
Jeffrey Kreider
Jeffrey Meadows
Jeffrey W. Borden
JEG
Jen Hof
Jere Manninen
Jeremiah T. S. Liend
Jeremy D. Parker
Jeremy Fox
Jeremy G.
Jeremy Kopczynski
Jeremy Pour-El
Jeremy Seeley
Jerry Willing
Jesse Anderson
Jesse Riggs
Jesús Luzón
Jheral
Jim Burdo
João Pedro Colaço Botelho Rodrigues
Joe Kaplan
Joe Silva
Joel Silverman
Joergen W.
John Baston
John Berks
John Broadley
John Doyle
John Hylton
John L. Gaisano III
John Matyus
John Palmer
john R. Marsalis
John T Veltman
Johnathan Ru
Jon Hygom Gislason
Jon Nay
Jon Razo
Jon Rettie
Jonas Beardsley
Jonathan Bauleke
Jonathan Lang
Jonathan Marshall
Jonathan Nicol
Jonathan Stoetzer
Jonathan Strange
Jonathan Wirth
Jordan Edwardson
Jordan Etherington
Jordan Springer

Jordan T
Jorge Desormeaux
Joris Kühl
Joseph Edge
Joseph Horan
Joseph Turner
Josh Bowden
Josh Krutt
Josh SB
Joshua Baum
Joshua Cremer
Joshua Crosby
Joshua J Rabyor
Joshua Silberfein
JP Estey
JPD
Juan I. Bolaño
Jubbinaut
Julio A Martell JR
Jürgen Hubert
Justin Collier
Justin F.
Justin Shullick
Justin Whitman
K
K Hood
K.L.Svarrogh
Kamala Kara Arroyo
Kane Horus
Karl Fournier
Karl Hailperin
Karl Kreut
Kasper Kofoed
Kate Golden
Katie McDermott
Katsuro, the Lone Wolf
Kazumi Pardus
Keichi Okami
Keiran Stockley
Keith Pare
Keledrath
Kelly Pedersen
Kevin Lawler
Kevin Oliver
Keys Haynes
Khadgar falconer
Killfalcon
Kimiyo
Kirsi Solovyeva
Kitten
KMV and ARV
Kuyan H. Judith
Kylan Day
Kyle “Ilorin“ Francoeur
Kyle Novich
Kyle Rogers
Kyle Stoneman
L.Hefner
Lance Arnold
Laney Moore III
Larry Castleberry
Laudenascher
Laughing White Wind
Lauren Priest
LDDM
Lee Sims
Leonard Tai
leonardocrubr
Leslie Porter
Lewis Anderson
Lewis Pearce
Lexi Hernandez
Li Jiyang
Liam Andrew Green
Liam Ellis
Liam Holmes
Liam Miller
Limnaia
Lindhrive
Liz Duong
Logan Rollins
Loki W.
Lokiel
Luis Gomez
Lukas Albrecht
Luke Moran
Luther Smith
Lysdexic999
M P Darke
M. “Inky” Laut
M. March
M.Diamond
Maciej Napiórkowski
Mad_Rat
magicmasterp
Magnus Lundgren
Magpie Renninger
Makona
Malearsus
Man-eater with tail
Mant85
Marc M
Marissa W.
Mark “Toroid“ Rae
Mark A. Baagø
Mark Cockerham
Mark W. Roy
Markus Raab
Markus Viklund
Marshall Brengle
Martin A. Kirstejn Schilling Hansen
Martin Jenner
Marty Barrett
Mathieu Lapierre
Matt (Strength of the Mountain) and Miranda (Nexa) Gnepper
Matt Baker 2 the natural evolution of Matt Baker
Matt Betts from BHT
Matt Corkum
Matt Foley
Matt Giglia
Matt J.
Matt Siegel
Matthew Aper
Matthew Bal
Matthew Ericksen
Matthew Glass
Matthew Grey
Matthew J. Gillen
Matthew Joel Stewart
Matthew Parsons
Matthew Russo
Matthew Trent
Max Werner
Maxime Lemaire
MDFerris
Meg Elliott
Meghan Fitzgerald

Melum
Mewsocks
Micah Leming
Michael “Howling-Wind“ Nichols
Michael Agapeyev
Michael Amirault
Michael and Brian Goubeaux
Michael Emala
Michael Gill
Michael Jacobson
Michael Keele
Michael M.
Michael O. Holland
Michael Parker
Michael Sanguinetti
Michael Warren
Mikael “Walker-in-Twilight“ Assarsson
Mike Bowie
Mike Gilligan
Mike Koster
Mikko Parviainen
Mischa Wolfinger
Mitch Berthelson
Mizako
Moe D. Puff
Molly Amelia Landgraff
Moonkitten
Moonsilver Bells
Moreno Bianconcini
Morgan Cassidy
MorpheousXO
Mort Sharp
Morty
Mourge40k
Mr. Mercutio
MyshkaMysh
N’arrow
Nathan Dillabough
Nathan S. Hoskins
Nathaniel C. Bailey
Nathaniel Garlick
Navve Segal
Neon Prodigy
Niall Dunaid
Nicholas Bidler
Nicholas Kleemann
Nicholas Ragan
Nicholas Schmenk
Nicholeas Kirkpatrick
Nick Cadigan
Nick Colombo
Nick Kline
Nick Knapp
Nicodemus deLaurent
Nicola Went
Nigel Steven McShane
Nikkitty
Nitsan Bracha
Nos4artu
O. Böhm
O. Maler
OddManOut
Odin Yatogami
Olav M. Voll
Oliver Bretschneider
Oliver S.
Paolo Biggio
Paradoxical Flower of a Liminal Void
Parker Morris
Patricia Efird
Patrick Fagan
Patrik Andersson
Patrik Persson
Paul Gibbon
Paul H. Wise
Paul Harris
Paul Hayes
Paul Irvine
Paul Kolo
Paul Ryan
Paul Thompson
Paulo Contopoulos
Peacock Jones
Peter Baldwin
Peter Lee
Peter Steponaitis
Phil Ames
Phil Beal
Phil Hattie
Piper-Wolf
Plucky Hero
Preston Bruce
Prince Zuko the One-Eared
prototype00
Qhispe
Queen Aranni of the Many Titles
Quicksilver Dreamer
R. Colin Nelson
R. Conrad
R. Ian Napier
R. Linegar
Raaj Thota
Rafael & Luciana Devera
Rafael G. Santiago Montalvo
Rafe Richards
Ramnesis
Randy Pinion
Raphael Bressel
Ravraxas
Raymond Welt
Raziere
Rebecca Harbison
Reseru Sansone
Reth Shannar
Richard brooks
Richard L. Skinner III
Richard Mehlinger
Richard Q. Luoma
Rick Jones
Righteous Roar of the Snow Lion
Rima
Robert D Mayotte
Robert Fitzgerald
Robert Frost
Robert G. Male
Roberto P. Antón
Robin Bell
Robin Longhurst
Robin Thunig
Robinson Fulcher
Roman Lanzarotta
Ron Searcy
Rook S.
Rotekian
Ruth P.
Ryan D.
Ryan Dukacz
Ryan Elliott

Ryan Gracey
Ryan Kent
Ryan Ledsinger
Ryan McWilliams
Ryan Patterson
Ryan Poindexter
Ryo
Ryo Ogawa
S J Jennings
S. Brint
S. Marks
S. Wagner
Sable Brown
Sakuda
SAM
Sam “Bifford the Youngest“ Byford
Sam “Scattershot“ Miller
Sam Clarke-Willson
Sam Myatt
Sammy Gaskin
Samuel Brana-Soto
Samuel Dail
Samuel González González
Samuel Gulliver-Goodall
Sangjun Park
Sanguine Deadfeathers
Sarah Fairbanks
Sarah Spears
Sarima
Sasha Vaccaro
Satchel
Scott Dockery
Scott Hornbuckle
Scott Kelley Ernest
Scott Kendrick
Scott Kuban
Sean “Diamond“ McGrath
Sean Moran
Sean Patterson
Sean Patti
Seana McGuinness
Seeker V.
Sesus Denerid Versino
Seth Klein
Seuss Rai
Shadowblade_mh
Shafi Ziauddin
Shane Scriven
Shay Stringer
Shen. Hung-Yang
Sherrin Bradley
Sia Airigoniel
Sig the Lucky and Lintha Vinh
Silence of Stilled Breath
Sion I Fidelis
Sir Chris
Six Swift Graces
Skelethin
Skippy Do
Skyler “Red Knott White“ Crossman
Slarn!
Sofia, Immaculate Heretic
Son of Silk and Stone
Spencer Quinn
Spencer Verlo
SrNavarre
Starcofski
Steel Steed
Stefan K.
Stephan Szabo
Stephen Borgars-Smith
Steve Egolf
Stewart Polshaw
Stilgar the Triumphant Judge
Stormer Aurion
StormRider (John LE BLANC)
Sum 1
Sunder the Gold
Sven M.
Sven P.
T. Garrett
T. Haakinen
T. Panebianco
T.R.Sheppard
Taft Punk
Taliesin Morgan
Talongarl
Tartan A. Collier
Ted Johansson
Ted Ludemann
Teddy Géran
teh elgee
Tern
Tetsuzuru Akeha
Tharek
Thayne Blake
The Charnel God
The Circle with No Name
The Death Trumpet
THE Donnie
The Dunwich Mailman
The Falconbird
The Heroes of Karva
The Inspector
The Nemian
The Prophet of the Shadows Embrace
Theo & Leon
“They call me-
“Perfect Yesman““
Thief-of-Faces
Third Moon of Hope
Thomas A Rider
Thomas Atlus
Thomas Reval
Thomas Slaughter
Tiernán Ó hAlmhain
Tikor, Truth’s Retriever
Tim Jones
Tim Swift
Timothy Chamberlin
Timothy Cook
Tom Ladegard
Tomahn Okann
Tommy Svensson
Toothbound Master
Tørkede Arlfson
Totenrand
Tourmaline Tadpole
Trae Richardson
Travis Tomon
Troy Brown
Tsunkeban
Tubbe
Tuomas Lempiäinen
Tyrell S.
Ulthwithian
Urdan Whitewater
V. Rella “Baraz Mah”

Venatius
Verne Nufeld
Viatos
Victor T.
Vilkas Fowler
Viridis
Vixen of Shattered Dreams
Vizzlyn
Vojtech Pribyl
Vultor Daer
Vyne
Walker Glassmire
Waylen C. Nelson
Weltwandler
White Faced Raska
Whyzard
Will “cjhamster“ Hagen
Will Hudson
Will Reaves
William Powers
Winter Strang
WJ Simonson
Woebegone Chen
Wolfgang „Talin“ Neckel
Xi Li-Juan
Y Hariparsad
Yuan H.
Yui the Liminal
Yuno
Yunru
Zach Shaw
Zack B.
Zack Nimkoff
Zahras
Zane Roskoph
Zanzu the Monkey

## Champion of the Silver Pact

A. Leslie
A.Gunnerson
A.J Harrow
Aaron Davey, Space Viking
Aaron Fleishman
Aaron J. Schrader
Aaron LaBrie
Aaron Larch
Ada Lerner
Adam Carbone
Adam Mock
Adam Pecar
Adam Rajski
Adam Thomas-Brashier
Adam Whitcomb
Adrian “Maarken Brashari” Cumming
Adrian Praetorius
Adrian Tymes
Adswyn Bitter Ash Insight
Aela Brighteyes
Aggroculture
Alan McKane
Alan Orr
Aldo “Kwako“ Montoya Reynaga
Alec Birchall
Aleksandra Janusz-Kamińska and Mikołaj Kamiński
Aleksi N. Thousand-and-one Fates Prevented
Alenka
Alex Foster
Alex K
Alex Karge
Alex Sauriol
Alex Stuart
Alex Tigwell
Alexander Knieps
Alexander Rodriguez
Alexis Courteix
Alice Autumn
Allen T. Clark
Alwin Penterman
Amara Ilyssea Ahmed
Amaranth
Amit Ben Zeev
Anaël Navarro
Anders Mejstrick
Andi Eames
András Adrovicz
Andrei Antonio González Reyes
Andrés Muñoz Alarcón
Andrés Santiago Pérez-Bergquist
Andrew “Grimmy “ Grim
Andrew Kole
Andrew McGraw
Andrew McLaren
Andrew S. McGregor
Andrew Waterfall
Andrew Watson
Andrzej “Ulran“ Gronowski
Andy Snow
Andy Zeiner
Ang
Annah Comyn
Annei Lyranae
Anthony “Queen“ McLoughlin
Anthony Damiani
Anthony E Harbo
Anthony Popowski
Anticipation of a New Lover’s Arrival
Antonio Borrani
Aravon Harlingar
Ariel Moore
Arkon Ender
Artur ‘Ev1n’ Plociennik
Ashes of a Radiant Dawn
Ashley Hubbard
atarola
Aurius Vorayn
Aurora D Schurman
Austin Coccia
Austin Lamb
Austin Randol-Guerra
Ayjona
Ayla, Chosen of Luna, First Wife to Flint and Fire’s Heart
B. Kruse
B. Lynch
B.Bears
B.J. Black
Beachfox
Ben “LeTipex“ Perraud
Ben Kruger
Ben Pimlott
Ben Reed
Ben Stellfox
Ben Stewart

Benjamin “BlackLotos“ Welke
Benjamin B.
Benjamin Grand
Benjamin J. Chojnacki
Benjamin Loy
Benjamin White
Benji Roffey
Benoit Devost
Bentley W. Chism
Benton Little
Bertrand Kuentzler
Beryllium Mask
Bhelliom Demian Rahl
Bilious “Exploding Frogs” Slick
Bill James
Bill Shaffer
Bill Weepie
BJ McManus
Black Lyon
Blaine W Flowers
Blair A. Monroe
Blair Cliff
Blake Brown
Blake Campbell
Blind Fury
Blood-Shrouded Thorns
Bob the Lunar
BOOTY_GOODz
Braden Kanipes
Brandon H
Brandon L. Quina
Brandon Stucker
Brannen
Brenden Miller-Jaf
Brennen “Smiling Fox“ Willer
Brent A. Nellis
Brent Mero
Brett Lindow
Bri
Brian B.
Brian Campbell
Brian McCain
Brian Nisbet
Brian Quinn
Brian Walgren
Brigette Swan
Brightfires
Brook Hubbard
Bruce Ferguson
Bruce Stone
Bruce Turner
Bruno Giuliano Nicolau
Buddy Caraker
Buddy Richards
C Canadian
C. Veach Martin
C.Wardwell
Caeruleus Imperator
Caitlin Eckert
Cajun Sebrien
Caleb Haddix
Caleb Shelley
Cameron Orr
Cameron Starkel
Capt. Yushuto Kinekin, Argent Dawn
Carles Samarra
Carlos “ChecaWolf“ Checa Barambio
Carmine Laudiero
Carter “Tain was a T-Rex“ Dohoney
Casey Johnson
Cathak Creos
Cathi Gertz
CC
Charis Siozios
Charles F. Lovett
Charles L’Espérance
Charles Nichols
Charles W. Hill
Charlie “PookaKnight” Cantrell
Chasym
Chausiku of Mahalanka
Chazz of the Story Told
Chen Hua, Hero of the West
Cherry Blossom on the Wind
Chloe Winsword
Chris Brashier
Chris Brinkley
Chris Chambers
Chris Eggers
Chris Larrabee
Chris Mangum
Chris Marsili
Chris Raney
Chris Shaffer
Chris Silver
Chris Venus
Chris Wagner
Chris Zac - TCBN
Chris. D
Christian “Darell Green“ Müller
Christian “MadLetter“ Selgrad
Christian Dante
Christian Fernandez-Duque
Christian Walters
Christie Jennings-Wyckoff
Christopher “Diablerist“ Lenaris
Christopher Bolster
Christopher Campione
Christopher Coward
Christopher Frances
Christopher Gallo
Christopher Gunning
Christopher Humphrey
Christopher James Bishop
Christopher Lavery
Christopher Lee Moore
Christopher Noske
Christopher Reinhardt
Christopher Scoggins
Christopher Thomas
Christopher Trapp
Civ Light
Clayton Bell
Clinton Ray
Clyde Arrowny
Cody M Kern
Cody Marbach
Cole Lane
Colin R. Jones
Colin Urbina
Collin Smith
Colonel Sander
Connor Ryan
Consequences of Unwanted Truths
Consummate Savor of the Heavenly Cabbage
Copper Crow
Corax, Protector on Silent Wings of Shadow

Corey Davidson
Corpse-Body Dragon
Corwyn Alambar
Cory M. Pinto
Cory Tabibian
Courageous Bearer of the Wounded
Craig Bishell
Craig Bonnes
Craig Irvine
Craig Mercer
Cristo Kyriazis
Cthos
Curtis Stark
Cymon Phillips
D Weatherwax
D. Bangui
D. Kruse
D. Lacheny
D.S. Jenkins
Dacar (DCR) Arunsone
Dale - Messenger of the Silverpack
Damien C.
Dan Hagy
Dan Lewis
Dan Tunseth
Dana Jacobson
Dana Myers
Dane “Noctis“ Madsen
Daniel “He Who Hunts the Moon” Weber
Daniel “Squid“ Ericsson
Daniel B. Gochayna
Daniel Byshenk
Daniel Engström
Daniel Gebel
Daniel Gulka
Daniel Norton
Daniel Poulin
Daniel Singer
Dashekita N. Brooks
Dashiel Nemeth
Dave Jones
Dave Rosenzweig
David “JustDave“ Talboy
David “Stormchaser“ Bryan
David D.
David Devier
David Dorward
David Dutton
David Frederick Mitchell
David Futterrer
David Handley
David Harrison
David Housley
David J Prokopetz
David L. Boniface
David Lee Terhune
David Likar
David M Hubbard
David Miller
David Rego
David Weidendorf
David Winterbottom
David Wohlreich
Dawid “Dievas“ Wojcieszynski
Dawn Michaels
Dawngreeter
Deadly Reed
Dennis Lowrey
Dennis Lugo-Coll
Denshi no Yousei
Derek Thundercloud
Devin H
Devin La Salle
Dillon Flesher
Dimitrae Keetan
Divine Blade Queen
Dominic Robertson
Dominik Jaworski
Donnie “Lord Aludian“ Roos, Jr.
Douglas Jacobson
Douglass Kern
Dr. Cuddles
Dr. Joshua E. Brown
Dragon of Insight
DRAGONfuffy
Drew Clowery
Drew Pessarchick
Dudemeisterland
Dylan Humphries
E.Stinemetz
Eastern Gust
Eben Lowe
Ed (Analog Games)
Ed Gibson
Edwin Ab’Enion
Eion Kelly
Elais Player
Eliel Ogzewalla
Elijah Kautzman
Elixia
Elliott I. Davis
Elzo Tovani Benzaquen
EmanantVolition
Emil Rydningen
Empty Sky
Eoin Burke
Epitome
Erebus & Ariadne Cote
Eric Alexander
Eric Allen
Eric Campbell
Eric Gordon
Eric Kroier
Eric Minton
Eric Rowland
Eric Smailys
Erik Dahlman
Erik Gurule
Erik Rådman
Erolki
Esben Mølgaard
Esra W.
Estevan F. Queiroz
Ethan Wilke
Evan Larkin
F.Weiss
Fabio V.
Faern d’Asbjorn
Fairn the Merciful
Falls Sideways
Fansari Meesha
Fauxfaux
Felix Shafir
Fidele the Firebreathing Hound
Fiikragg
Filip Van Huffel
Fireside
Fletcher

Flint “Raemus” Olsen
flowerysong
Francis Prest
Francis Rapadas
Francisco Costa
François “Eznoka“ Perriot
Frank Hayden
Frank McCormick
Frankie Mundens
Frédéri “Volk Kommissar Friedrich“ POCHARD
Fredrik Karlsson
Fredrik Lyngfalk
G Force
G. Alex “Shadowstripe“ Williamson
G. F. Duthie
G. Hargrove
GaggikClaw
Gamata Soyen
Gavin Mutter
Gavin Rapp
Gentle Winds on Plains
Geoff S.
Geoffrey (Jetstream) Walter
Geoffrey Kincaid
Geoffrey Neil Meikle
Ghentec
Glen R. Taylor
Glenn Clifford
Glenn McClure
Gonzo Ramírez
Gordon G. Gordon
gotyaoi
Götz Weinreich
Graham Starfelt
Graziano Zanichelli
Greg Chattin-McNichols
Greg Colfer
Greg Larkin
Greg Roy
Greg Valleau
Gregory H. Connell
Gregory Stayner
Guillermo Heras Prieto
Gunnar “VVolfsong“ Kulleseid
Guy Reece
Gwen Ivy Rose
H. O’Hearn
Halvor Sehested Grønaas
Harmony of Echoes
Haroon Alsaif
Harvest of an Age Past
Henrik J
Henry F. Bruckman Vargas
Hugo Richard
Hunter Crawford & Margarete Strawn
Hunter the Virtuous Fang
Hyun-Shik
I. V. A. N. Slipper
Ian “Elder Kitsune“ Price
Ian Groombridge
Iarlais
Igor P.
Ikalios
ImposterCure
Imran Inayat
Incandescent Dragton Creations
Incantrix
Ingrid Emilsson
Inner Fire of the Mind
Insigrad Sparda
Into the Unknown Podcast
Iogs-Sothoth
Iomhar
Iron Phoenix
Isaac Carr
Isaiah Bahr
Iskandar
itsthetaxman
Ivo “Xireon” Goudzwaard
J&B Proehl
J. Angell
J. Brennan Willingham
J. Claybrook
J. Rodrigues
J. Salyer
J. W. Bennett
J.Ladopoulos
J.Metcalf
J.Murphy
Jaakko Heinonen
Jack Edwards
Jack Riggins
Jacob Ansari
Jacob Bieber
Jacob Kleffel
Jae Michels
Jair Vianna
Jairain
Jake Rafter
James “Cyborg Stan“ Diller
James “Mindworm Jim“ Jones
James Bell
James E. Deeley
James Edward Gray II
James Innes
James Kite
James M. Shaw
James Newton
James Rodrigues
James W. Post III
Jami Morrison
Jamie Gregory
Jamie Vann
Jared Buckley
Jared Fattmann
Jared Koon
Jared Levine
Jared Shields AKA Darkstone
Jared Slupsky
Jason C Marshall
Jason C. Place
Jason Conners
Jason Dickerson
Jason Kenney
Jason Ross Inczauskis
Jason Stierle
Jay Smith
Jay Tkach
Jeff Tressler
Jeffrey Brodovsky
Jeffrey Hayes
Jeffrey Palmer
Jeffrey Scott James
Jeffrey Simpson
Jeffrey Taylor
Jen Parr
Jennifer Neff
Jenny Langley

Jens Ole Knudsen
Jens Thorup Jensen
Jeremiah Pointer
Jeremy A. Mowery
Jeremy and Tasha Cue
Jeremy Brown
Jeremy Dillon
Jeremy R. Smith
Jesal Sena
Jesse Breazeale
Jesus Mendoza
Jihasa the Black Butterfly
Jim Groves
Jinyx Windrunner of the Starfall Clan
Joachim Mander
Joe Black
Joe Limond
Johan Jönsson
John A W Phi
John Beadle
John C Oeffinger Ii
John Castillo
John Chalkley
John Herperger
John Lambert
John Pennington
John R. Trapasso
John Ruddy
John Stansbury
Jon T Moran
Jon Weber
Jonathan “No Fang” Cotton
Jonathan Backer
Jonathan David Rust
Jonathan Head
Jonathan Kindzierski
Jonathon Burgess
Jonathon R. Gershon
Jonci Aguillard
Jordan Goldfarb
Joseph Anthony Dempsey
Joseph Burbank
Joseph J. Nikolaus
Joseph, Builder of Bonds
Josh Gray
Josh Harold
Josh Rayden
Josh Spears
Joshua Coene
Joshua Gorham
Joshua Robison
Joshua Zganjar
Juan David Vega
Juan Francisco Gonzalez Garza
Julien “Crop Weaver“ Teychené-Blanc
Junshi
Jürgen Czerny
Jürgen Pünter
Justin Buckley
Justin David Mabry
Justin Sandhu
Justin Walduck
K. M. Hasek
K. Paramore
K. T. Smith
Kaeli Chambers
Kaizavair
Kale Ganann
Karlee Finch
Karrack Hidden-Fang
Kasheal
Kate Adams
Katherine “April” Popple
Katrina Phillip
Kay Seidel
Kazair Lux
Keegan Clefisch
Keegan Sullivan
Keith Block
Ke-Kipi Maunga
Kelly and Alex Beigh
Kelvin “Kai“ Mok
Kemp
Ken Brandt
Ken Finlayson
Kenlon
Kennedy B. Jones
Kenneth Gilbert
Kenny G.
Kepa Eizaguirre-Borreson
Kergonan
Kestrel, Sky Gauntlet’s Mantle
Kevin Mur
Kevin Sewell
Kieran Healey
Kim Caya
Kim Janfalk Carlsson
Kintani Mayato
Kirke Rafael
Kitsune of Nexus.
Klaek
Knallis Sharon Sillan
Kogenta Frost
Ko-Kashu
Korusef
Kraig Blackwelder
Kris Dealer in the Shadows
Krister M. Michl
Kumoko of the web
Kylar Nerazzo
Kyle Henick
Kyle Liming
Kyle Oppy
Kyle Wheeler
Kyranthos
L. Collins
L. Dyson
LaCasquette
Lady Feh
Larry Hymes
Lars Holgaard
Lars Lauridsen
Lars-Henrik Evjan
Laucien Luponis
laughing swan.
Laurie et Geneviève
Lawrence G
Lawrence Thrall
Ledaal Kebok Catala
Lee Moneta-Koehler
Lee Saxon, No Moon
Leslie Stevens
Liam Murray
Lilia Lan
Lily Capizzi
Liz Rogers
Liz Weir
Log of House Fashco

Loki “Silver Eyes“ Ashaman
Lord B Jenkins
Lord Vox Anteron
LordRavnos
LordsFire
Lorenzo D.
Loubbles
Luca Beltrami
Lucas Garrett
Lucas Kamptner
Luciole au masque d’argent
Lucy “wyrdness“ Fletcher
Lukas Buergi
Luke Phillips
Lydia “Alexandros Iscariot“ Herbison
Lydia Houston
Lythier
M. Connelly
M. Deppe
M.Doherty
M.E. Foweraker
M.G. Donovan-Scott
Maciej “Delf“ Baran
Mackenzie Belmont
Magus
Mak Andrlon
Maleesha Thompson
Malte Schultz
Maly Venmys
“Mamoru Motohashi,
Child of Twilight, Keeper of Keys
and Lord of the Vulcan Forge”
Many Legs Wound
Marc B.
Marc Gehlen
Marc Lummis
Marc-André Sarrazin (A.K.A.
Allura Von Kai’ren)
Marcus “Vorpalesque“ McClure
Mark Cornelius
Mark Couture
Mark E. Kwiatkowski
Mark Horne
Mark Magagna
Mark Moore
Mark Wankier
Markus K.
Marques Haley
Martin Cumming
Martin V Ottesen
Mary McDowell
Marzana - Unbonded Solar
Mate to Sol Oriens
Mastertoenail
Matt Breece
Matt Byrne
Matt Herrboldt
Matt Houle
Matt Hufstetler
Matt Kuhn
Matt McKee
Matt Meader
Matt Pellegrino
Matt Petruzzelli
Matt Proctor
Matt Rock
Matt Strawn
Matthew and Stephanie Roark
Matthew Blanski
Matthew Earlywine
Matthew J. Dunne
Matthew J. Martens
Matthew Kolbe
Matthew Leviant
Matthew McGuire
Matthew Palsson
Matthew Piasecki
Matthew Sanderson
Matthew Tait
Matthew Tridento
Matthew V.
Matthew W. Oldhaver
Matthew W.L.C.
Matthew Wasiak
Matthew York
Matthias Zuchowski
Max “Khamyr Lannan“ Beaumont
Mekyro
Melania Laska
Melaya “Silent Scale“ Ajal
Meles Badger
Melody Haren Anderson
Melusine of the Rose
Merashin
Meredith Theaker
Meridian
Michael Bruner
Michael Feldhusen
Michael Finch
Michael Hording
Michael Mooney, The Tyranny of Books
Michael Mueller
Michael P. Porter
Michael Pietrelli
Michael Segarra
Michael Sims
Michael Tree
Michael Walker
Micheal Glenn
Michele “MKI“ Beltramini
Michele Marie Arko
Michelle Flamm
Mike “Laz“ MacMartin
Mike Kostruba
Mike Montgomery
Mike Tidman
Mina
Ming Xiao
MintPhoenix
Mira Knappett
Miriam Gerstacker
mojo
Moonstone And Granite Prince
Mordecai Invincible
Morgan Weeks
Mousey of the Moon
Murakami Arashi
Muriel Sohet
N. Baxter
N. Stella
Nagi Sungila
Nasheen
Nasser al’Ahmad
Nat Kisa “Kizna“ A
Natalya Kelley
Nate R.
Nathanael Grinnell
Nathaniel Colón
Nellens Benata Clacan
Nicholas D. Dragis

Nick Esposito
Nick Harlow
Nick Keyuravong
Nick Payida
Nicolai Levin
Nicolas Vandemaele-Couchy
Niels van Tol
Night's Bloody Tears
Ni'Ka of the Silver Pact
Nikhil Daniel Majumdar
Niklas Nordberg
NinjaHELL!'s Roll The Page (Neena, Kendall, Lara, Adam, CW, Logan)
Noah G Hirka
Noah McDonald
Not the Concierge of Frequent Updates
Ntslatko
Nullpunkt
Nyk Huntington
O Stewart
Octavio Arango
Odanuki
Once And Future Fuzzy
One-of-Many, Chosen of Luna
Orastes
Orukan
Oscar Ubeda Segmar
Otso Pajunen
otter
Owen Milton
P.Link
Panu "Possessed" Laukkanen
Pär Lindén
Para
Paradim
Pat Prince
Patrice St-Louis
Patrick Eli Dunn
Patrick J.
Patrick Seed
Patrick VanDusen
Paul "Anorak" Record
Paul "Crazy Old Lunar"
Paul Garrett
Paul Lukianchuk
Paul Messenger
Paul O'Leary
Paul Weimer
Paxson Bachus
peelingchrome
Peter Engebos
Peter Petrovich
Petrea "Ash Wind" Boning
Petri Wessman
Petter Wäss
Philip D Carter
Philipp Neurohr
Phillip Autry
Pierre "Tyrendia" Martin
Pierre Chaloux
Pierre Coppet
Pól Stafford
Prayers in the Dark.
Preston Lee Bobo
PsyberOwl
Pyrosorc
Q's Tuesday Group
Quasi
Quorolop the Celestial Pattern
R Hendriks
R Whittle
R. Gary
R. Lee
R. Turner
Rachael Elisheva and William Bethel
Radiant Emerald Princess
Rae C.
Rand Brittain
Randel N. Evans II
Rantling
Rasmus Lyngkjær
Raul Miller
Raziel MacPhereson
Ren Urien
Rev. Phillip Malerich
Rian Socia
Richard C. Clarke
Richard Jenkin
Richard Orr
Richard Prudhon
Richard Sexton
Richard Stratton
R'kaiyu and Lisette
Rob "C" Coutu
Rob "Coyotekin" Bickford
Rob Bessey
Rob Lally
Rob R.
Rob Wall
robdog
Robert "Luca" Tucker
Robert Biskin
Robert H. Mitchell Jr.
Robert Jordan
Robert Riley
Robert Small
Robert Wyatt
Roberto Hoyle
Rodger Lawrence Gamblin
Rogerio TM
Roland Ayliffe
Romain de L'Adret du Piciorus
ron beck
Ronald Neises JR
Rook Shepard
Rose Chord
Rose Henke
Ross & Katie B.
Ross Lavelle
Ross Owen Qualls
Ross Ramsay
Ross Story
Ruby Hidden in the Sands
Russell Turnbull
Ry DeSoto
Ryan & Danielle Ferguson
Ryan "Galby" Galbraith
Ryan Cain, Arcain One
Ryan Coltrain
Ryan Edlinger
Ryan G. Delts
Ryan Holden
Ryan Moore
Ryan Peterson
Ryan Poss
Ryan Quigley
Ryan Wellman
Ryan Williams
S. Campbell

S. Mckinnie
S. Snyder
Saelvarath
Saleem Halabi
Salvador y Patricio Montes
Sam Doorley
Sam Feipel
Sam Gregory
Sam Hesse
Samantha Singleton
Sameer Yalamanchi
Samuel “Vespera“ Karlin
Santino Crivello
Sarid, the Weeping Guardian
Sarumaki
Sayantan Bandyopadhyay
Schreitet erhobenen Hauptes
Scott Mullock
Scott Rogers Mitchell
Sean “Garg“ McAlister
Sean and Katherine Handcock
Seán Leaney
Sean Littlepage
Sean M. Croteau
Sean Mann
Sean Moore
Sean O’Neill
Sebastian Menke
Selanye
Serenity Stormtamer
Sesu the Hanged
Sesus Weijin Jahar
Seth A. Nahk
Seth Landry
Sethreich Ardestahdt
Seven Sins of Absolution
Sha’i, Moonsilver Scholar of the Shadowed Sands
Shanna Broussard
Shawn Connor
Shawn Hagen
Shawn Polka
Sheval “Six Eyes“ Aron
Simon Andrews
Simon Beaver
Sinople
Sliver Tears upon the Ebon Maw
Smiling Fox
Sobriquet
Solivann
Somajima “Quercia Tempestosa”
Song of the Butterfly and the Depths
Sophie Anderson
Soren Haurberg
Sounder-in-Depths
Soverign of the Dark Sky
Star’n’Six
Steel Generation
Steen Chr. Rosenørn
Stefano Monachesi
Stephen Abounader
Stephen Bennett
Stephen Gawrit
Stephen Lea Sheppard
Stephen Naum
Steve Hester
Steven Brunner
Steven E. Ehrbar
Steven Madson
Steven Ottenbreit
Stretch Andrews
Stuart “Akana“ Adam
Studio 2 Publishing
Sune Nielsen
Surih
Suzushiro Aoi
T Lutterman
Takero
Tanya Armstrong
Taylor R.
Ted Williams
Tellyn Languedoc
Tempest of Ivory and Crimson
TEN TENTACLES ASCENDANT
Tenno Mao V
Tepet Al’Vir, Sky Tyrant of the Realm, Friend to all Lunars
Teresa Oswald
Terinas Tiger
Terrance A. Bryant
Terry L Gilbert Jr
Tetsuo
The Freelancing Roleplayer
The Great Mouse Ambassador
The Illustrious Mage of Cows
The Lazy One
The Nightmare King, William Smith
THE RED HOWLING FIEND
The Riddleback
The Sin Elf
The Unsung Hero
The Warpwny
TheBearIsDriving
Thecountalucard
Theodore Alteneder
Thomas C. Martin
Thomas Cawley
Thomas Connolly
Thomas Huber
Thomas J Fleming
Thomas Maund
Thomas William Leo Rhoads
Tiberio Lupo Aureo
Tikiri Fo’Nar
Tim D.
Timothy Mushel
Timothy Wochnick
TJ Wilson
Tobias B. L. Jørgensen
Todd Ebert
Tom J.
Tony Adkins
Tony Bilzi
Tony Ferrannini
Torrey Stouder-Studenmend
Toun Whitefang
Travis Carpenter
Travis Totcky
Trevor and Cassandra Bryce
Tricia Guillot
Troy Lenze
Trystram
Tucker “nosleeves“ Perry
Twice Broken Snow Doll
Twice-Fortunate Amber
Twilight Hymn
Two Steps Over the Horizon
Tyler Brenman
Tyler Shield
Tyler Wirth

Tyson Collins
Ungjoon Lee
Uri Almazan Alvarado
Va-Ishath
Vance “Spiderfist“ Woodward
Vanessa Uphoff
Varuna
Veil of Flowing Waters
Vengeance On Swift Wings
Vermbraunt
Vernon Lee Leggett
Veronica Ellis & Sam Cameron-McKee
Vessel Wrapped in Diamond Glory
Vincent “Victorien Loyola“ Mora
vincent furstenberger
Vincent Gonsalves
Vincent Turchetta
Violet Green
Vise
Vital Strife
Vitamancer
Volkan Eke
W. “Aleks“ Mitchell
W. Wheeless
waelcyrge
Wajanai Snidvongs
Walker Hedrick
WalkerofGlass
Walter B. Schirmacher
Walter F. Croft
Walter Stevens
Warren Finnie
Warren P Nelson
Wayne Seeger
Will Farley
Will Figueiredo
Will Hochella
William “VVolf” Bentley
William Delmar
William Franks
William Guyaux
Willis Schiftner
Willow “Keiki“ Lavender
Willy Kaceres, fang of storm
Winter Ayars
Winter’s Night
Wiseman
Wouter Janssens
Wrenna Robson
Wyld Orchid
WynnDeeGogh
Xanandithras Michaelaeus Stormsong
Xiwo Xerase
Yggdratha, the sky snake
Z. Starr
Zac Barrett
Zach Moring
Zacharias Spiegelfaun
Zachary Jeffreys
Zachary Norwig
Zachary Pollak
Zachary Thomas Tyler,
No Moon Shaman
Zahn The Hammer of the Deep
Zak
Zhas & Ashes on the Wind
Zhivko Yakimov
Zlogan Har

# Founder of the Silver Pact

Aaron Haaf
Abiomun-hai of the Azubuike
AG
Alex Mullenix
Alexandre Pilon
Amy Veeres
Andrew Hows
Andrew Stephens
Atalanta “Huntress of Silver“
Atmu
Azouth
Barbara “Arazia“ Herodes
Ben BB
Ben Wood
Benjamin Mire
Brent Ezell
Brian Rivers
Bryant Devillier
C.Lowe
Calm Skeleton
Carlo Ciafrei
Chanda Essylrae the Golden Austrech
Charles Trécourt
Chase Burton
Chris Clark
Chris McPeake
Christen Dodson
Circle of the Iron Metallurgists
Cotton the Precious
Crystal N Rivers
Daniel Gochnauer
Darrin Hughes
David Bufkin
David Horton
David Kotsonis
David Scott (Gaius)
Davide Ferlan
Dayton J
Déan Pijpker
Demolition Games
Dhillon Singh
Dmitri Kolytchev
Emibirb
Eric Schalk
Erik Welehodsky
Ethan DeGalan
Eva Mersey
Everett Oakley
Forceful Mirrorsteel Carapace
Francois Boivin
G. “Voice-Of-Borvo“ Hurtubise
Gregory W. Scott
He Who Follows the Trail of Tears
Shed by the Widows of His Slain Foes
J. L. Raveling
Jaakko Kaisanlahti
Jacob Cromer
Janiv A Mann
Jansen Low
Jason Duncan
Jason Italiano

Jeremy Puckett
Johnhala
Joseph “Highest Reward“ Hales
Joseph X. Rainwater-Cummings, M.S.
Ju-Li
K. Rimmer
Kate Crittenden
Kir Badrang, the Quicksilver Baron of Starfall
Kolbey Araujo
Kyle Delint
Laughter on Midnight Roads
Lecomte Gabriel
Long Sky
Louis Trécourt
Madrigal Incandenza
Mads Jessen
Many-Faced-Mela
Marijane Strolla
Mark “Fukata“ Hill
Master of Celestial Tales
Matthew Parker
Maximilian Schug
Michael “Monghani“ Watkins
Michael Atalay
Michael Brewer
Michael Maitan
Michael V. Roberts
MysticTemplar
Nari
Nathan Foxgrove
Nathan Henderson
Nicholas Scott
Nik May
Noelle #ReiIscanon Nilsson
Onyx
Patrick Colford
PhoebiaAviru
Quinn Radich
Raoni Rego Godinho
Refhi
Reshy
Reynard the Fox in the Silver Mask.
Richard Javier “Blaque“ Stephenson
Robert “Jefepato“ Dall
Rosi
S. Mertens
Sati Hundred-Hands
Scott Morris
Scott Ryder
Sean ‘Ariamaki’ Riedinger
Shiro the White
Shlagevuk
Simon Lavigueur
Simon Leahy
Slawick Charlier
Snows Fury
Søren Hjorth
Synapse
Taren Teague
Taylor Northington
Tenbones
Theo Moon
Thorn Amidst Roses
Tim Aumônier
Todd B.
Trail of Sorrows
Trevor “Mamma Bird“ Lee
Trollune
Two Quills
Ty Milner
Tyler Perry
U.Kaya “Silent Shadow“ YAVUZ
Unbound Snow
Wern212
Whisper
Will Matthews
William J Schebler
Yannick Peyrède
Zilpha Karal Ashikaga

EXALTED
THIRD EDITION

Name: _____ Anima: _____
Player: _____ Tell: _____
Caste: _____ Spirit Shape: _____
Concept: _____

## Attributes

Strength _____ ●OOOO
Dexterity _____ ●OOOO
Stamina _____ ●OOOO
Charisma _____ ●OOOO
Manipulation _____ ●OOOO
Appearance _____ ●OOOO
Perception _____ ●OOOO
Intelligence _____ ●OOOO
Wits _____ ●OOOO

## Abilities

☐ Archery _____ OOOOO
☐ Athletics _____ OOOOO
☐ Awareness _____ OOOOO
☐ Brawl _____ OOOOO
☐ Bureaucracy _____ OOOOO
☐ Craft _____ OOOOO
☐ Dodge _____ OOOOO
☐ Integrity _____ OOOOO
☐ Investigation _____ OOOOO
☐ Larceny _____ OOOOO
☐ Linguistics _____ OOOOO
☐ Lore _____ OOOOO
☐ Martial Arts _____ OOOOO
☐ Medicine _____ OOOOO
☐ Melee _____ OOOOO
☐ Occult _____ OOOOO
☐ Performance _____ OOOOO
☐ Presence _____ OOOOO
☐ Resistance _____ OOOOO
☐ Ride _____ OOOOO
☐ Sail _____ OOOOO
☐ Socialize _____ OOOOO
☐ Stealth _____ OOOOO
☐ Survival _____ OOOOO
☐ Thrown _____ OOOOO
☐ War _____ OOOOO

## Additional Abilities

☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO

## Specialties

_____
_____
_____
_____
_____
_____
_____
_____
_____

## Merits

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

## Willpower

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## Limit Break

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## Essence

O O O O O

Personal ___ | ___
Peripheral ___ | ___
Committed _____

## Limit Trigger

_____
_____
_____
_____

## Experience

Current: _____ Total: _____

## Lunar Experience

Current: _____ Total: _____

## Weapons

| Weapon Name | Acc | Dmg | Def | Ovw | Tags | Dice Pool |
|---|---|---|---|---|---|---|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

## Health & Defense

| Armor | Soak | Hard | MP | Tags |
|---|---|---|---|---|
| | | | | |
| | | | | |

Natural Soak: _____ Final Soak: _____

Parry: _____ Resolve: _____
Evasion: _____ Guile: _____
Rush: _____ Disengage: _____
Join Battle: _____

Health Levels

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

EXALTED
THIRD EDITION

## Intimacies

| Intimacy | Intensity |
|---|---|
| | |

## Shapes

| | |
|---|---|
| | |

## Charms

| Name | Type | Duration | Cost | Book | Page# | Effect |
|---|---|---|---|---|---|---|
| | | | | | | |

## Inventory

| | |
|---|---|
| | |



Shapeshifters, monster-heroes, divine apex predators — the Lunar Exalted are all these and more. Once they reigned over the First Age alongside the Solars, but in this fallen era, ten thousand Dragon-Blooded sit upon Creation's stolen throne. The Lunars of the Silver Pact wage war against the Realm, stemming the tide of its imperialist expansion and bleeding away its strength.

This Exalted Third Edition sourcebook provides everything players and Storytellers need to introduce Lunars into their story. It details the Silver Pact, its ancient vendetta, and the Lunar dominions spread throughout Creation. It also contains Lunar character creation, Charms, and rules for shapeshifting, as well as new Merits, spells, martial arts, and artifacts that can be included in any game.

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