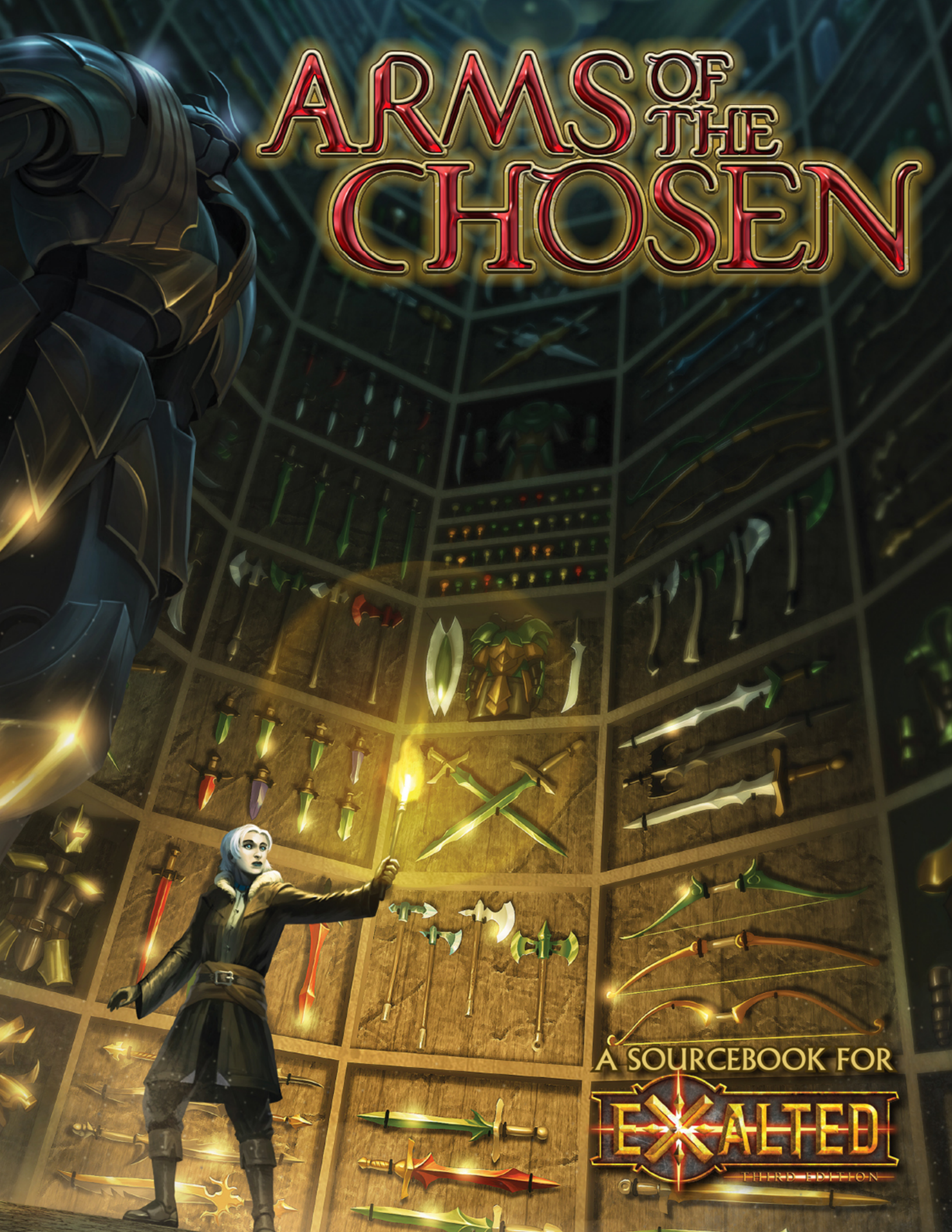


ARMS OF THE CHOSEN



A SOURCEBOOK FOR

EXALTED

THIRD EDITION



ARMS OF THE CHOSEN

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Introduction

*“This is your novitiate, your apprenticeship. You don’t become Swordbearer simply by taking up the blade.
You and Daubendiek are like bride and groom. You have to get to know one another.
You have to meld into a single unconquerable engine of destruction. That takes time and practice.”*

— Glen Cook, *The Swordbearer*

Magical relics are staples of myth and fiction. Gods and heroes ranged afar with flying carpets and seven-league boots, donned feathered garments to take on falcon or swan shape, and turned invisible with aid from enchanted rings, cloaks, or helms. Jamshid scried in his seven-ringed cup to espy the ends of the earth; Empress Jingū employed the Tide Jewels to drown the enemy army and conquer Korea; Ilmarinen forged the wealth-making Sampo to win the Maiden of Pohjola’s hand; the Baba Yaga sojourned upon her flying mortar and within her walking chicken-legged hut.

Weapons may be the most numerous and memorable such items. We recall King Arthur’s blade Excalibur and its wound-stopping scabbard; Circe’s staff, a blow from which changed men into beasts; Cú Chulainn’s gruesome spear, the Gáe Bolg, which split into many barbs upon entering an enemy’s body, so that it needed to be cut free from the victim’s flesh; and Sun Wukong’s gold-banded cudgel, which could become tall as the firmament or tiny enough to hide in his ear. (Not to mention Illyana Rasputin’s spell-shattering soulsword, Inuyasha’s demon-slaying Tessaiga, and countless others.)

Creation’s artifacts are equally renowned. When Southerners tell of Indaba the Traveler’s nine legendary journeys into the West, they speak of her triple-masted ship *Horizon Endeavor*, with its fiery dragon cannons and its marvelous sails of cloth-of-jade; of her black jade bow Piercing Rain, with whose arrows of water she drowned the hybroc of Zela Island in midair; and of her behemoth-shell armor Ten Thousand Fathoms, which let her breathe beneath the sea as she sought the True Pearl and wrestled the Pale Leviathan.

And when such tales are done, storytellers go on to recount how centuries later, Laughing Mirror captained *Horizon Endeavor* at the Battle of Five Suns; or how the warrior-queen Emeroda wielded Piercing Rain to subdue the fire-dragon

Wong Bongerok; or how the Prince of the Wounded City offered Ten Thousand Fathoms to the sea-goddess Siakal to petition her aid against his enemies. For each artifact is a legendary tool that passes through many hands, with each hero leaving her own mark on its myth and its power.

This Book at a Glance

Chapter One: The Forging of Miracles begins with a history of Exalted craft, then describes the five magical materials and their importance in unlocking Evocations, and provides guidelines for Evocation design.

Chapter Two: Weapons of the Chosen offers a range of legendary armaments, each granting access to an array of deadly Evocations.

DROWNING IN EONS

Every artifact has a story. All of them are true. Whether they *actually happened* is another matter.

The First Age is lost, buried beneath an avalanche of time and apocalypse. All that remains are fragments, pieced together by modern savants into histories — artful mosaics assembled from their own preconceptions and ideals. Even immortals only offer narrow, faded recollections, like peering through keyholes into the treasure-house of the past. From diaries, propaganda, novels, fables, poems, scriptures, and myths, scholars construct overlapping braids of timelines and eras: a Gossamer Dawn of glorious exploration, a Falling Stars Interregnum between the reigns of two mighty Deliberatives, an inscrutable Era of Limitless Light where magics beyond modern ken reshaped Creation. But they know nothing with certainty.

Even these relics show us only splinters of the truth. But each splinter shines with the radiance of legend.

Chapter Three: Armor of the Chosen details several puissant defensive panoplies and their own guardian Evocations.

Chapter Four: Wonders of the Lost Age catalogues all manner of miscellaneous magics, from occult herbs to hearthstones to Essence-powered siege engines and vehicles.

Chapter Five: Warstriders reveals the secret powers indwelling in these towering god-armors of the First Age.

Suggested Resources

CLASSICS

Ramayana: Divine Loophole, by Sanjay Patel: This stylistic version of a Hindu legend depicts the battle of Vishnu's avatar Rama with the ten-headed demon Ravana. Rama faces a universe-ending trident with a magical bow that summons another universe-ending power to counter it, and ends the battle with an arrow of pure light.

The Táin, translated by Ciaran Carson; **Gods and Fighting Men**, by Lady Gregory: Irish mythology's deities and heroes wield a plethora of divine artifacts in their epic struggles, from the Dagda's magical harp to the mighty Spear of Lugh, to Cú Chulainn's Gáe Bolg and war chariot bristling with weapons.

FICTION

Elric, by Michael Moorcock: This seminal sword and sorcery series follows the exiled sorcerer-prince of Melniboné's adventures, aided and cursed by his closest companion, the murderous runesword Stormbringer. Their relationship showcases a powerful artifact's role in its wielder's legend, and how a willful weapon's vagaries manifest as a Flaw.

Lord of Light, by Roger Zelazny: Godlike immortals rule a fallen world in part through bespoke armaments so advanced they might as well be magic, which amplify their quasi-divine gifts into something greater. The deathgod Yama is an excellent example of a master Exalted artificer's potential.

MOVIES

Doctor Strange, directed by Scott Derrickson: Stephen Strange's growing mastery of the Eye of Agamotto reflects unlocking an artifact's Evocation suite. Meanwhile, his relationship with the Cloak of Levitation showcases how artifacts bond with their owners, and how they're rich with personality even without speech.

COMIC BOOKS

Witchblade, published by Top Cow Productions: NYPD cop Sara Pezzini struggles to master her sentient artifact, the Witchblade, a gauntlet that becomes superpowered armor and deadly weapon in battle. After getting past the initial stereotypical '90s fare, the story turns to how the Witchblade's legacy forces Sara to confront the burden such power brings.

MANGA

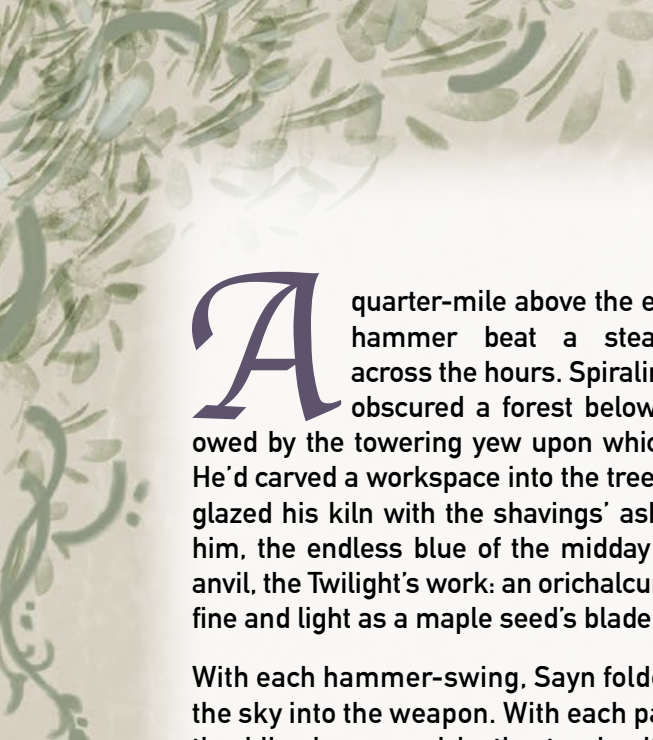
Bleach, by Tite Kubo: This long-running series might suffer in pacing from its creator's love of introducing a dozen new characters whenever he gets bored, but since each character gets a unique signature weapon with an array of spectacular, imaginative superpowers, it's the single best source of inspiration for Evocations.

Fate/Zero, by Gen Urobuchi: To wage a shadow war over the Holy Grail, modern-day magicians summon mythic heroes, each belonging to a class of warrior largely defined by their panoply. Iconic artifacts tied to specific legends, such as Arturia's Excalibur and its scabbard Avalon, often make or break a victory.

Sailor Moon, by Naoko Takeuchi: Heroes (and villains) from a long-lost kingdom reincarnate centuries later with the powers, messy dramatic relationships, and coveted magical artifacts they held long ago. Characters find new and greater power in legendary weapons destined for their hands, and such weapons needn't always kill to win the day.

ANIME

The Vision of Escaflowne, directed by Kazuki Akane: Set in a fantasy world whose inhabitants first built giant suits of armor called Guymelefs to fight dragons and now use them to wage war, this anime is the closest media gets to portraying warstriders as they exist in Creation.



A quarter-mile above the earth, Sayn's hammer beat a steady rhythm across the hours. Spiraling branches obscured a forest below, overshadowed by the towering yew upon which he stood. He'd carved a workspace into the tree's apex, and glazed his kiln with the shavings' ashes. Around him, the endless blue of the midday sky. On his anvil, the Twilight's work: an orichalcum skycutter, fine and light as a maple seed's blade.

With each hammer-swing, Sayn folded a wisp of the sky into the weapon. With each pass through the kiln, he seared in the tree's vital, poisonous Essence. With each strike, sparks and yew needles scattered to the branches below. Sayn called the metal's potential out into Creation, beat after beat.

He didn't see the creature that crept up the bole of the tree, from the shadows below. It reached for Sayn's leg with a nimble, rust-furred paw, broad as a man's hand and tipped with curved claws. But it, too, was hunted. The first Sayn knew of any danger was the clamor of skirmishing animals, the rustling of a brief chase through foliage. He turned and peered down, hammer ready, and saw his Circlemate Jalith just below, looking back at him. Her tree-leopard companion Achal soon returned from his chase, muzzle bloody.

"The squirrels are back," said Jalith. "I don't suppose my new boomerang's ready yet?"

"Mm," replied Sayn, annoyed, eyes already turning back to the cooling orichalcum.

"They don't like having a fire up here, you know," Jalith added. "In their tree."

"Perhaps you can reason with them," said Sayn, as the forging rhythm began once more. "They're spirits, not animals."

"That's the problem," muttered Jalith, more to herself now. She was Haltan; animals she could deal with. She dropped into the shadowed foliage below, Achal beside her.

An Essence-laden blood trail led them to the squirrel-spirit's drey. Jalith called a word half-remembered, a greeting — she hoped — in its own tongue. But the injured spirit emerged from its home with four siblings, each calling back in a furious, piercing staccato as they leapt to surround her. Jalith couldn't follow their rapid speech, but she was fluent in aggression.

Each spirit had strong, springy limbs, and tusks for carving off bark. Preferring her bark where it was, Jalith led them on a chase, filling her wake with boomerangs and knives. Two spirits fell from sight, riddled with blades. And then Jalith had these remaining: three foes, a trunk at her back, and one blade. Jalith drew her sword. She wished it were golden, curved, and weighted for throwing.

The spirits were far more comfortable fighting face-to-face. So was Achal. He scattered the creatures, and Jalith dashed through, until she faced the forest far below. She turned, concentrated, and cut the air between her and the spirits just so. When the wind itself gouged spirit-flesh, Jalith did not hesitate: she cut continuously, denying her foes time to reach her, to encircle Achal, to escape. She cut until the spirits lay still under a rain of needles, lit by the sunburst on her forehead.

A ringing crack broke the stillness. Jalith looked up from the squirrels' remains to see the great yew's trunk, splintered by deep cuts. She looked up still further.

Sayn felt the shift under his feet, felt the tree's apex begin its slow topple. He allowed himself a moment of fear, then of anticipation. He held up the gleaming skycutter, still warm from the forge. "Ah, Yokuka," he whispered, revealing its name to Creation for the first time. "I suppose it is time to see how you fly."



Chapter One

The Forging of Miracles

The Dawn Time

The oldest artifacts predate the human race. When the makers of the world strode from pole to pole like colossi, all manner of lesser beings — elementals, gods, prehuman races — dwelt in their shadow. In the time before humanity, these peoples forged arms and armor to hunt and make war much as mortals do, and made other devices for myriad purposes. These species bore little resemblance to humanity, and the unthinkable rare surviving relics of their cultures — twelve-fingered gauntlets woven from immortal vines; fractal armatures of flexible crystal; luminous purple vapor that can be sung into a seagoing vessel's shape; eternal unflames shedding a cold deathlight; lances of tangible mathematics — are unrecognizable as artifacts to all but the most erudite savants. Many are of such bizarre configuration that only Lunars, by dint of shapeshifting prowess, might wield them unmodified. Even relics of races built roughly like humanity, such as Mountain Folk and Dragon Kings, are often of exotic materials and peculiar construction.

The first Chosen were quick to master the forging of orichalcum and moonsilver, the art of alloying jade with mundane metals, and the smelting of fallen stars. Many legendary artifacts were born amid the conflict with the world's makers, given form by the dire necessities of the war and the passionate, desperate brilliance of the Exalted.

Among the Exalted's most notable innovations was the art of making colossal weapons — goremauls, direlances, daiklaves — whose mass made their blows devastating, yet which their masters could lift as easily as a feather. The Exalted likewise taught themselves the art of Evocations, bonding with artifacts to draw forth secret inner power from shield and cuirass, bludgeon and blade. Even today, some recall the legend of Eternal Nova, the Sword Priest, so gifted with blades that he could awaken

another's weapon with a touch, unlocking its Evocations for them to master. A few scholars write instead of how Feranth Dambresile, called the Invisible, stole the art of Evocations from Thau Irin, The City in the Ruby, that long-lost prehuman race which was also a single stone.

The First Age

The end of the Divine Revolution marked another beginning for the Chosen. The world was still new to them, a yet-uncharted patchwork of foreign peoples, untamed wilderness, and prehuman ruins. It was a time for exploration, adventure, new wars and new struggles. Servitor races and other creations of the world's makers lingered in dark places; the war's shadowlands unleashed ghastly Underworld spawn; Fair Folk stalked world's edge. Mighty peoples and great alliances pitted themselves against the Exalted Host: the Niobran League, a ben-thic confederation of peoples led by strange Chosen to challenge the Host's supremacy; the Nine Foxfires, dreadful witch-ogre siblings who grew stronger with each defeat; and countless others, many lost to history.

The Host's artificers rose to the challenges of the new age. They devised tools to chart and tame the incalculable wilds, such as the wise pages of Brigid's Atlas, the wondrous Singing Staves, and the unerring Compass of Mercury's Grace. They crafted regalia to mark their authority over Creation and its people, such as the legendary Daiklave of Conquest, and the accursed crown Vainglory, begemmed with an ancient's frozen blood. And they forged arms and armor equal to their opposition. Some were weapons of the dawn time reforged and renewed — swords enlarged to daiklaves and maces to goremauls, their powers enhanced to the pinnacle of their potential. Others were such as the world had never seen: siege engines that hurled lightning and fire; soul-severing blades; towering warstriders fit to wrestle behemoths and demolish demons.

As the centuries advanced, First Age artificers continued to break new ground. They integrated new fruits of sorcerous projects — liquid light, crystallized music, condensed dreams — into their artifacts. They drew forth bizarre and unnatural metals, flora, and fauna from the Wyld to incorporate into their work. And they mingled artifice with geomancy, tapping geomantic Essence flows to empower mighty artifacts, or fusing enchanted devices with the structure of arcane architecture. All manner of new marvels — prosthetic limbs superior to the originals, self-aware automatons, ships that sailed the sky — flowed from their forges into the world.

The height of the First Age, with its eccentric marvels and its conflicts against weird, forgotten powers, led to the creation of artifacts as puissant — and in some cases as unfathomable — as the mightiest works of the world's creators. They crafted cornucopias that disgorged endless wealth; synthetic minds more brilliant than themselves; Essence-drinking metal dragons mighty enough to level cities. Kesuth Amaldui's *Treatise on Wonders* describes the miraculous crucible of the sorcerer Tarim, which distilled spells into liquid form, while bas-reliefs in the ruins of Kingfisher Bastion depict the Seat of the Sun Ascendant, an orichalcum throne that unfolded into a city-sized colossus of war. And even today, the world fears the power of the Sword of Creation, the invincible mountain-heart of the Realm Defense Grid.

The Age of Sorrow

After the Dragon-Blooded cast down the Solar Exalted and established their Shogunate, they spent centuries engaged in open war — against one another, against marauding Fair Folk, and against Lunar forces that sought to destroy them. It was a time of bloody battle and fragile truce, alliance and betrayal, triumph and tragedy. Across centuries of Terrestrial rule, Dragon-Blooded dynasties and their Lunar adversaries crafted weapons with which to pursue their endless strife. Lunar warlords and shamans armed themselves with new-forged moon-silver; Dragon-Blooded shoguns and daimyos arrayed themselves and their champions in panoplies of radiant jade. The secretive Sidereals in their hidden fastnesses continued to seek out meteoric iron and hammer it into starmetal artifacts suitable to their clandestine pursuits.

Many of the Time of Tumult's most renowned and infamous weapons were born in the crucible of the Shogunate. Though the era's artificers couldn't match the fallen Solars' peerless skills, and their supplies of the most marvelous First Age tools and reagents quickly dwindled, their superlative craftsmanship still bore miraculous fruit. The white jade wrackstaff Thundering

INHUMAN WORKMANSHIP

Some artifacts borne by Exalted champions have their origins entirely outside humanity's reckoning of history, forged by timeless entities who have shaped wonders since reality's dawn, and shape them still today, taking little interest in the doings of mortals or Chosen. The Mountain Folk still harvest jade deep beneath the Imperial Mountain; fiery elementals use their own blood and breath to heat forges to incandescence; spider-gods in Yu-Shan weave armor from their own Essence silk; demon smiths hammer brass and black iron into caustic blades and sorcerous engines. And in the darkness beyond Creation's sun and moon, ghostly artisans smelt their own wailing kindred into relics of soulsteel.

Echo, with which Alac Mere shattered the bridge at Archflame to halt the Gilt Tiger advance; the black jade dagger Breathstealer, with which Otani Kensen assassinated Shogun Issen to buy her son's freedom from a god; the red jade armor Slumbering Phoenix, whose fiery plumage reduced the cataphracts of the Hyacinth Court to ashes; the moonsilver daiklave Disillusion, wielded by Eyes-Like-Knives to flense the souls of the Velen daimyos — all these and more were forged in this era.

Civilization has fallen farther still since the Great Contagion. Much First Age lore is entirely lost, and aside from the Realm and the great Lunar domains, even the most powerful and storied civilizations in Creation — from Whitewall and Randan to the Scavenger Lands' great cities and the empires of the Southeast — possess few of the occult tools and exotic ingredients required to awaken a new artifact's Essence. Obtaining even a paltry selection of such resources requires the aid of capricious sorcerers, cagey scavenger lords, or conniving Guild merchants. But for all that few newly forged artifacts can match those of the Old Realm, each is nonetheless a wonder and a marvel.

Scarred Lands

More than merely aiding heroes in their deeds, artifacts leave marks upon the world. Creation itself was scarred by the Empress' use of the Realm Defense Grid to annihilate the invading Fair Folk with earth-shattering elemental forces. Ten thousand hobgoblins stand locked in stone on the Plain of Statues; the Persimmon Marshes are still stained red with rust where storms of iron barbs once rained from the sky; a dozen city-sized columns of prismatic flame still simmer at the Need-Fire Pergola

eight centuries after their invocation. But far more — and more storied — locales trace their distinctive features back to the personal armaments of individual Chosen. The following excerpts from the *Thousand Blades Registry* are but a few examples of the physical, social, and economic impact of individual artifacts on Creation:

“A half-dozen ancient vessels lie scattered across the Hull Plain south of Jiara and east of the Tower of Vultures. Though the ships’ imperishable hulls remain intact, vines wind through their oarlocks and trees grow on their canted decks. According to myth, ages ago they sailed against Gethra Lion-Skin, only to be stranded when she used her Wave-Seizing Gauntlets to change the course of the river Ondessics, pulling it out from under their keels and flinging it to the horizon.

“The towering, monstrous heart-trees of the Hundredwood were born from the longfang Viridian Branch. When Telian Talebearer slew the Beast That Was A Hundred, a grotesque tree rose from each of the beast’s corpses. Many of those ligneous colossi still stand. Some say the Beast’s shadow still lurks beneath their boughs, devouring those who would seek to harvest their precious, ancient timber.

“As the prince of Tarry, Yi Sun, lay dying from the incurable venom of the Nightshade Wyrms, he pronounced a curse: Any would-be ruler who could not don his armor, the Black Rose Panoply, would perish. Yet the Panoply itself slew many a would-be prince, its soulsteel thorns riddling the wearer like an iron maiden. Over the centuries, Tarry has risen and fallen, been razed and rebuilt. But even today, a council of regents administers the much-reduced city in a prince’s stead. Yi Sun’s curse still lingers, and the Black Rose Panoply has yet to submit to a new master.

“A dozen mile-long chasms crisscross the Highmoth Hills, where the Dawn Caste Yelesta Litan once wielded the mightiest Evocations of her grimcleaver, Falling Star Chisel, against the Iron-Hide Boar. Her final strike cast it into black caverns deep underground, home to the buried cities of the prehuman Yspra, a race long forgotten by that age’s Chosen. Mortals of the Age of Sorrows mine exposed veins of precious metals from the chasms, only for vengeful Yspra — creatures composed of black, chitinous worms assembling themselves from communal pools — to rise from their deep dwellings to slay miners and bedevil neighboring lands.

“When the Changing Moon warrior Kasanje Brightmane assaulted the Shogunate fortress Chiyemi, he stabbed his direlance Silver Key through the very substance of Creation, piercing the world’s skin and opening a tumultuous wound into the Wyld. Today, an abscess of chaos

still swells beneath the scar. The land undulates, hills and rivers shifting month by month; insects fly on wings of glass; flowers growl like beasts. At the twisted land’s heart rises the pollen-bright palace of the Fair Folk queen Ankou Thousand-Eyes, who sends a new champion into the world each year to seek Silver Key.

“The nigh-omnipotent Eye of Autochthon, a pearlescent ebon orb so large that one could barely clasp it in one’s arms, has appeared many times across the ages. Every one of its discoverers — aristocrats, courtesans, scavengers, prophets — transformed the world around them. Bagrash Köl built an empire of towers so tall they scraped the sky; the abhuman sorcerer Aiun raised a new continent in the Northwest as a home for her people; Manosque Viridian mounted a seemingly unstoppable rebellion against the Scarlet Empress. But the Eye has turned against every one of its bearers, destroying them utterly and leaving only ruins behind.”

The Magical Materials

While many occult substances offer a suitable framework for kindling an artifact’s power, none suit such purposes better than the five magical materials. Each has a natural affinity for enchantment, and a set of distinctive — albeit overlapping — correspondences that flavor Evocations drawn from it. Many other factors influence an artifact’s powers and potentials, such as subsidiary materials and exotic ingredients; methods of manufacture; the artisan’s intent; the artifact’s history once in use; and even the nature of its bond with its current wielder. While these factors are crucial, an artifact’s primary magical material forms the foundation of its Evocations’ character.

One artifact can contain multiple magical materials, whether alloyed or applied as inlay, wire wrapping, or filigree. One such material’s Essence almost always

UNIQUENESS

The arms and armor of the Chosen cannot be churned out wholesale. While Exalted artisans can replicate lesser artifacts such as hearthstone amulets — albeit with their own subtle, distinct signature — each daiklave, armor, or other great wonder is an inimitable miracle. Their Evocations are born from the seed of artistic inspiration, taking root in its wielder’s soul and thriving in the radiance of her legend. One might craft a similar artifact, but the resulting treasure will inevitably take on its own unique character and Evocations.

predominates. But when materials synergize with each other and the artifact's intended nature — such as a blazing orichalcum daiklave inlaid with red jade, or Essence-shrouding moonsilver mail woven with starmetal — they harmonize to encompass magical affinities broader than those available to a single magical material.

Orichalcum

This warm, brilliant metal is as invulnerable and puissant as the Unconquered Sun himself. It gleams at all times as though sunlight shone upon it, its color richer and more vibrant than gold. Its nature resonates with that of the Solar Exalted, for whom its use seems natural as breathing. Veins of orichalcum ore appear close to the sun, beneath mountain peaks and alpine plateaus. Ancient savants knew methods to distill gold into orichalcum using lava and sun-focusing magic mirrors, but the relevant tools and techniques are lost.

Orichalcum partakes most purely of potencies mythically associated with the sun: raw power, unshakable strength, excellence, light and shadow, revelation, healing, divine judgment, purity, majesty, and glory. Orichalcum channels Essence and sorcerous energies better than any other magical material. While lacking

jade's pure elemental character, it can harness forceful, vibrant, or energetic natural phenomena such as floods, earthquakes, or volcanic eruptions, and can channel, absorb, and redirect elemental forces. Most orichalcum artifacts are straightforward, direct, and unsubtle. Like the sun, they claim the center of attention.

Pre-First Age orichalcum artifacts often exhibit a greenish patina, a consequence of channeling overwhelming amounts of baleful sorcerous Essence. Between this and its long association with the Solar Anathema, some Dragon-Blooded call orichalcum “demon-gold” and reject it as tainted with infernal power. Dynastic military forces aligned with the Wyld Hunt guard known orichalcum lodes, anticipating that returning Solars will try to gain access to their favored metal.

Moonsilver

Moonsilver is harder than steel, never tarnishes, and exhibits a special brilliance in moonlight. Though it's the color of ordinary silver, it reflects light in ripples like troubled water, and its surface slowly shifts and pulses as if alive. Moonsilver has an affinity for the Lunar Exalted.

The metal is most often found at world's edge, on the borders of chaos. Its ores manifest in liminal places



where land meets water, such as riverbanks, lake shores, sea-caves, mountainous islands, or benthic chasms. Lodes of moonsilver have grown rarer of late; the Realm has sealed off many sources, while others have simply vanished.

Moonsilver hosts a feral magic. Some moonsilver artifacts bristle with barely-restrained fury. Others are cool and subtle, their Evocations lurking like serpents. Like ever-changing Luna herself, the metal is associated with transformation and inconstancy: shapeshifting, malleability, cyclic change, reflection, opposition, duality, purification, emotion, creativity, secrecy, insight, intuition, dreams, madness, and otherworldly realms. Like Luna's Chosen, it also has affinities for beasts, predation, pair bonds, adaptation, strength, deftness, vitality, trickery, and witchcraft. These effects are often internal to the artifact or its wielder.

Some moonsilver artifacts can modify their own shape or substance — normally an unobtrusive process, but occasionally a spectacular one. The metal's sorcerous applications lean toward internal power and transformations, as well as transmogrification of others.

Starmetal

Where other magical materials originate beneath the earth, starmetal comes from the sky. Creation's anima — formed of Essence expenditure by terrestrial and celestial gods — gathers among the constellations like fishes in a net. Masses of this gathered power fall from the heavens as meteors. Meteoric ore appears identical to ordinary iron, and is refined using the same techniques. Purified starmetal resembles polished steel, albeit harder and lighter, and it flashes with the Five Maidens' colors when it catches the light.

No other magical material is scarce as starmetal — meteors fall but rarely, and their size cannot compare to veins of subterranean ore. The Sidereals claim most of it, their astrology leading them unerringly to freshly fallen meteorites. Artificers use it sparingly, forging it into slim unadorned designs, or applying it as inlay or filigree to artifacts of other magical materials.

Gathering as it does among the constellations, starmetal has an affinity for the thrumming threads of the Loom of Fate, and for the magic of the Sidereal Exalted. Starmetal is associated with fate, destiny, luck, time, knowledge, foresight, mysteries, esoteric forces, and ephemeral things. Some meteors retain qualities of the constellations they fell from, or the astrological Houses of Journeys, Serenity, Battles, Secrets, or Endings.

Coming as it does from the heavens, starmetal holds influence over gods and other spirits. Some starmetal artifacts possess Evocations that replicate spirit Charms.

Soulsteel

Soulsteel is the only magical material that doesn't naturally appear in Creation. It's occasionally found in the Underworld's depths, where many ghosts have fallen into oblivion, or where necrotic energies gather into demesnes. Writings from the First Age — when a handful of Chosen smiths made occasional use of the metal — mention primeval veins forming where the blood of dying enemies of the gods seeped into the earth. But most soulsteel is smelted in the soul-forges of the Underworld, alloying strange shadow-ores with souls of the tormented dead.

Though soulsteel resembles dark iron at first glance, further examination reveals its ghastly nature in the faces of horror-stricken ghosts writhing and wailing beneath its surface. Battle and ritual intensify their torment, calling forth terrible moans or screams.

The Abyssal Exalted possess an affinity with this macabre material, whose magic is linked with the negative influences of suffering, emptiness, and endings — blood, silence, cold, darkness, death, disease, weakness, violence, pain, fear, despair, rage, greed, and hatred. In addition, no other substance has such strong ties to the Underworld, commanding, banishing, binding, transforming, and slaying ghosts and other undead. Soulsteel can efficaciously channel sorcerous Essence towards destructive ends, and is an ideal focus for the necromancy of the Abyssal Exalted.

Jade

More common than any other magical material — though still far scarcer than mundane silver — jade appears throughout the lands of Creation. Unlike the others, jade is stone rather than metal, though powdered jade is usually alloyed with steel to craft weapons and armor. It's smooth and glossy in either state, its colors rich and brilliant. The Realm covets jade, using it both for currency and for almost all of its artifacts, and the Empress dedicated much of her foreign policy to controlling Threshold jade mines. With her disappearance, the Great Houses and other Dynastic factions squabble to control this rare, precious resource.

Like the Dragon-Blooded who resonate with its elemental nature, jade comes in five hues. As stone, it comes in endless patterns and gradations of subtle shades, though jade-steel alloy loses those natural variations. Each of

jade's colors has its own characteristics, rooted in affinity for one of the five elements. This includes both direct elemental manifestations and more metaphorical expressions.

Black jade glitters black as the sea at midnight, though some is shot through with shadowy swirls and whorls. It's most often found near rivers, along coastlines, and on the ocean floor. Its powers draw on the Essence of water — the subtle fluid motion of currents, the ebb and flow of tides, and the irresistible pull of the deeps. Its affinities include aquatic life, resilience, fluidity, elusiveness, deception, illusion, mystery, intuition, emotion, indirect forces, change, adaptation, corrosion, acid, dissolution, and spirits.

Blue jade glows blue as a cloudless sky, whether the pale azure of winter dawn or a summer evening's rich cerulean. It feels lighter than other jades, and is cool to the touch. Veins appear atop snow-capped mountains and throughout the frozen North. Its magic is tied to air and winter, and its affinities include wind, cold, ice, precipitation, lightning, flying creatures, swiftness, precision, intellect, understanding, memory, language, philosophy, music, and silence.

Green jade appears in all the vibrant hues of fresh vegetation, sometimes mottled brown. Even when worked, it looks more grown than carved. It can be found within forest-cloaked hills, beneath the jungle soil, or caught in the roots of ancient trees. Its Evocations tap the Essence of life, giving it an affinity for plants, animals, wilderness, fertility, growth, vitality, interconnection, pleasure, nourishment, healing, narcotics, and poisons.

Red jade blazes scarlet, often shot through with fiery orange and yellow veins, occasionally streaked with smoky gray. Its colors shift as it catches the light; it feels warm to the touch. It's found in places that have known great heat — volcanic islands, lava tubes, or under burning desert sands. It has affinities for flame, smoke, heat, light, illumination, revelation, warmth, passion, zeal, unpredictability, flickering movement, violence, destruction, purification, and renewal.

White jade feels heavier and denser than other jades. Most often ivory-hued, it can be white as mutton fat, while Underworld veins tend to be ashen gray. Found inside mountains and deep within Creation's bedrock, it's associated with the roots of the earth: solid as a mountain, stable as a foundation, unstoppable as a landslide. White jade artifacts have affinities for earth, stone, solidity, stability, harmony, strength, momentum, gravity, resistance, inertia, magnetism, stubbornness, tradition, history, passivity, and sleep.

ARTIFACT TEMPERAMENT

The arms of the Chosen are more than mindless tools. One must establish a rapport with an artifact to awaken its Evocations, and how is that possible unless the weapon possesses some measure of awareness?

A rare few artifacts, such as Beloved Adorei (*Exalted*, p. 614), the ancient soulsteel armor Five Edicts Dominion (p. 100), the bestial undersea vessel called the Brass Leviathan, and the mythical ur-sorceress Brigid's Sword of Ice are sufficiently sapient to think and speak and plan. But even an artifact lacking such intellect requires a rapport with its wielder to unlock its potential and awaken its Evocations. If an Exalt can't understand and relate to her weapon, she may find herself unable to bond with it, or to access more than its most rudimentary powers — at least until she stops trying to force it to be something it's not and comes to terms with what it actually is.

This is a roleplaying opportunity, and an explanation for why some NPCs can't master certain artifacts. It's not a tool for the Storyteller to lock off a PC from attuning artifacts or awakening Evocations. Unless otherwise specified, each player is the final arbiter regarding their rapport with their artifacts.

An artifact's character and temperament derive from many sources — ingredients, manufacture, its wielders' dispositions and deeds. A fiery red jade daiklave may be passionate and impulsive, or a frost-shrouded blue jade shield thoughtful and calculating; an arrogant First Age prince's breastplate may be proud and vain, contrasting with the humble spirit of an Immaculate monk's wrackstaff; and a goremaul whose haft is carved from Halta's Oracle Tree could feel homesick for Halta, and hate the Linowan.

EXOTIC MATERIALS

Creation's artisans recognize the five magical materials as the most potent occult substances available to their art. Nonetheless, it's common for artifacts to incorporate other exotic materials and supernatural reagents into their manufacture. Exotic materials offer distinct mystical affinities that can synergize with an artifact's intended qualities. Examples include the time-twisting starmetal wrackstaff Gnomon, with its shaft of ageless celestial peachwood; the moonsilver lamellar Eyebright, whose seventy-seven star sapphires served as eyes for the blind warrior Ophone; and the behemoth-ivory core of the Tusk of Galaech-Ma.



Most artifacts created by the Exalted use at least one of the five magical materials. Save for the Solars, few Exalts can resonate with exotic materials, leaving them unable to draw forth such an artifact's most powerful Evocations. Spirits and other inhuman artificers often incorporate exotic materials into their numinous panoplies — Ligier's brazen blade, Siakal's sharkskin armor, Ahlat's bow of gold and lion bone.

Magical Materials and the Exalted

The extent to which an Exalt can draw out an artifact's Evocations depends on the affinity between its magical material composition and her Exalted Essence. The differing degrees of power that can be roused are represented through two keywords: Dissonant and Resonant. The Dissonant keyword restricts or limits an Evocation's power for an Exalt who doesn't resonate with the



artifact's material. The Resonant keyword depicts the heights of power a wielder whose Essence fully resonates with the artifact's material can evoke.

The Solar Exalted, masters of Evocations, are resonant with all magical materials.

The Lunar Exalted are resonant with moonsilver. Their affinity with the other magical materials is neutral.

ALLOYED ARTIFACTS AND EXOTIC MATERIALS

For artifacts forged from multiple magical materials, the primary material used to create it — the one listed at the start of its description — determines the level of affinity its wielder possesses with it. Artifacts that do not include any of the magical materials don't innately resonate with any of the Exalted, save Solars, but often specify some other traits that determine the wielder's affinity with them. In addition, the unique legend of some artifacts, such as Gorgon (p. 83), allows certain characters to resonate with them despite their material composition.

The Sidereal Exalted chase fallen stars for precious starmetal, the only magical material they're resonant with. They're dissonant with all other magical materials.

The Dragon-Blooded are resonant with jade. They have neutral affinity with moonsilver, orichalcum, and starmetal, but are dissonant with soulsteel.

The Abyssal Exalted have a dark affinity for soulsteel, resonating with it. Their affinity with other magical materials is neutral.

The Liminal Exalted have a mysterious connection with soulsteel, but their affinity with it is only neutral, unable to fully resonate with it. They're dissonant with all other magical materials.

The Getimian Exalted, like the Sidereals, are resonant with starmetal and dissonant with all other materials.

Exigents, as always, are impossible to generalize. They can resonate with any magical material, or more than one, or none. Some rely solely on artifacts made from exotic materials.

Other Exalted, as of yet unrevealed, have their own affinities for the magical materials.

Gods, demons, fae, and other un-Exalted beings capable of attuning to artifacts normally don't harmonize with any of the magical materials. Weaker entities are dissonant, while stronger beings — such as Second Circle Demons, nephwracks, or raksha nobles — have a neutral affinity. Many exceptions to this general rule are found in Creation, and the Storyteller always has final say on what level of power an un-Exalted character can evoke.

Designing Artifacts and Evocations

Every artifact armor or weapon, and many a unique wonder rated at •••+ dots, has Evocations that depict its unique legacy and power. The Evocations of an artifact draw on the affinities of the magical material it's made from, but even more important is that artifact's history. The purpose for which an artifact was created often defines the goal that its Evocations pursue, while past wielders of the artifact serve as examples of the archetypal legend the artifact guides the wielder into fulfilling as they master it.

The power and scope of an artifact's Evocations, as well as the maximum number of Evocations it can sustain, depend on its dot rating.

Artifact •••: These Evocations channel the artifact's power to enhance the wielder's skills and enable her to accomplish supernatural feats of prowess, like the icy power of Shining Ice Mirror or the Distaff's silk-weaving Evocations (p. 25). While they can possess Evocations of formidable power, such as Beloved Adorei's Holy Miracle Strike, these are typically still feats that depend on the wielder's skill, rather than on supernatural power alone. Maximum ten Evocations.

Artifact ••••: These Evocations typically create a unique power or playstyle for their wielder that redefines what they're able to accomplish, from the time-stopping power of Gnomon (p. 55) to the aerial combat style encouraged by Orichalcum Hunting Hawk. Their capstone Evocations are capable of incredible miracles of supernatural power, but their scope is generally no greater than the scene the wielder is currently in. Maximum fifteen Evocations.

Artifact •••••: These Evocations define the artifact's unique legend and raise it up beyond both the power and scope of lower-level Evocations. Their immense might can be realized in many ways, whether it is the uncontrollably destructive power of Stormcaller (p. 88), the blood blades of Black Wind, or the sorcerous puissance of Soulfarer (p. 86). Capstone Evocations can operate on an immense scale or emulate the power of Solar Circle Sorcery. Unlimited number of Evocations.

Artifact N/A: These artifacts are plot devices governed by Storyteller fiat, capable of accomplishing legendary miracles unlike anything else in Creation. Their Evocations do not simply have more power and mechanical advantage than those of lesser artifacts, but instead

allow their wielders to accomplish things no other artifact could. They cannot resurrect the dead or enable time travel, but beyond that, they accomplish anything, flouting major conventions of the setting. Unlimited number of Evocations.

Custom Evocations

As with Charms, players can design custom Evocations for their weapons with Storyteller approval. This is thematically important to the idea that Evocations are born from the rapport between Exalt and artifact, rather than magic powers belonging to the artifact alone.

Custom Evocations cannot surpass the artifact's extant power level, and must follow the themes of the weapon as filtered through the wielder's own burgeoning legend.

For instance, if the Bull of the North wielded Zelator (p. 78) in military campaigns against Realm legions, he could build off Hell-War Veteran's Benison to awaken further Evocations that strengthen battle groups against supernatural threats, or even awaken a permanent Evocation to make Zelator baneful toward the Dragon-Blooded. But Evocations that command lightning or turn foes to stone would be outside the weapon's themes, while Evocations that increase his prowess on horseback would be outside his legend if he fought all his renowned battles on foot.

Every Evocation is drawn from the wielder as much as the artifact. Thus every Evocation is, in theory, a custom Evocation, and every wielder's Evocations should be unique. In practice, this doesn't require creating custom Evocations for every wielder — the artifact's published Evocations can be treated as the player character's unique suite, and every other wielder awakens other ones.

Keep in mind that the Dissonant and Resonant keywords only need to be used if the artifact is intended to be wielded by more than one character — a player character's custom daiklave doesn't need them. A weapon that the Storyteller plans to give an antagonist, and possibly let the players obtain benefits from, can use these keywords to make an Evocation's power rise or fall depending on the wielder's affinity with the artifact.

When designing Evocations for an artifact, it's helpful to break them down into three different categories.

Core Evocations: These make up the majority of Evocations, generally functioning just like Charms. Most Evocation trees begin with these, using them to define

the artifact's main powers. Many of these Evocations are Simple, but they can be of any type. The base effect of an Evocation is typically less powerful or more expensive than a comparable Solar Charm, but the Resonant effects of powerful artifacts narrow this gap.

Charm Enhancements: These Evocations upgrade one or more of the wielder's Charms in a way that fits the themes of the artifact. Note that any Evocations that require, e.g., a Solar Charm Enhancement will only be accessible to Solars, which can be used to gate off effects that would be disruptively overpowered in the hands of weaker wielders.

Ultimate Powers: These are typically the capstone of an Evocation tree, incredibly powerful Evocations that either provide an overwhelming advantage or a narrative-defining miracle. The limitation on this power is that these Evocations can generally be used only once per story, and have strenuously difficult reset conditions, such as achieving legendary social goals (**Exalted**, p. 134). As a general rule, the Dawn Caste anima power shouldn't be able to reset any Evocation that can only be used once per story, while Evocations with a shorter reset that's still more than one day should be carefully evaluated to determine whether letting a Dawn Caste use them on a daily basis would be too powerful.

Craft (Errata)

The Solar Craft Charms Design Beyond Limit and Celestial Reforging Technique (**Exalted**, pp. 296-297) reference outdated rules for the Evocations system. The following replaces their previous printed effects.

DESIGN BEYOND LIMIT

Cost: 10m, 1wp, 10wxp; **Mins:** Craft 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

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

The Solar tempers an artifact to awaken even greater depths of power. She spends (10 – Essence) hours reforging an artifact with a rating of 3+ dots in a well-stocked workshop. Upon completion, the artifact's master may instantly awaken a single Evocation of his choice (including custom Evocations) that he meets the prerequisites for without spending experience points. Design Beyond Limit may awaken Evocations beyond the normal maximum an artifact can sustain (p. 18). The Exalt can only use this Charm on an artifact once per story.

CELESTIAL REFORGING TECHNIQUE

Cost: 10m, 1wp, 3wxp; **Mins:** Craft 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Design Beyond Limit

The Solar coaxes and reshapes an artifact's Evocations with hammer and flame. She must spend (10 – Essence) hours at work. The player of the artifact's owner may swap out any of that artifact's currently active Evocations to unlock new ones, including custom Evocations (p. 18). The artifact's owner must meet the Essence minimums and prerequisites of any new Evocations he takes, and cannot swap out an Evocation that's a prerequisite for another currently active Evocation. The Exalt can only use this Charm on an artifact once per story.

The field behind her is silent. The dead stand in her wake, some with swords raised high, snarling eternal defiance. Others don't look half so heroic, their arms raised in warding, expressions drawn into rictuses of fear, each of them turned to stone by a fatal cut or thrust from her blade.

Shards of Basalt wonders what will happen to the statues, whether grieving families might drag them home to stand sentry over the fields. Or whether this land will become a memorial where worshipers pay respects to those she's slaughtered. What will happen to the cowards among them? Will stonemasons chip at their squeezed-shut eyes, carve them wide open and defiant?

Will the dead trapped within feel the chisels?

But while the enemies behind her fan out like a cloak of stone, the ones in front are quite alive. Her daiklave thrums in her grip, the devil inside the white jade blade stirring. Hungry. Gorgon's pull drives her onward, the blood-roused weapon eager enough for them both. Darkness spreads with Shards' every step, its edges tinged the violet-gray of a bruise. Above her, from deep within the roiling blackness of her anima, the terrible eye of the devil within the daiklave gazes out.

An outcaste Dragon-Blooded champion thinks to test her, but for all his skill, it's only a few moments before he stands frozen with the rest. He cuts a more majestic figure than the ragged peasants surrounding him, but stone is stone.

In her former life, she tells herself, she was a bulwark for the weak against the strong. Here she is again, defending one of the Hundred Kingdoms against the greed of a handful of others. She wishes, sometimes, that peace could be achieved another way, rather than through the silence of death, the way the Walker In Darkness would have it.

She can't help but scan her enemies' faces, look-

ing for his. He's joined battles before. But she sees neither his scarlet robes nor his massive grimcleaver. It's not guilt that gnaws at her stomach, knowing he's not there. It's not relief, either, or at least, not *quite*.

It's the thrill of Gorgon in her hands, whirling to meet her enemies, knowing they're *all for her*.

Perhaps peace doesn't have to be entirely bloodless.

The devil in the sword surges, dragging her toward the next victim, and the next. Shards of Basalt tightens her grip until she's sure her knucklebones will tear through her skin, grits her teeth until she's sure they'll crack. She roars as she fights for control. The devil wants to be free, and she's all that holds it in check.

The line of advancing soldiers wavers and breaks as a wall of dread rolls over them. Shards of Basalt sees them flee, but all her will is concentrated on the sword glowing white in her grasp. The eye engraved in its blade opens wider still, and she sees *through* it, looking down on the battlefield from a god's perspective. She sees the destruction in her wake, and oh, the raw potential for it ahead.

I could challenge the Walker himself like this.

The fleeing soldiers turn to stone. She casts her gaze beyond them, and a hundred men become statues, their poses capturing how the shockwave of panic spreads through the ranks. The grass and the earth around them petrify as well; nothing escapes the stare of her baleful-eyed sword.

Deep down, Shards of Basalt knows this kind of slaughter is the opposite of her desire for peace. *It's the sword*, she tells herself. *I'm too weak to resist its call.*

Deeper down, she knows that's a lie.

This is what *she* wants, too.



Chapter Two

Weapons of the Chosen

Courante

(Orichalcum Daiklave, Artifact . . .)
and Galliard (Moonsilver Daiklave,
Artifact . . .)

Early in the First Age, Ranika of the Joybringers forged twin blades for two of her beloved comrades, Ciel Seratta of the Crowned Suns and her bond-partner Leynon Hundred-Wings. The pair were inseparable as they traveled Creation from pole to pole to establish trade routes with the Wyld and worlds beyond on the Exalted Host's behalf, and Ranika wished for them to possess arms befitting their unshakable trust in one another.

Quenched and tempered beneath the constellation of the Pillar, the astrological sign of partnerships tested and found stable, the blades proved as true as their wielders, withstanding countless threats — the winged serpent plague of Zerit the Devourer; the bestial legion of the Nine Foxfires; the ghostly assassins of the Tower of Dust.

When Leynon perished in his time, Ciel was inconsolate, and buried both swords with her dearest friend. The blades remain entombed in a hidden place in the Threshold. Leynon's ghost stands watch with Courante in his hand, while the terrible hungry ghost that rose from his corpse bears Galliard. Together they await two heroes worthy of the blades. The bones of those who have failed their tests lie scattered around them.

The swords — inlaid with a stylized solar eclipse — appear identical in every respect, save that Courante is orichalcum with moonsilver inlay, and Galliard is moonsilver adorned with orichalcum. Destiny will draw them together if they're separated, that they may be wielded by allies as their nature demands.

Courante and Galliard have the same traits:

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 5)

Tags: Lethal, Melee, Balanced

Hearthstone slot(s): 1

Era: Eight Directions Era

Evocations of Courante and Galliard

Only a pair of companions who treasure each other can draw forth Courante and Galliard's fullest gifts. When each sword's wielder has a positive Tie to the other, the other wielder is the Exalt's *sword-sibling*. Most of the swords' Evocations only function when fighting beside a sword-sibling.

The Exalt and her sword-sibling guard each other with intuitive synchrony. As long as the wielder is in close range of her sword-sibling, she gains +1 Parry, and she may ignore a single point of her current onslaught penalty against attacks made by enemies whose Initiative is lower than her sword-sibling's.

Using the swords' bond as a bridge, each wielder can touch the other's awareness. By spending one mote, the Exalt knows if her sword-sibling is wounded or in pain, and can feel any inflamed passions (**Exalted**, p. 218) or other powerful emotions that have him in their grip. If he dies, she instantly feels a pang of agony and sorrow.

Once per story, the wielder may protect her sword-sibling from a **decisive** attack as long as he is in close range, intercepting the blow meant for him. She suffers the damage of the attack without a chance to interpose her Defense, and must accept a crippling injury (**Exalted** p. 201). This doesn't count against the normal once-per-story limit for accepting crippling injuries.

ARGENT DEFENDER

Cost: —; **Mins:** Essence 1
Type: Permanent
Keywords: Resonant
Duration: Permanent
Prerequisites: None (Galliard only)

Galliard: Swift to Assist.

Whenever the Exalt successfully defends her sword-sibling with a defend other action, she gains one Initiative.

Resonant: The wielder's sword-sibling also gains one Initiative each time this Evocation triggers.

AUREATE AVENGER

Cost: —; **Mins:** Essence 1
Type: Permanent
Keywords: Resonant, Uniform
Duration: Permanent
Prerequisites: None (Courante only)

Courante: Eager to Avenge.

Whenever the Exalt successfully strikes an opponent who's attacked her sword-sibling since her own last turn, she gains one Initiative after making the attack.

Resonant: The wielder's sword-sibling also gains one Initiative each time this Evocation triggers.

SHARED BATTLE-INSTINCT

Cost: 1m; **Mins:** Essence 2
Type: Reflexive
Keywords: Dissonant, Resonant
Duration: Instant
Prerequisites: Argent Defender or Aureate Avenger

Faced by danger, true companions move and act as one. When the wielder and her sword-sibling Join Battle, each 10 on her sword-sibling's roll converts a single failure on her own Join Battle roll to a success.

Special activation rules: As long as the wielder isn't dissonant with orichalcum or moonsilver, as appropriate, this Evocation awakens at no cost when she upholds a Major or Defining Intimacy by successfully defeating a significant enemy with her sword-sibling's aid.

Resonant: If the wielder's sword-sibling wins Join Battle against all enemies, then she may set her Initiative equal to his if it is higher.

TOGETHER TRIUMPHANT

Cost: —; **Mins:** Essence 2
Type: Reflexive
Keywords: Dissonant
Duration: Instant
Prerequisites: Shared Battle-Instinct

When one sword-sibling gains command of the battle, the other is ever ready to share that advantage. The wielder gains two Initiative whenever her sword-sibling gains an Initiative Break bonus from crashing an enemy. She can only gain this bonus once per round.

Dissonant: A character dissonant with orichalcum or moonsilver, as appropriate, cannot awaken this Evocation.

SHINING ECLIPSE STRIKE

Cost: 4m, 1a; **Mins:** Essence 2
Type: Supplemental
Keywords: Resonant
Duration: Instant
Prerequisites: Shared Battle-Instinct

The Exalt's radiance blinds foes to her sword-sibling's blade. This Evocation supplements a distract gambit. If successful, when the sword-sibling uses the transferred Initiative, his attack is a surprise attack, inflicting a -2 penalty on the target's Defense.

Resonant: If the target of the distract gambit is in Initiative Crash and doesn't recover before the wielder's sword-sibling attacks, it becomes an ambush (**Exalted**, p. 203).

SPARKS FLY TOGETHER

Cost: 6m, 1a; **Mins:** Essence 3
Type: Reflexive
Keywords: Perilous, Resonant
Duration: Instant
Prerequisites: Together Triumphant

The swords call to each other in moments of peril, and the Exalt has learned to release herself to that call. While the wielder's anima is at bonfire, if her sword-sibling is within medium range and is the target of an attack, she may activate this Charm to dissolve into her anima and re-emerge within close range to reflexively protect him with a defend other action. This doesn't count as her move action.

If her sword-sibling's anima banner is also at bonfire, she may use this out to extreme range, limited only by line of sight to his anima. It can be used out to long range while the Exalt maintains an active anima conduit from Celestial Union of Blades.



Resonant (Orichalcum): The wielder may make a single **decisive** counterattack against an attack against her ward for the action's duration. She makes the counterattack after the provoking attack has been rolled, but before its damage roll is made.

Resonant (Moonsilver): The wielder adds her (Essence) to her Parry against all attacks against her sword-sibling for the duration of the action.

CELESTIAL UNION OF BLADES

Cost: 5m, 3i, 1a; **Mins:** Essence 3

Type: Simple

Keywords: Perilous

Duration: One scene

Prerequisites: Shining Eclipse Strike

Part of the Exalt's anima spins away in a thousand shining threads, weaving a conduit that links her Essence to — and draws strength from — her sword-sibling's invincible spirit. As long as both characters are within long range of each other and the wielder's anima is at burning or higher, she adds her sword-sibling's (Anima) in non-Charm bonus dice on attack rolls and movement actions. The anima conduit fades into invisibility and becomes dormant while the Exalt's anima is too dim or the sword-sibling is too distant, only to flare to life again when conditions allow.

Resonant: The wielder may use this Evocation reflexively whenever her sword-sibling incapacitates or crashes a non-trivial enemy.

ELECTRUM DIVINITY FUSION

Cost: 10m, 1wp, 3a; **Mins:** Essence 4

Type: Simple

Keywords: Resonant

Duration: One scene

Prerequisites: Sparks Fly Together, Celestial Union of Blades

The Exalt and her sword-sibling have mastered the art of union; transcendent, they become one. To activate Electrum Divinity Fusion, both characters must have unlocked this Evocation and be at 10+ Initiative. Only one character must use her action to activate this Evocation, but both must pay its cost. The characters dissolve into their animas and flow together, incarnating as a ten-foot-tall, four-armed, gold-and-silver warrior that physically resembles both characters. This has the following effects:

- Each character retains her own separate Initiative total, Essence pool, and Willpower. Whenever a character's Initiative comes up in turn order, the composite being may act, effectively allowing that character to take her action for the round. However,

any roll she makes uses the highest Attribute and Ability ratings of either character, and she may access any Charms, Evocations, spells, or similar effects known by her sword-sibling, even if she doesn't meet prerequisites or minimums.

- The wielders still treat each other as sword-siblings when they use Evocations to enhance their separate actions. Each sword-sibling can take defend other actions to interpose her own Parry rating against all **withering** attacks directed against the sword-sibling's Initiative track and any **decisive** attacks against the composite.

- Each character retains her own health track and all levels of damage in it, but these are temporarily put aside. The composite has its own health track, using the highest number of health levels possessed by either member of the merger plus four -1 levels and four -2 levels. If the composite is reduced to its incapacitated health level, then all damage in its health track is divided among the health tracks of the characters included in it as they separate (round down).

- An enemy that makes a **withering** attack against the composite chooses which sword-sibling's Initiative track he targets with the attack. If either character is crashed, the composite immediately dissolves, both members falling prone. Half of the damage in the composite's health track, rounded down, is transferred to each character's health track.

- Courante and Galliard fuse into an enormous electrum blade, shrouded in many-colored light, that sings as it cuts through the air, with the stats of a moonsilver grand daiklave (Heavy: +1 ACC, +14 DMG, +0 DEF, OVW 6; Tags: Lethal, Melee, Reaching, Two-Handed). Other artifacts wielded by either of the merged characters combine into a single composite weapon and/or armor with the most advantageous traits of each individual artifact. These generally take the form of spectacular, exotic weapons or armor that combine the most striking features of each character's panoply.

- Ongoing effects such as active Charms, astrological blessings, poisoning, or so forth that applied to either character apply to the composite being.

- The Storyteller may adjudicate other effects of the merger — such as whether one member of the fusion might gain Limit from the other's Limit trigger, or

whether either member can keep secrets from the other — at his discretion, preferably choosing for whatever outcome makes for a better story.

This Evocation can only be used once per story, unless reset by upholding a Defining Tie towards one's sword-sibling by making a significant sacrifice to protect them.

The Distaff (Silk-Blanted Moonsilver Daiklave, Artifact • • •)

Storytellers say that Prince Aridara of Cynosure was born with a silver knife in her hand. With it she cut her way free from a breech birth, and as she grew, the blade grew with her. At first she used the sword, named Dragonfly, for things of grace and beauty. Flowers she cut from the garden glowed bright for weeks in palace vases; goose feathers she trimmed into quills drew calligraphy as pure as a swan's wing. Then war came to Cynosure. She turned the blade to bloodletting; it learned darker lessons, becoming as cruel as those it slew.

At war's end, Aridara vowed never to take another mortal life. She swathed her sword in silk so it could draw no more blood, then set out on pilgrimage across desert and mountain until she reached the Dreaming Sea. There she eschewed the works of the mighty for the life of a traveling peddler, aiding the ordinary folk of the Dreaming Sea with small kindnesses and subtle sorceries. Dragonfly slumbered in its swaddling-silks, learning gentleness anew as it became a distaff from which its mistress wove many a wonder.

Only when the Prince of Fallen Fire personally petitioned her did Aridara deign to return to distant Cynosure — but that is another story.

The Distaff has the shape of a sword, but it is completely tangled in raw silk from point to pommel. A shimmering moon-gray outer layer — shot with silver, as though it had leached away some of the sword's metal — conceals twining veins of the most brilliant colors. Beneath its wielder's fingertips, the silk moves like a living thing, whether to weave itself into lovely cloth or to tangle enemy limbs and blades.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 5)

Tags: Bashing, Melee, Balanced, Disarming, Grappling

Hearthstone slot(s): None

Era: Reign of the Shadow Deliberative

Evocations of the Distaff

The Distaff's silk is spun from the weapon's Essence. Its threads move almost as an extension of the Exalt's will, coming together in intricate patterns and assuming any imaginable color without needle or loom. It is an exceptional tool for Craft actions involving weaving and related areas of specialty (**Exalted**, p. 580).

The Distaff's threads cling to its wielder's wrist so that the blade may not be wrested away. The wielder gains +1 Parry against Disarm gambits, and their difficulty increases by 1.

SILKWORM'S NOSTRUM

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Wound-Mending Care Technique

The Distaff's threads take easily to Solar healing magic. When using its threads to form bandages, compresses, dressings, sutures, or the like, the cost of the following Charms is reduced by two motes or two Initiative: Wound-Mending Care Technique, Wound-Cleansing Meditation, Instant Treatment Methodology, and Wholeness-Restoring Meditation (**Exalted**, pp. 342-344).

In addition, when performing long-term treatment using Wholeness-Restoring Meditation, the wielder may commit the Charm's mote cost to weave a willing patient into a salubrious silken cocoon called the Panchrest Chrysalis that accelerates his healing manyfold, reducing the interval to one week. The patient falls into trance, unaware of the world and needing no nourishment.

TINKER'S COBWEB

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Any one Charm this Evocation augments

Spinning Essence silk to impossible fineness, the Exalt invisibly reinforces a fragile object or repairs a broken one. When using the Distaff's threads for this purpose, the cost of the following Charms is reduced by two motes, and their effects treat her Essence as one higher: Durability-Enhancing Technique, Crack-Mending Technique, Object-Strengthening Touch, Chaos-Resistance Preparation, and Breach-Healing Method (**Exalted**, pp. 294-296).

TARANTULA'S GRIP

Cost: 4m; **Mins:** Essence 1

Type: Reflexive

Keywords: Counterattack, Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: None

The Distaff's threads are quick to catch at enemy limbs and blades. This Evocation allows the wielder to make a disarm or grapple gambit as a counterattack, after the attack hits but before damage is rolled. This doesn't count as her combat action for the round.

Dissonant: The wielder may only counterattack if she successfully parries.

Resonant: Every threshold success on the attack roll adds one bonus die on the Initiative roll for the gambit.

WRAPPED FLY ATEMI

Cost: 5m, 1i; **Mins:** Essence 2

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisites: Tarantula's Grip

To use this Evocation, the wielder must be in control of a grapple. It uses up two rounds of grapple control to entangle her opponent with silk — tying his limbs together, blindfolding or gagging him, or so on. This imposes the effects of a Flaw (**Exalted**, p. 167) that fits the nature of the restraint, such as Amputee, Blind, or Mute. This isn't a crippling effect. The bindings can be broken with a difficulty 4 feat of strength. The Strength 3+ requirement to attempt a feat is waived if a character uses a cutting edge. With an appropriate stunt, a character may roll a different dice pool, such as (Dexterity + Melee), against difficulty 4 to free the bound character.

This Evocation cannot be used on the same enemy more than once per grapple.

POPPET-KNITTING PRACTICE

Cost: 3m, 3sxp; **Mins:** Essence 2

Type: Simple

Keywords: Resonant

Duration: Indefinite

Prerequisites: None

Weaving a gauzy human silhouette of silk, the Exalt breathes her desire into it, giving it a sort of life. The resulting creature has a mortal's strength despite its fabric frame, and needs neither nourishment nor sleep.

Its gestures are deeply expressive, but it cannot speak. Though it lacks independence, creativity, and a soul, the servant can follow complex instructions within its ambit.

Weaving a fabric servant takes one scene, though Craftsman Needs No Tools (**Exalted** p. 292) permits the wielder to finish it in one turn. It's a noncombatant built as a mortal Quick Character (**Exalted**, p. 494). The Exalt chooses a role for the servant, such as farmhand, valet, sentinel, spy, surgeon's aide, or weaver. It has (Essence + Craft [Weaving]) dice for actions relevant to its focus, and 3 dice for other actions. It cannot roll more dice than the Exalt's own unmodified pool for any action.

A fabric servant is utterly loyal to its maker. She may delegate authority over it to any number of individuals or groups; it will serve them with equal loyalty, over-ridden only by its maker's instructions. It won't destroy itself by accident, but has no compunctions about being undone in the course of its duties.

Special activation rules: This Evocation can only be awakened by a wielder with Craft (Weaving) 3.

Resonant: The wielder may spend an additional three gold crafting experience points to change this Evocation's duration to Instant, creating a fabric servant that can persist indefinitely.

SNARLED-SILK PANKRATIAST

Cost: 3m, 3i, 3sxp; **Mins:** Essence 3

Type: Supplemental

Keywords: Resonant

Duration: Instant

Prerequisites: Poppet-Knitting Practice, Tarantula's Grip

The Exalt tangles an opponent with silk that takes on a life of its own, assuming a wiry bipedal form and seizing her foe. With a successful grapple gambit, this fabric doppelganger is rolled into battle with (Wits + Craft [Weaving]) and takes control of the grapple on her behalf. It uses the Exalt's unmodified dice pools, has its own Initiative, and can take no actions other than savage, restrain, or release actions. Its Evasion is (higher of Dodge or Melee), and it has (Essence) -0 health levels. The Snarled-Silk Pankratiast persists until killed or crashed, or until it runs out of rounds of control — whichever comes first — then unravels into lifeless threads.

The Snarled-Silk Pankratiast gains the ability to perform throw/slam actions at Essence 4+, and drag actions at Essence 5+.

Resonant: Add (Essence/2, round up) bonus successes on all rolls the Snarled-Silk Pankratiast makes.

THE SILKEN ARMY

Cost: —; **Mins:** Essence 4

Type: Simple

Keywords: Dissonant

Duration: One crisis

Prerequisites: Snarled-Silk Pankratiast

For the duration of a crisis and its immediate aftermath — a war, a migration of refugees, a natural disaster — the Exalt waives the mote costs and silver point costs of Poppet-Knitting Practice, Crack-Mending Technique, Object-Strengthening Touch, Wound-Mending Care Technique, and Wound-Cleansing Meditation when using those Charms and Evocations to ameliorate the crisis. She cannot waive costs in concert with Craftsman Needs No Tools. At the end of the crisis, all fabric servants created at no cost disintegrate.

This Evocation can only be activated once per story. The Dawn Caste anima power cannot reset this Evocation.

Special activation rules: This Evocation cannot be purchased with experience points. It awakens at no cost when the wielder encounters a crisis that threatens a person, group, or place toward which she holds a positive Major or Defining Intimacy.

Dissonant: Characters dissonant with moonsilver cannot awaken this Evocation.

QUICKSILVER REBIRTH

Cost: —; **Mins:** Essence 4

Type: Simple

Keywords: Dissonant

Duration: Instant

Prerequisites: Any four Evocations

How long must a sword wait to be reborn? The Exalt opens the silken chrysalis of the Distaff and sets Dragonfly free. This Evocation destroys the Distaff's silk and unique magic, replacing them with something new.

The sword reborn is an Artifact 3 moonsilver daiklave, its temperament, powers, and Evocations determined by how the Exalt wielded the Distaff. Used peacefully and compassionately, with little or no violence, the fledgling blade's magic is beneficent. But if the Exalt turned the Distaff to brutal use as a bone-breaking cudgel or silken garrote, Dragonfly reborn is a vicious, bloody blade. All experience spent on the Distaff's Evocations is refunded; any or all of that experience can be spent immediately on Dragonfly's Evocations with no training time.

Special activation rules: This Evocation cannot be purchased with experience. It requires the Exalt to have wielded the Distaff for an entire story; and she must confront an obstacle beyond the Distaff's power, that only a daiklave's keen edge can overcome. As Quicksilver Rebirth calls for the creation of a whole new Evocation set, invoking it requires Storyteller permission.

Dissonant: If the Exalt is dissonant with moonsilver, she requires training time to unlock Dragonfly's Evocations.

Fist of Titans (White Jade Grand Goremaul, Artifact • • •)

This long-handled white jade monstrosity stands taller than most men. Its massive symmetrical head is fashioned in the shape of two enormous fists — fingers adorned with rune-inscribed rings, wrists banded with jewel-encrusted bracelets where the two sides of the head meet the handle. Legend tells how the mighty Nameless Hero of the Divine Revolution fought against the Cavern That Devours Cities, using the Fist of Titans to rhythmically pound against the hills that rose to devour her. Rumored to have been forged by the nameless Exigent apprentice of the Elemental Dragon of Earth during the Divine Revolution, it existed only as a story in the modern age, until found by a Guild tomb raider and sold to the Realm as an Immaculate treasure for more silver than the local merchant prince's entire caravan was worth. No one knows whether the stories are true — and Realm tellings cast the Nameless Hero as a Dragon-Blooded warrior instead — but there's no denying the hammer's dreadful power. It draws strength from the earth under its wielder's feet and can turn that strength back upon its source with devastating results. Most of its Evocations will likely destroy mundane structures if used indoors.

Attunement: 5m

Type: Heavy (+5 ACC, +14 DMG, +0 DEF, OVW 5)

Tags: Bashing, Melee, Reaching, Smashing, Two-Handed

Hearthstone slot(s): 3

Era: War of the Gods

Evocations of Fist of Titans

Fist of Titans' wielder awakens Chambered Fist Charge at no cost upon attunement.

CHAMBERED FIST CHARGE

Cost: 2m, 1i; **Mins:** Essence 1

Type: Simple

Keywords: Resonant, Stackable, Withering-only

Duration: One scene

Prerequisites: None

The wielder draws from Creation's dragon lines to store up power that patiently waits to be unleashed. She takes an Aim action (**Exalted**, p. 196), building up one charge. Each charge adds +1 to raw damage on the hammer's **withering** attacks. She may stack up to (Essence) charges, plus one per earth-aspected hearthstone slotted into Fist of Titans.

Resonant: This Evocation may be repurchased at Essence 3, granting two charges per use.

MAMMOTH SLAM QUAKE

Cost: 5m, 1+ charges; **Mins:** Essence 1

Type: Simple

Keywords: Resonant

Duration: Instant

Prerequisites: Chambered Fist Charge

The Exalt raises the hammer high and brings it crashing down, causing a shockwave that makes the ground quake. Spending one or more charges, she rolls (Strength + Melee) against the (Dexterity + Athletics) of all characters — friend or foe — within short range, adding one non-Charm bonus die per charge spent. Characters who fail the roll fall prone and lose one Initiative per spent charge, which the wielder doesn't gain.

Resonant: The wielder can spend 3+ charges to extend the shockwave's range to medium.

UNSTOPPABLE HAMMERING BLOW

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: Dissonant, Uniform

Duration: Permanent

Prerequisites: Mammoth Slam Quake

Fist of Titans recognizes its wielder's might, exulting in her destructive power. It gains +1 Accuracy on all smash attacks, and the Defense penalty for making one is waived.

Special activation rules: As long as the wielder isn't dissonant with jade, this Evocation awakens at no cost when she defeats a significant enemy with a smash attack.

AVALANCHE HAMMER ATTACK**Cost:** —(+3m); **Mins:** Essence 2**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Rising Sun Slash, Unstoppable Hammering Blow

This Evocation upgrades Rising Sun Slash (**Exalted**, p. 347). As long as Fist of Titans has 3+ charges, the Solar may pay an additional three motes to use the Charm to enhance smash attacks without needing to use a full Melee Excellency.

BONE-CRUSHING STRIKE**Cost:** 4m, 1 charge; **Mins:** Essence 2**Type:** Supplemental**Keywords:** Decisive-only, Dissonant, Resonant**Duration:** Instant**Prerequisites:** Unstoppable Hammering Blow

Bringing her hammer down with bone-breaking force, the wielder crushes her enemies. This Evocation enhances a **decisive** smashing attack, trading a single level of damage to inflict a penalty equal to (lower of wielder's Essence or Strength) on that enemy's attack and movement rolls for the rest of the scene. Long-term medical treatment or the use of magic such as Wound-Banishing Strike (**Exalted**, pp. 342-342) is required to cure this crippling effect.

Dissonant: This Evocation's crippling effect only lasts for (higher of 3 or Essence) rounds.

Resonant: The wielder may use this Evocation reflexively after successfully hitting with a smash attack but before damage is rolled.

CRATER-GOUGING BLOW**Cost:** 5m, 3i; **Mins:** Essence 2**Type:** Reflexive**Keywords:** Resonant, Withering-only**Duration:** Instant**Prerequisites:** Mammoth Slam Quake

Fist of Titans unleashes the roused fury of Creation, shattering great swaths of earth and stone. After using Mammoth Slam Quake, the wielder may use this Evocation to reflexively strike the chunks of earth driven up by the shockwave, sending them flying at an enemy who failed his roll against the shockwave. Roll this as a standard **withering** attack with the goremaul.

Resonant: The attack gains +1 Overwhelming for each charge spent on Mammoth Slam Quake.

COLOSSAL WHIRLING STRIKE**Cost:** 5m, 1wp; **Mins:** Essence 3**Type:** Supplemental**Keywords:** Dissonant, Dual**Duration:** Instant**Prerequisites:** Bone-Crushing Strike

Force builds force, rising in a devastating crescendo of hammer-falls. This Evocation supplements a smash attack. On a successful roll, she spins rapidly in place, using the power of her first strike to whirl around and deliver another immediately before the opponent has flown back a range band. If the attack was **withering**, she rolls the attack's damage a second time to represent this second blow's force. A **decisive** attack adds (Strength) bonus dice of damage. The smash attack knocks the enemy back two range bands.

This Evocation can only be used once per scene, unless reset by spending 3+ charges to use Mammoth Slam Quake and beating the opposed roll of a significant enemy.

Dissonant: Characters dissonant with jade cannot awaken this Evocation.

IDOL-TOPPLING SHOCKWAVE**Cost:** —; **Mins:** Essence 3**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Colossal Whirling Strike, Whirlwind-Tempest Deflection

The thrumming power built up in Fist of Titans is unleashed as a mighty shockwave as the wielder parries a blow. This Evocation upgrades Whirlwind-Tempest Deflection (**Miracles of the Solar Exalted**, pp. 19-20). The Solar may spend two charges from Fist of Titans to use the Charm against a **decisive** attack with base damage lower than 17.

TITANIC FIST DEVASTATION**Cost:** 4m, 1wp, 2 charges; **Mins:** Essence 3**Type:** Simple**Keywords:** Decisive-only**Duration:** Instant**Prerequisites:** Colossal Whirling Strike, Crater-Gouging Blow

The Fist of Titans radiates the immense gravity of the Omphalos itself, descending in an incontestable strike. The Exalt makes an unblockable **decisive** smash attack, waiving the usual Initiative cost. This attack cannot be clashed — even if an enemy uses magic such as Fervent



Blow, his attack is delayed until after the wielder is finished rolling hers, targeting her Defense instead of clashing normally. The Exalt doubles 10s on the damage roll. As long as the attack deals 3+ levels of damage, she may reflexively use Mammoth Slam Quake, waiving its Willpower cost. Each charge spent on Titanic Fist Devastation also counts towards Mammoth Slam Quake's cost.

This Evocation can only be used once per scene, unless reset by gaining 15+ Initiative from a single **withering** attack.

Frost-Thorn Knuckles (Moonsilver Razor Claw, Artifact • • •)

The Frost-Thorn Knuckles are gauntlets of rune-etched moonsilver. They have no blades, instead forming talons of diamond-hard ice when attuned. Amid the uttermost North's glacial cold, the huntress Orphan-Maker wrought the Frost-Thorn Knuckles from the Essence of great beasts. The moonsilver of their forging was tempered with a hawk's swiftness,

had a mammoth's endurance folded into its metal, and was strengthened with a tyrant lizard's sinews. With the Frost-Thorn Knuckles, Orphan-Maker cut out the Many-Limbed Queen's heart, stalked the sorcerer Yevash Jul in his own eldritch lair to drink his heart's blood, and drove an invading host of Winter Folk back into the Wyld.

Orphan-Maker was buried with her weapons, put to rest in a tomb carved into a savage mountainside by her fellow Silver Pact elders. It went undisturbed until just recently, when the Lunar's new incarnation — Cat-Footed Jal — followed her past life's memories back to the sepulcher. As she confronted her predecessor's hungry ghost, Jal spoke of her own hunt, a vendetta against the Guild merchants whose heroin had left her lover dead. She took the weapons from the tomb with her predecessor's blessing, and left a trail of ice-cold corpses behind her.

The last on Jal's list, the merchant prince and scavenger lord Lace of Thorn, has sequestered herself in the fortified merchant city of Koja. She has spent an empress's ransom retaining Exigents, outcastes, and mercenary spirits as bodyguards, and would handsomely reward anyone who proves their strength to her.

Attunement: 5m

Type: Light (+5 ACC, +10 DMG, +0 DEF, OVW 3)

Tags: Lethal, Brawl, Thrown (Medium), Concealable, Piercing, Worn

Hearthstone slot(s): 2

Era: Reign of the Facet Princes

Evocations of the Frost-Thorn Knuckles

When attuned, the Frost-Thorn Gauntlets grow claws of ice that grant the piercing tag. The wielder can attack out to medium range with the claws using Thrown, sending the talons flying forward like darts before reflexively creating new ones. In addition, she awakens Rimebound Predator Endurance at no cost.

RIMEBOUND PREDATOR ENDURANCE

Cost: 4m, 1wp; **Mins:** Essence 1

Type: Reflexive

Keywords: Resonant

Duration: One scene

Prerequisites: None

Drawing on a hunting beast's tenacity, the wielder numbs herself to cold and pain. She ignores penalties or environmental hazards resulting from severe cold, and adds +(Survival) to her base soak if unarmored. If she has Survival 4+ or a Survival specialty that relates to frigid environs, she also ignores one point of wound penalty.

Resonant: At Essence 2, this Evocation's duration is extended to one hour. If the wielder renews it at the end of the hour, she waives its Willpower cost.

GLACIAL BEAST CLAW

Cost: 5m; **Mins:** Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisites: Rimebound Predator Endurance

The killing speed of the wielder's strikes is like a chilling wind, leaving her victims traced with rime and blood. This Evocation enhances a **decisive** attack. A damaged enemy is knocked prone and covered with a layer of thick frost that imposes a -3 penalty on his rolls to rise from prone (**Exalted**, 198). Even if no enemies are nearby, he must roll to shake off the frost and rise.

TUNDRA-STRIDING STALKER

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Hardship-Surviving Mendicant Spirit, Rimebound Predator Endurance

This Evocation upgrades Hardship-Surviving Mendicant Spirit (**Exalted**, p. 409). When the Solar uses it in frigid terrain or perilous cold, its mote cost is waived.

Special activation rules: This Evocation awakens at no cost when the wearer succeeds on a Survival roll in a frigid environment.

BLOOD-FREEZING STRIKE

Cost: 5m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: Glacial Beast Claw

Striking with icy fury, the Frost-Thorn Knuckles freeze their victim's blood into crimson razors slashing him from within. Blood-Freezing Strike is a **decisive** attack that can only be made against a prone enemy, adding (Strength) damage dice. Additionally, the victim loses 1 Initiative for each 10 on the **decisive** damage roll. The wielder doesn't gain this Initiative. An enemy crashed by this Initiative loss is frozen in place, unable to take any movement actions except to rise from prone until he recovers from crash.

Special activation rules: A character who isn't dissonant with moonsilver may awaken this Evocation at no cost when she hunts and kills a man-eating predator, giant beast, or other monster that poses a danger to nearby civilization.

Resonant: This attack strips away Initiative equal to the total levels of damage dealt, instead of just the 10s on the damage roll.

RAVENING FIMBULWINTER APPROACH

Cost: 3m, 2i; **Mins:** Essence 3

Type: Reflexive

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Blood-Freezing Strike

Moving with inescapable speed, the wielder descends like a storm of ice to fall on her prey. To use this Evocation, the wielder must be at Initiative 10+ and succeed on a rush. She makes a reflexive **decisive** attack against the rushed character, using her threshold successes on the rush roll in place of her attack roll. If this incapacitates her enemy, she may reflexively roll to rush another opponent in range. This Evocation doesn't count as the wielder's combat action for her turn.

Resonant: The wielder also adds her threshold successes on the rush roll to the damage of the **decisive** attack.

BLIZZARD CLAW SWIPE

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

Type: Supplemental

Keywords: Dissonant, Resonant, Withering-only

Duration: Instant

Prerequisites: Ravening Fimbulwinter Approach

As the Frost-Thorn Knuckles' icy talons impale the wielder's prey, they burst into an internal blizzard, piercing him with deadly icicle spears. This Evocation enhances a **withering** attack against a prone enemy, adding (Strength) to its Overwhelming rating. Alternatively, when she triggers Ravening Fimbulwinter Approach, she may enhance it with this Evocation, making a **withering** attack in place of a **decisive** one. If her enemy is crashed by this attack, he suffers an additional (Strength) dice of **decisive** lethal damage, ignoring Hardness. If the total levels of lethal damage exceed the target's Essence rating, then the wielder freezes limbs or organs solid before shattering them with this attack, converting some or all of the attack's damage into a crippling injury chosen by the attacker (**Exalted**, p. 201). This doesn't count against the usual once-per-story limit on taking crippling injuries.

Blizzard Claw Swipe can only be used once per day.

Dissonant: Characters dissonant with moonsilver cannot awaken this Evocation.

Resonant: This Evocation can be used reflexively upon crashing an enemy.

The Hawk Star's Jess (Star-metal Sling of Distant Surprise, Artifact • • •)

Among the oldest known artifacts, dating back to the Divine Revolution, this weapon's forgotten maker tamed the mighty Hawk Star, binding a measure of its power into a fist-sized starstone to be spun into wire and woven into a sling. Together, that Sidereal and the Hawk Star's Jess cast down many demons and behemoths that served the enemies of the gods.

The Jess has been used many times since to defeat powerful, dangerous foes that threatened the order of Creation. Its stones slew gigantes of Dis in their days of empire, struck down a Solar prince in the Usurpation, and pierced the brain of the mile-high wolfstag that followed its raksha

masters into the world during the Contagion. It remains a valued tool in the hands of the Five-Score Fellowship, loaned out to end marauding demons, behemoths, and other mighty monsters that oppose the will of Heaven.

Attunement: 5m

Type: Light (+10 DMG, OVW 3)

Tags: Lethal, Thrown (Long), Concealable

Accuracy: Close +5; Short +4; Medium +3; Long +0; Extreme -2

Hearthstone slot(s): None

Era: War of the Gods

Special: +3 to Larceny rolls to conceal.

Evocations of the Hawk Star's Jess

The Exalt unlocks Doom-Gathering Arc for no experience cost when she first attunes to the Hawk Star's Jess.

DOOM-GATHERING ARC

Cost: 10m, 1wp; **Mins:** Essence 1

Type: Simple

Keywords: Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: None

As the constellations of the House of Endings cross the sky in their arc, the Exalt's slung stone arcs to follow an inescapable destiny of death. This Evocation, which requires the wielder to have Initiative 10+, is a **decisive** attack carrying (Essence) points of *Doom*. She ignores up to (Doom) points of penalties on the attack roll, and subtracts (Doom) from the target's Defense and Hardness. A successful hit doubles 10s on the damage roll.

This Evocation can be used once per scene, unless reset by incapacitating a non-trivial opponent or routing a battle group.

Dissonant: The wielder doesn't subtract (Doom) from Defense.

Resonant: If the wielder has Occult 3+ (or Occult 1+ and a specialty in astrology), she can meditate with the Jess beneath the night sky for one scene to seek an enemy's death in the stars as a difficulty 3 (Perception + Occult) roll. If successful, this Evocation carries (Essence + 2) *Doom* whenever used against the chosen enemy until the next sunset. On failure, she cannot retry that night.

FALLING STAR STONE

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Doom-Gathering Arc

Destiny guides the Exalt's stone without thought or aim. The Exalt may reflexively aim before attacking with Doom-Gathering Arc.

Resonant: The wielder may pay a point of Willpower to take two aim actions, allowing her to attack at medium range or further while still receiving bonus dice.

TITAN-SUBDUING STONE

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: Dissonant

Duration: Permanent

Prerequisites: Falling Star Stone

Like the gigantes and behemoths of times past, the Exalt's foes are fated to fall. Whenever the Exalt activates Doom-Gathering Arc against an opponent of Legendary Size, she ignores the limit that Merit imposes on damage and rerolls (Doom) failed damage dice, starting with 1s and counting upward.

Dissonant: The wielder doesn't reroll failed damage dice.

STONE OF THE CORPSE

Cost: —(+1wp); **Mins:** Essence 3

Type: Permanent

Keywords: Dissonant, Resonant

Duration: Permanent

Prerequisites: Titan-Subduing Stone

Neither god nor devil can survive the Exalt's throw. The wielder may pay one Willpower when she uses Doom-Gathering Arc to double 9s on damage.

Dissonant: Characters dissonant with starmetal cannot awaken this Evocation.

Resonant: The wielder doubles 8s on damage rolls.

STONE OF THE SWORD

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Stone of the Corpse

The constellation of the Sword governs death by illness. When Doom-Gathering Arc deals damage, it always leaves an infected wound, even on the Exalted (**Exalted**, p. 235). This illness is written in the stars; it has morbidity (Doom + 2) and cannot be cured without magic.

Resonant: The infection spreads with unnatural haste; its interval is one day.

UNLEASH THE HAWK STAR

Cost: —(+3a); **Mins:** Essence 4

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Stone of the Sword

Resonant: This Evocation can only be awakened by a wielder resonant with starmetal.

The wielder condenses her bonfire anima into a fistful of light; hurled from the Jess, it manifests the power of the Hawk Star, spreading radiant wings and flying straight at her foe with a shriek of doom. The wielder can expel her bonfire anima when she uses Doom-Gathering Arc to add three Doom to the attack and three automatic successes to the damage roll. This attack deals aggravated damage to creatures of darkness. The Willpower cost of any other Evocations used with Doom-Gathering Arc is waived.

This Evocation can only be used once per story. It can be reset by achieving a major character or story goal (**Exalted**, p. 170) by defeating a powerful opponent with the Jess.

Heartsong (Red Jade Powerbow, Artifact . . .)

In the First Age, Arelys Turan of the Dragon-Blooded Host forged Heartsong from the bodies and living Essence of the Fair Folk loreleis Imban Dying-Light and the Orange Lily Chatelaine, twisting their yearnings together into an unbreakable braid to serve as the weapon's spine. Heartsong's wielder can feel their tempestuous passions surging and pulsing beneath the surface of the jade, locked together in eternal love and hate. In doing this, Turan had no greater purpose than to make something beautiful. Indeed, Heartsong appears more ornamental than practical, with every inch of its surface covered with fluting and decorative scrollwork.

A creature of passion — dancer, equestrian, poet, adventurer — Turan focused through archery the knack for inspiring passion in others. Turan's arrows terrified the Sky-Shouldering Bull, their sting driving the city-crushing beast from mortal lands; a hate-fletched shaft so enraged the aithon Ulta that she lunged from her charmed circle to strike, leaving herself vulnerable to the Exalt's Hearth. And when Usain of the Impenetrable Flesh claimed he would accept no lover who could not wound him, Turan stole his adoration by striking not his body but his soul.



The bow's most recent wielder, the outcaste huntress Nuja Starthrower, withdrew decades ago into the jungles north of the Dreaming Sea. There she gathered woodland beasts to her with her arrows, and hunted hobgoblins and other aberrations that intruded upon her solitude. Whether she still hunts or she sleeps in the embrace of the grave, Heartsong likely remains in her hands.

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: Dreams of the First Age

Evocations of Heartsong

Heartsong can pour an emotion of the wielder's choice into an arrow. As it leaves the bow, that arrow dissolves into a blaze of golden light that seeks its target's heart. This *passion-inciting gambit* is a Psyche effect with a difficulty of the target's (Resolve - 2). If successful, it creates an automatically successful inspire action (**Exalted**, p. 217) to create an emotion of the wielder's choice.

ARDOR-SHARING TECHNIQUE

Cost: 1m; **Mins:** Essence 1

Type: Supplemental

Keywords: Decisive-only, Dissonant

Duration: Instant

Prerequisites: None

Words and arrows alike convey the Exalt's ardor. The wielder can supplement a passion-inciting gambit or inspire action with this Evocation if she is in the throes of the same emotion that she seeks to evoke, adding a bonus success to the attack or inspire roll.

Special activation rules: As long as the wielder isn't dissonant with jade, this Evocation awakens at no cost when she upholds a Major or Defining Intimacy based on a strong emotion.

SUITOR-PUNISHING SHOT

Cost: 4m; **Mins:** Essence 2

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisites: Ardor-Sharing Technique

The Exalt's arrows are drawn to those who are drawn to her. When supplementing an attack against an opponent who has an emotional Intimacy or Derangement toward her, or who has focused an inflamed passion (**Exalted**, p. 218) or other strong emotion on her, the Exalt adds that Intimacy or Derangement's rating to her attack and damage rolls, treating an inflamed passion as a Major Intimacy.

When used with Hunter's Swift Answer (**Exalted**, p. 258), this Evocation's mote cost is waived.

LOVER'S QUARREL

Cost: 3m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Psyche

Duration: Instant

Prerequisites: Ardor-Sharing Technique

The Exalt's arrow dissolves in flight, becoming a name writ upon the air that seeks its target's heart. This Evocation is a passion-inciting gambit that instills a Tie instead of inspiring emotion. This creates or strengthens a Tie of the wielder's choice.

RADIANT SUN-HEART SHOT

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Lover's Quarrel, There Is No Wind

Whenever the Solar would attempt a passion-inciting gambit, she may roll a normal **decisive** attack instead. As long as the total levels of damage inflicted beat the difficulty of the gambit, its effect applies as normal.

HEART-COMMANDING ARROW

Cost: 3m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Decisive-only, Dissonant, Psyche, Resonant

Duration: Instant

Prerequisites: Lover's Quarrel

Whispering to her arrow, the Exalt infuses it with a more specific desire to implant in her adversary's heart. This Evocation is a passion-inciting gambit that creates an automatically successful persuade action instead of an inspire action. It must still leverage an appropriate Intimacy to succeed, even though it is unrolled.

Dissonant: This Evocation can only be used against an enemy in Initiative Crash.

Resonant: This influence costs an additional point of Willpower to resist in a Decision Point.

DELIRIUM'S DART

Cost: 10m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Decisive-only, Dissonant, Psyche

Duration: Instant

Prerequisites: Lover's Quarrel

The Exalt fires an arrow of wildly blazing colors that strikes at its target's sanity. This Evocation is a passion-inciting gambit that also imposes a Minor Derangement related to the inflamed passion. If he already has a related Derangement, its intensity is strengthened one step instead.

Dissonant: Characters dissonant with jade cannot awaken this Evocation.

Heaven and Earth Gauntlets (Orichalcum Smashfists, Artifact • • •)

The Sidereal Violet Pearl foresaw that the future of her beloved brother — the warrior-mendicant Ajni the Undying — was beset on all sides by troubles, and so forged a pair of smashfists that would see him safely through what fate had in store for him, folding her familial love into the orichalcum she worked. Armed with his sister's gifts, Ajni wandered Creation fighting for justice. He shattered the fortress of the Flying Devil Kings, bested a golem of jade and sorcery in a sparring bout, and diverted the course of the living mountain Mostath away from a village with a single blow.

The same love that drove Violet Pearl to craft the Heaven and Earth Gauntlets also led her to save her brother from the Usurpation, stealing him away in the space between seconds and guiding him to a place of safety deep beneath the world. He might have lived forever in that refuge, but his heart could not abide injustice. He returned to the world after centuries to avenge his fallen brethren, and eventually fell to the spears of the Wyld Hunt.

Violet Pearl has kept a careful watch over the gauntlets since her brother's death. Intercepting his killers, she stole both the gauntlets and the Wyld Hunt's memory of them. She has secreted them in an ancient, obscure shrine of Venus, Maiden of Serenity, awaiting a new wielder worthy of taking up her brother's mantle.

Attunement: 5m

Type: Light (+5 ACC, +10 DMG, +0 DEF, OVW 3)

Tags: Bashing, Brawl, Grappling, Smashing, Worn

Hearthstone slot(s): 2

Era: Broken Blade Concordat

Evocations of the Heaven and Earth Gauntlets

The Heaven and Earth Gauntlets' clash attack bonus when wielded paired rises to (the higher of Essence or 3).

FALLING STAR FISTS

Cost: 5m; **Mins:** Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisites: None

Striking with overwhelming force, the Heaven and Earth Gauntlets clear the battlefield of foes. This Evocation waives the Initiative cost and Defense penalty for making a smash attack (**Exalted**, p. 586). The wielder adds (Strength) bonus dice to a **withering** smash attack's raw damage, or doubles 10s on a **decisive** smash attack's damage roll.

MOUNTAIN-HALTING MIGHT

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Falling Star Fists, Iron Battle Focus

The Solar combines defense and offense, fending off blows with overwhelming force. This Evocation upgrades Iron Battle Focus (**Exalted**, p. 273). When the wielder successfully blocks an attack from close range while Iron Battle Focus is active, she imposes a -1 onslaught penalty on the attacker.

COMET-DIVERTING GUARD

Cost: 4m, 1i; **Mins:** Essence 2

Type: Reflexive

Keywords: Clash, Perilous, Resonant, Withering-only

Duration: Instant

Prerequisites: Falling Star Fists

The Heaven and Earth Gauntlets answer violence with violence, ringing like bells with the force of deflected blades or arrows. The wielder may reflexively clash an attack against her with a **withering** attack. Winning the clash stops the enemy's attack from hitting her, but she doesn't roll damage against him, although she still gains 1 Initiative for hitting and inflicts a point of onslaught penalty as normal. This doesn't count as her combat action for the round.

Resonant: The wielder may roll **withering** damage against an enemy on a successful clash. However, the wielder gains no Initiative from this damage.

NOVA BREAKER

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

Type: Simple

Keywords: Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: Comet-Diverting Guard

The Heaven and Earth Gauntlets are limned with Essence, coruscating along the wielder's arms as she strikes and detonating in a prismatic burst at the moment of impact. To use this Evocation, the wielder must have successfully hit an opponent with a smash attack since her last turn, and he must not have risen from prone yet. She moves one range band towards that opponent and makes a **decisive** attack against him, adding up to (Strength) threshold successes to the attack's damage. This doesn't count as her movement action for the round.

Dissonant: Characters dissonant with orichalcum cannot awaken this Evocation.

Resonant: The wielder adds all threshold successes on the attack roll to her damage roll.

METEOR FIST MEDITATION

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Adamantine Fists of Battle (x2), Nova Breaker

This Evocation upgrades Adamantine Fists of Battle (**Exalted**, p. 279). When the Solar wins Join Battle, she may reflexively invoke that Charm's scene-long version.

LEGEND-FORGING BLOW

Cost: 10m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisites: Meteor Fist Meditation

Calling up limitless depths of power from the Heaven and Earth Gauntlets, the wielder strikes an almighty blow to carve her name into legend. She may unleash one of the following effects:

- She can knock back an enemy of up to Legendary Size, like a tyrant lizard or a warstrider, with a **decisive** attack. A hit flings the enemy three range bands backwards; if flung into an obstacle, he may suffer falling damage (**Exalted**, p. 232) at the Storyteller's discretion.

- The wielder can smash through heavy fortifications with a single punch, doubling her effective base Strength to determine if she may attempt a given feat of demolition (**Exalted**, p. 231). Success destroys the targeted object instantly, while failure indicates the wielder will need to spend at least a few minutes more to destroy it.
- The wielder can use Legend-Forging Blow to stunt other applications of strength, such as diverting the course of a river by force or halting an avalanche in place with a single blow. The Storyteller should enhance these stunts with benefits comparable to the above options.

Legend-Forging Blow can only be used once per story, unless reset by upholding a positive Defining Tie towards a community by defeating a powerful enemy that threatens it. The Dawn Caste anima power cannot reset this Evocation.

Irenio's Bell

(Orichalcum Thunderbolt Shield, Artifact • • •)

When Frey Irenio forged the daiklave *Untimely Reprisal*, he knew it had to be quenched and tempered ninety-nine times. But when Irenio learned that a Circlemate was in danger, he seized the still-hot blade — tempered only ninety-eight times — and rode immediately to the rescue. He confronted the Malignance of Castle Glass, whose terrible cry shattered the not-quite-finished blade.

Irenio reforged half of *Untimely Reprisal*'s fragments into another daiklave, now lost. The remaining shards he alloyed with bronze from a demon prince's temple bell to create a shield containing the Essence of the Malignance's cry. He coaxed from the shield its own unique voice, a song that harmonizes with the alien music of the demon realm whence half its metal came.

Centuries after Irenio's death and the turning of the age, a scavenger prince in the far South uncovered the shield amid the Wyld-warped, demon-haunted ruins of Ophlas. With no record of the shield's true name, she dubbed it "Irenio's Bell." It has seen many uses since, from a daimyo's palace gong to a Fair Folk giant's buckler. Currently it resides in the workroom of the sorcerer Irenda White-Eyes, at the center of an elaborate working to call forth her patron from Hell.

This round thunderbolt shield is of a darker, ruddier hue than is usual for orichalcum. A web of shallow grooves

encircles a hearthstone socket in the boss. When struck, it rings with a pure, clear note.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Bashing, Melee, Shield

Hearthstone slot(s): 1

Era: Second Deliberative Era

Evocations of Irenio's Bell

Each time Irenio's Bell is struck by a foe, it rings with a shifting alien melody, unnaturally sustaining multiple notes after being struck more than once. The shield absorbs this force as Vibration (v). It gains 1v whenever the Exalt successfully blocks an attack. The shield can contain a maximum of (Performance + Essence) Vibration. All remaining Vibration disperses at end of combat. If the wielder is dissonant with orichalcum, she loses 1v at the end of each turn if Irenio's Bell hasn't gained any Vibration since the end of her last turn.

The Exalt can spend 1v to gain +1 Defense against an attack, jolting the enemy's weapon away with the shield's oscillations. She may also spend 1v to give Irenio's Bell the Disarming or Smashing tag for one attack, channeling the shield's vibrations to knock away a weapon or a foe.

Irenio's Bell siphons up sound and vibration, subtracting up to (Essence) raw damage from sound-based attacks like Silver-Voiced Nightingale kiais or a blood-ape's Shattering Roar, and gaining 1v. Especially powerful ambient vibrations or noises — earthquakes, firedust cannon volleys, the clangorous chaos of the demon realm — may generate up to 1v per turn at the Storyteller's discretion.

The Bell's vibrations are clearly audible. This imposes a one-die penalty on sound-based Stealth rolls for every three Vibration, rounded up.

CHIMING CASTIGATION

Cost: 3m, 1v; **Mins:** Essence 1

Type: Reflexive

Keywords: Resonant

Duration: Instant

Prerequisites: None

The wielder channels the shield's harmonics into her opponent's weapon, which shakes wildly in his hand. Upon successfully blocking an attack using Irenio's Bell, the Exalt can activate this Evocation to impose a two-die penalty on the opponent's attack rolls. The penalty lasts until the end of the opponent's next turn for unarmed

attacks, but a weapon continues to vibrate until end of scene. This vibration can be damped by successfully striking a target.

Resonant: A character resonant with orichalcum may repurchase this Evocation at Essence 3, allowing her to spend an additional 1v to shatter a non-artifact weapon that she successfully blocks.

SHIELD-AND-SWORD HARMONY

Cost: 1v; **Mins:** Essence 2

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisites: Chiming Castigation

Stroking metal against metal, the Exalt imparts one of the Bell's harmonics to her blade. While wielding Irenio's Bell together with another weapon, she may use this Evocation to enhance an attack made with that other weapon, ignoring two points of soak and Hardness.

SOUND AND FURY

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: Dissonant, Resonant

Duration: Permanent

Prerequisites: Shield-and-Sword Harmony

The Exalt's affinity with her shield has grown, guiding her movements in time with its music. Whenever she gains Vibration from blocking an attack, she gains one Initiative.

Dissonant: Characters dissonant with orichalcum cannot awaken this Evocation.

Resonant: If this Evocation brings the wielder out of Initiative Crash by raising her Initiative above 0, she reflexively rolls Join Battle with (Charisma + Performance).

SINGING SHIELD TECHNIQUE

Cost: —(2v per round); **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Shield-and-Sword Harmony, any one Charm this Evocation enhances

This Evocation enhances Battle Anthem (of the Solar Exalted), Solar Cantata, and Heroism-Encouraging Ballad (**Exalted**, pp. 365-366). She may manifest the Charm through the shield instead of her voice, transforming its harmonics into song, allowing her to sustain



it without having to use her own action, at a cost of two Vibration per round.

While the shield is performing one of the above songs, the Exalt doubles 9s on rally or rally for numbers rolls for an allied demonic battle group.

RESOUNDING THUNDER DEFLECTION

Cost: 1v per point of penalty, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisites: Sound and Fury, Heavenly Guardian Defense

Irenio's Bell transforms an enemy's death-stroke into a peal of doom. When the Solar reduces a **decisive** attack's damage to zero with Heavenly Guardian Defense (**Exalted**, p. 349), she can activate this Evocation to reflect the attack's power as a wave of deafening clangor. She can spend Vibration equal to the total Initiative spent on Heavenly Guardian Defense. All opponents within short range take an onslaught penalty equal to Vibration spent, and suffer a -3 penalty to hearing-based Awareness rolls for the remainder of the scene. Targets must also roll ([Strength or Stamina] + Resistance) against a difficulty of the Vibration spent or be knocked prone. Those who fail by three or more successes are also knocked back one range band.

Allied demons outside the blast are emboldened by the clangor, its alien note resonating in their bones. Each gains Initiative equal to the spent Vibration, up to the demon's (Essence).

DEMON-CALLING CRESCENDO

Cost: 5v, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisites: Resounding Thunder Deflection, Singing Shield Technique

Alien music pours from the shield in a standing wave — a summons to the demon realm that has already been heard and answered. At Initiative 15+, the Exalt may use this Evocation reflexively on her turn. The air roils and parts to admit a First Circle Demon, bound — as though summoned by sorcery (**Exalted**, p. 473) — to the task of aiding her in this battle. The Exalt rolls (Charisma + Occult) against the Resolve of the type of demon she wishes to summon. On a success, the chosen demon appears; on a failure, the Storyteller chooses what kind of demon appears. If the demon survives, it returns to Hell at scene's end.

This Evocation can be activated once per scene.

An Essence 4 repurchase allows the wielder to pay an additional ten motes to summon a Second Circle Demon once per story. On a failed roll, the Storyteller chooses another Second Circle Demon that answers the call, although it is still bound unless she botches. This effect can't be reset by the Dawn Caste anima power.

Rainwalker (Blue Jade Razor Parasol, Artifact • • •)

The Amethyst Lord was a wicked prince of the Fair Folk, a seducer and deceiver who stole away young and old alike, claiming them with tempting lures of a life beyond what Creation had to offer. Seven Stars Glutton caught wind of the raksha's scheming, and voyaged seventy days and nights to reach the storm cloud palace of the fae's court. There, they palavered for seventy more days and nights in a treacherous dance of diplomacy and deceit, ordeals and veiled threats. The Lunar impressed upon the Amethyst King the deadly consequences of taking one soul more from Creation, and came away from the table with one of the king's graces as a token of his surrender, a beautiful umbrella made of solid mother-of-pearl that was a fragment of the raksha's Essence.

Seven Stars Glutton folded layers of moonsilver and blue jade around the umbrella by eerie moonlight rituals, forging it into a shield against the rains of the world, both literal and figurative. Rainwalker can be used as an umbrella, with a jade handle inlaid with nacre. Its face is a kaleidoscope of gleaming colors in the light, a hemispherical shell of mother-of-pearl etched with dream-runes and lined with moonsilver beneath.

Attunement: 5m

Type: Medium (+3 ACC, +10 DMG, +1 DEF, OVW 4)

Tags: Lethal, Melee, Concealable, Disarming, Shield

Hearthstone slot(s): 1

Era: Luminous Ascension Era

Evocations of Rainwalker

Rainwalker's wielder ignores environmental penalties from rainfall or other precipitation. Lunar Exalted are always resonant with this artifact, despite its jade composition, as the moonsilver worked into it harmonizes with their Essence.

BREEZE-CATCHING DESCENT

Cost: 4m; **Mins:** Essence 1

Type: Reflexive

Keywords: Dissonant, Resonant

Duration: Instant

Prerequisites: None

Spreading Rainwalker wide, its wielder drifts gracefully through the air, dancing between raindrops. This Evocation reduces falling damage from any descent (**Exalted**, p. 232). Treat the fall as one range band shorter to determine the damage she suffers. If she protects another falling character with a defend other action, she extends this benefit to him as well.

The wielder must be wielding Rainwalker to use this Evocation. Used together with Buoyant Guardian Aegis, she must have a free hand to grab the parasol.

Special activation rules: As long as the wielder isn't dissonant with moonsilver, this Evocation awakens at no cost upon attuning to Rainwalker.

Resonant: This Evocation reduces a fall's effective distance by three range bands.

GLAMOUR-SLOUGHING PARASOL

Cost: —(1m, 1wp); **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Breeze-Catching Descent, Integrity-Protecting Prana

This Evocation upgrades Integrity-Protecting Prana (**Exalted**, pp. 303-304), lowering the cost of using it to one mote and one point of Willpower.

BUOYANT GUARDIAN AEGIS

Cost: 3m, 1i; **Mins:** Essence 1

Type: Reflexive

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: None

Rainwalker's wielder releases the unfolded parasol to float freely in the air beside her. This Evocation waives the penalties for flurrying a full defense action (**Exalted**, p. 196) with a non-attack action. In addition, she frees up a hand until her next turn and may reflexively ready a weapon or other object, although she may recall Rainwalker to her hand at any time before her next turn.

If this Evocation is used to flurry a full defense with a defend other action (**Exalted**, p. 196), the distance at which the wielder may protect her ward extends to short range.

Resonant: This Evocation's duration extends to one scene. Rainwalker only levitates when the wielder takes a full defense action.

ARROWS LIKE RAINDROPS

Cost: 3m, 2i; **Mins:** Essence 1

Type: Reflexive

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Buoyant Guardian Aegis

As wind changes rain's direction, Rainwalker's tempestuous Essence attracts arrows to glance harmlessly off it. This Evocation adds +2 Parry against an attack made from short range or beyond. If the wielder took a full defense action on her last turn or is using her parry to protect another character from a ranged attack with a defend other action, this is a non-Charms bonus.

Resonant: This Evocation's duration is extended to one tick.

SHELTER FROM THE STORM

Cost: 5m; **Mins:** Essence 2

Type: Supplemental

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Arrows Like Raindrops

Rainwalker hums with defensive Essence, rotating to deflect falling raindrops and incoming attacks alike. This Evocation waives a full defense's Initiative cost. It also adds an additional +1 Parry that counts as a bonus from Charms.

Resonant: As long as the wielder enjoys the full defense bonus, her successful parries cause her attacker to lose 1 Initiative (which she doesn't gain).

RIISING CYCLONE DEFLECTION

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

Type: Reflexive

Keywords: Dissonant, Resonant, Withering-only

Duration: Instant

Prerequisites: Shelter From The Storm

Whirling with impossible speed, Rainwalker diverts any attack it blocks. This Evocation defends against a **withering** attack and must be declared before rolling. If the wielder successfully parries the attack, she may redirect it at another enemy within close range, using the same attack roll and declared Charms. If she uses this Evocation together with Arrows Like Raindrops, she may redirect ranged attacks against enemies out to short range. The enemy who makes the redirected attack gains no Initiative from hitting or damaging his ally — all gathered Initiative is lost.

This Evocation can only be used once per scene, unless reset by parrying a **decisive** attack with 15+ dice on its attack roll.

Dissonant: Characters dissonant with Rainwalker cannot awaken this Evocation.

Resonant: The wielder gains half the Initiative that the character who made the redirected **withering** attack would have received (round up).

LAUGHING AT HAILSTORMS

Cost: 10m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Resonant

Duration: One scene

Prerequisites: Rising Cyclone Deflection

Rainwalker expands its aegis of protection to all in its wielder's charge, holding back storms and tempests. Opening the parasol, the wielder unleashes a ripple of Essence that disperses non-magical weather conditions out to long range. Within that area, rain stops, strong winds are slowed, lightning doesn't strike, and so on, for this Evocation's duration. The wielder and all allies within range gain +1 Defense and add (Essence) bonus successes on rolls against environmental hazards.

Laughing at Hailstorms can only be used once per day.

Resonant: An Essence 4 repurchase lets the wielder use this Evocation once per story to strike away storms or hold back tempests. She disperses weather out to (Essence) miles away, and can even negate magical weather such as Rain of Doom (**Exalted**, p. 483). This once-per-story effect cannot be reset by the Dawn Caste anima power.

Razor Dancer and Wise Steel (Soulsteel Short Daiklaves, Artifact • • •)

The heroes Adalin Razor-Dancer and Seren of the Wise Steel met in the Northern city of Plenilune. Adalin had come to slay the Nine Red Chainers syndicate and burn their blood-money empire to the ground; Seren had infiltrated the syndicate to destroy it from within. At first at cross-purposes, they duelled, squabbled, then joined forces to annihilate the slaver enterprise. They also fell in love. Together they set out to scourge all tyranny and wickedness from the Saltspires and the surrounding lands.

The witch-queen of the waste, clad in her raiment of tears, witnessed their deeds in her frozen scrying

pool. Contemptuous of their love, she lured them to her tower of crimson ice, where she tested their affections, their trust, and their skill at arms. In the end they passed every test but the last, perishing with their bond unbroken. Lauding them with mockery, the witch bound their souls and forged them into a pair of blades. There, she said, they could fight at one another's side until time's end.

The soulsteel blades are paired but not identical; Razor Dancer is longer and balanced for striking, while Wise Steel's heft and breadth make it superior for defense. The tortured images of the two heroes can be dimly seen in their black surfaces as through a broken mirror. Drawn as one in battle, their moaning becomes a haunting duet of regret and aspiration.

Attunement: 5m

Type: Light (+5 ACC, +10 DMG, +0 DEF, OVW 4)

Tags: Lethal, Melee, Balanced

Hearthstone slot(s): 1 each

Era: Time of Tumult

Evocations of Razor Dancer and Wise Steel

In hammering each soul upon her anvil, the witch-queen condensed a lifetime of instinct and combat skill into a single pattern. In achieving harmony with a blade, the wielder may assume the dead hero's fighting style as her own. This functions as a martial arts form (**Exalted**, pp. 426-427). These Evocations can be employed in combination with any martial arts style compatible with paired short daiklaves, and are compatible with light or medium armor; they cannot be activated while in heavy armor.

Less than a year old, the blades have only been wielded briefly by one of the witch's handmaidens. As such, they've yet to develop a full suite of Evocations. A new wielder may awaken their powers further.

RAZOR DANCER FORM

Cost: 6m; **Mins:** Essence 1

Type: Simple

Keywords: Form, Terrestrial

Duration: One scene

Prerequisites: None

Blade in hand, the Exalt advances with Adalin's swift, unthinking surety. While Razor Dancer Form is active, the wielder adds the higher of (Essence or 3) to her Initiative to determine when she acts during the round. She adds +1 Accuracy on attacks against enemies who haven't acted

FRESH FROM THE FORGE

If an artifact's Evocations are born in large part from their wielder's legend and their deeds together, how does this manifest mechanically for a newly crafted artifact?

Typically, a brand-new artifact weapon or armor will start with a few Essence 1-2 Evocations rooted in the artisan's intent, as agreed upon by the Storyteller and the artisan's player. As the wielder's legend develops and she gains experience, her player may work with the Storyteller to design new Evocations one at a time, each one fitted to the character's heroic deeds with the weapon and her role in the ongoing story.

this round, and adds (Essence) bonus dice to rushes against enemies who haven't yet acted this round. She gains one Initiative on a successful rush.

Special activation rules: Whenever the wielder moves away from an ally toward whom she has a positive Major or Defining Tie and then successfully performs a rush action before the start of her next turn, she may reflexively activate Razor Dancer Form.

Terrestrial: The wielder doesn't gain the form's Accuracy bonus.

WISE STEEL FORM

Cost: 6m; **Mins:** Essence 1

Type: Simple

Keywords: Form, Terrestrial

Duration: One scene

Prerequisites: None

Blade in hand, the Exalt moves with Seren's cautious grace, alert to every threat. While Wise Steel Form is active, the wielder adds +1 to her Parry and adds (Essence) bonus dice on disengage actions and rolls to contest rush actions. She waives the Initiative cost for disengage actions, and gains one Initiative whenever she successfully disengages or contests a rush action.

Special activation rules: Whenever the wielder uses the reflexive movement granted by a successful disengage to move toward an ally toward whom she has a positive Major or Defining Tie, she may reflexively activate Wise Steel Form.

Terrestrial: The wielder must still pay the Initiative cost of disengaging.

RAZOR STEEL LOVERS FORM

Cost: 10m; **Mins:** Essence 2

Type: Simple

Keywords: Form, Terrestrial

Duration: One scene

Prerequisites: Razor Dancer Form, Wise Steel Form

Moving as harmoniously as they did in life, the swords that once were Adalin and Seren guide the Exalt through their dance of battle. She gains +1 Accuracy with both weapons and +1 Parry, and adds (Essence) bonus dice on combat movement rolls and rolls opposing enemy movement. She waives the cost of disengaging and gains 1 Initiative whenever she wins an opposed movement roll. She adds her (Essence + 1) to her Initiative to determine when she acts in the round.

Special activation rules: Razor Steel Lovers Form cannot be activated normally. Whenever the wielder meets the activation trigger for Razor Dancer Form while in Wise Steel Form — or vice versa — she may instead reflexively activate Razor Steel Lovers Form.

Terrestrial: The restrictions of both Razor Dancer Form and Wise Steel Form apply to this Charm.

Summer Thunder (Orichalcum Short Powerbow, Artifact . . .)

After the War of the Gods, the Solar outrider Kestra Lightning-Hoof returned home to lead her people. The children of the steppe, however, would not have her, for they were the tribe of swift-hooved Hiparkes, and was she not of the Sun's tribe now? Undeterred, she and her Sun-blessed steed hunted great Hiparkes, forcing the horse-god to kneel and breaking him to her will. She sheared his mane and twisted it into a string for her orichalcum bow, and she rode him home in triumph to demand her people's fealty.

The short powerbow Summer Thunder was borne by Kestra and her heirs all across the East, from northeastern tundra to savannahs betwixt Summer Mountains and Dreaming Sea. Its wielders fought the Shadow-Riders of Wan, hunted behemoths and numinous terrors at world's edge, and forged armies to rule prairie and steppe. The bow was buried with its last Solar master in what became Medo, and one of that land's cyclopean walls was built over the tomb.

Attunement: 5m

Type: Light (+10 DMG, OVW 3)

Accuracy: Close -1; Short +5; Medium +3; Long +1; Extreme -1

Tags: Lethal, Archery (Long), Mounted

Hearthstone slot(s): 1

Era: War of the Gods

Evocations of Summer Thunder

If the Exalt twists a strand from a willing steed's mane or tail into Summer Thunder's bowstring and spends one Willpower, that steed becomes *bonded* for as long as the bow remains attuned. Mounts summoned with Phantom Steed are automatically bonded. **Summer Thunder's Evocations only function while riding a bonded mount.**

HOOVES LIKE SUNLIGHT

Cost: 4m; **Mins:** Essence 1

Type: Supplemental

Keywords: Resonant

Duration: Instant

Prerequisites: None

Summer Thunder exults in its wielder's affection for her steed, and shares sunlight's flashing swiftness with them both. Her mount adds (her Intimacy toward it) to its Speed bonus for one movement action.

Resonant: If the supplemented roll succeeds, the wielder gains 1 Initiative. If her bonded mount is rolled into combat with Seasoned Beast-Rider's Approach or similar effects, it gains 1 Initiative, too.

NOCK-AND-CANTER UNITY

Cost: 4m; **Mins:** Essence 1

Type: Reflexive

Keywords: Resonant, Uniform

Duration: Instant

Prerequisites: Hooves Like Sunlight

A steed's shifting gait only serves to better guide Summer Thunder's arrows. The Exalt instantly takes an aim action.

This Evocation can only be used once per scene, unless reset by crashing, incapacitating, or unhorsing a non-trivial opponent.

Resonant: The wielder may pay an additional Willpower to take two aim actions, allowing her to attack at medium range or further while still receiving bonus dice.

LAUGHING STALLION'S ESCAPE

Cost: 3m; **Mins:** Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisites: Nock-and-Canter Unity

Like thunder itself, the bow's wielder cannot be trapped or caught. She waives the Initiative cost of a supplemented disengage action, and any opponent who opposes her roll loses one Initiative regardless of success.

SKIRMISHER'S PIERCING DELIVERANCE

Cost: 5m; **Mins:** Essence 2

Type: Simple

Keywords: Withering-only

Duration: Instant

Prerequisites: Laughing Stallion's Escape

As the Exalt wheels her horse to withdraw, arrows whistle from Summer Thunder of their own accord to discourage pursuit. The wielder makes a **withering** attack against an opponent within close range. She then takes a reflexive disengage action. If her attack hit, the target takes a penalty equal to the Initiative lost on the roll opposing her disengage action.

If the target fails the opposed roll, he doesn't count against Untouchable Horseman's Attitude's one-opponent limit (**Exalted**, p. 382).

SQUADRON-INSPIRING FLARE

Cost: 5m, 1a; **Mins:** Essence 2

Type: Supplemental

Keywords: Dissonant

Duration: Instant

Prerequisites: Skirmisher's Piercing Deliverance

Summer Thunder sends up a shining flare that fills the hearts of cataphracts and steeds alike with courage. This Evocation supplements a Charisma- or Appearance-based rally or rally for numbers action, converting (Essence) failed dice to successes for a mounted battle group, or rerolling (Essence) failed dice for a battle group on foot.

Dissonant: This Evocation rerolls (Essence) failed dice for a mounted battle group, and can't be used for a battle group on foot.

EVOKE THE EQUESTRIAN ECHO

Cost: 5m, 2a; **Mins:** Essence 3

Type: Simple

Keywords: Resonant

Duration: One scene

Prerequisites: Squadron-Inspiring Flare, Phantom Steed

Summer Thunder remembers the riders who ranged at Kestra's side, awaiting a spark to set those memories ablaze with life. The wielder fires an arrow at a point within medium range. The phantom of an ancient nomadic warrior appears at that point, shining with the colors of the Exalt's anima, with the traits of a nomadic horse-archer (**Exalted**, p. 497). He never tires and need not sleep, eat, drink, nor breathe. The warrior and his mount both have Defining Ties of loyalty to the wielder and cannot be intimidated.

These phantoms are manifestations of anima and martial virtue; they are echoes, not ghosts, drawn solely from the bow's memory of battles past. It's said that Kestra evoked the shades of sisters and lovers in this way, until their false nature so saddened her that she banished all such phantoms. The phantoms of horse-archers who die in the wielder's service may be drawn from the bow by this Evocation, and she may likewise call echoes of fallen mounts when activating Phantom Steed.

This Evocation can be used once per scene, unless reset when the wielder suffers enough damage from a **decisive** attack to increase her wound penalty, or when a non-trivial ally is incapacitated, surrenders, or flees from battle.

Resonant: The Exalt may use this Evocation once reflexively on her turn.

PHANTOM CAVALRY CAVALCADE

Cost: 10m, 1wp, 3a; **Mins:** Essence 4

Type: Simple

Keywords: Resonant

Duration: One scene

Prerequisites: Evoke the Equestrian Echo

Resonant: In order to awaken this Evocation, a character must resonate with orichalcum.

One arrow falls as a hundred shining sparks; a hundred shining riders emerge from the earth. This Evocation summons a battle group of phantom horse-archers as per Evoke the Equestrian Echo. They have Size (Essence - 2), elite Drill, and Might 2.

This Evocation can be used once per story. It resets when the Exalt experiences a major military victory or loss that ties into one of her Major or Defining Intimacies, such as surrendering to an enemy toward whom she has a Tie of loathing, or accepting the surrender of a demon army in accord with a Principle of magnanimity in victory.

Sun's Brush (Orichalcum Grimecleaver, Artifact • • •)

Once, the old legends say, the sun shone with a stark white radiance, devoid of wholesome yellow warmth or the many-colored splendor of sunset. They say that Arajati, the many-armed god of art, had fallen in love with the Unconquered Sun, and painted the sun's rays with the many colors of his brush to woo him. The Sun's paramour — a figure whose identity changes from telling to telling — killed Arajati for his transgression and sent his brush falling to Creation.

The fallen brush was found by a Twilight Caste savant and philosopher. Seeking to preserve Arajati's passion and story, he forged it into a weapon, an orichalcum naginata built around the brush at its core. Sun's Brush becomes a teacher to its wielder, guiding her towards wisdom and self-revelation. Its greatest powers are attainable only by those who see the world with a legendary scholar's insight.

Sun's Brush is currently guarded by a monastic order of scholars, who tend to one of Creation's greatest libraries in the frozen depths of a ruined tower built at the dawn of time. It's said they await the coming of a candidate able to pass their trials of knowledge and cunning to claim the weapon.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Lethal, Melee, Chopping

Hearthstone slot(s): 2

Era: Gossamer Dawn Epoch

Evocations of Sun's Brush

Sun's Brush serves as a writing implement as well as a weapon. It has an illimitable supply of gold ink, and its blade-tip is capable of writing on any surface not warded by high-impervious magic. Using Sun's Brush to write on an enemy is a difficulty 2 *foe-scribing gambit*. If the wielder includes social influence in this message, she adds one non-Charisma die on her Linguistics roll for every threshold success on the gambit's Initiative roll. These markings can eventually be washed away, but always last at least (Essence) days.

FILLING BLANK PAGES

Cost: 4m; **Mins:** Essence 1

Type: Reflexive

Keywords: Dissonant, Uniform

Duration: Instant

Prerequisites: None

Ignorance is the greatest enemy of all. The wielder may use this Evocation on her turn to reflexively roll to introduce a fact (**Exalted**, p. 237). If she describes her attack that turn with a stunt based on the introduced fact, she adds a non-Charisma bonus success on the roll. At the Storyteller's discretion, this can apply to other actions using Sun's Brush. This Evocation is still subject to the once-per-scene restriction on introducing facts.

Special activation rules: As long as the wielder isn't dissonant with orichalcum, this Evocation awakens at no cost when she succeeds with 5+ successes on a roll to introduce or challenge a fact.

RADIANT BRUSHSTROKES FLOURISH

Cost: 6m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Dissonant, Resonant

Duration: Instant

Prerequisites: Filling Blank Pages

The wielder's scholarly mastery flows through her and into Sun's Brush, spelling out his opponent's doom with every stroke. This Evocation functions like a foe-scribing gambit, but instead of writing a full message, the Exalt brands her target with one of three words: Falsehood, Ignorance, or Wickedness. The target of a successful

gambit can try to hide or cover it, but it shines through disguise as a Solar caste mark (**Exalted**, p. 175). This Evocation is incompatible with written social influence. She may mark an opponent with each of the three words, but cannot stack the same gambit.

Falsehood (Difficulty 5): When an enemy hit by this gambit lies or tells a half-truth, his brand glows, revealing the deception.

Ignorance (Difficulty 3): The enemy's brand burns with golden light whenever he attacks or makes an opposed roll against a character with a higher base Intelligence + Lore dice pool, inflicting a -3 penalty.

Wickedness (Difficulty 6): This gambit can only be used against a creature of darkness. It deals (Intelligence) dice of aggravated damage (ignoring Hardness) as Sun's Brush burns the word onto its target. Any character that sees the brand intuitively understands that its bearer is a creature of darkness.

Dissonant: This Evocation can only be used once per day, unless reset by introducing a fact that advances the wielder's goals or the events of the current scene.

Resonant: The Initiative cost of a successful gambit is waived.



BATTLE-SCHOLAR SAGACITY**Cost:** —; **Mins:** Essence 3**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Cloud-Wreathed Scholar,
Radiant Brushstrokes Flourish

Some lessons can only be learned by doing. This Evocation upgrades Cloud-Wreathed Scholar (**Miracles of the Solar Exalted**, p. 16). Once per scene, the Solar may use it to introduce a fact in the middle of combat even if she's introduced a fact previously during the scene. She doesn't need to be advancing her Circle's or an ally's goals to gain this benefit. She may reset this Evocation by successfully introducing a fact and making a **decisive** attack on the same turn using Filling Blank Pages.

INCOMPARABLE SAVANT SURETY**Cost:** —; **Mins:** Essence 3**Type:** Reflexive**Keywords:** None**Duration:** Instant**Prerequisites:** Radiant Brushstrokes Flourish

Sun's Brush rewards those who have proven their wit and wisdom. Once per day, when the Solar succeeds on a roll to introduce or challenge a fact and rolls 5+ successes, she gains a point of temporary Willpower. In combat, she may exchange this reward for 5 Initiative as long as she isn't in Crash.

WHIRLING SUNFIRE CALLIGRAPHY**Cost:** 6m, 3a, 1wp; **Mins:** Essence 4**Type:** Simple**Keywords:** Uniform**Duration:** One scene**Prerequisites:** Incomparable Savant Surety

Reviving the god-artist Arajati's legendary talent, the Solar paints with the light of the sun. Sun's Brush glows with blinding radiance as tongues of sunfire stream from its blade. When she rolls to introduce a fact, she also treats it as an influence roll to threaten all enemies that see her, cowering them with her superior knowledge. The ignited Sun's Brush adds her (Intelligence) to the raw damage of **withering** attacks, and to the Initiative roll for **decisive** attacks. When she would make a foe-scribing gambit, she may make a regular **decisive** attack instead, applying the gambit's effect as long as her damage roll successes meet its difficulty. An enemy that takes **decisive** damage catches fire, suffering five dice of lethal damage that ignore Hardness on each turn until it's extinguished.

This Evocation can only be used once per story, unless reset by introducing a fact that allows the wielder or an ally to fulfill a legendary social goal (**Exalted**, p. 134). The Dawn Caste anima power cannot reset this Evocation.

Tusk of Galaech-Ma (Moonsilver Direlance, Artifact • • •)

Wherever campfires crackle in the far North to keep away killing winds and desolate howls, the tale of Galaech-Ma and the Snow Hunter is told. The Snow Hunter was once a man, until looming death on six massive furred legs emerged from the darkness and devoured his village. Galaech-Ma, a monster out of nightmare, had come. The sole survivor swore on the blood of his kin that he would take the behemoth down or die trying. Becoming the Snow Hunter, for ten years he pursued the monster through blizzard and border-march. On the day he finally found it, Luna graced him with power to avenge his people at last.

Gifted with new life, the Snow Hunter forged Galaech-Ma's mighty tusk into the head of a ruthless lance, plating it with moonsilver and cooling it in the beast's blood. The moonsilver haft is built around one of the monster's bones and ringed with braided grips woven from its coarse white fur. In the Snow Hunter's hands, the Tusk claimed the lives of countless beasts from beyond Creation's edge and woke powers devoted to felling giants, piercing thick hides, and hunting down monstrosities. Over centuries, the Snow Hunter's obsession with ridding Creation of unnatural beasts infused the weapon with an uncompromising refusal to quit. Today the direlance sits idle, a mere heirloom of a forgotten tribe amid remote Northern wastes, handed down to a holy man or woman each generation. For centuries, none have had the power to wield it.

Attunement: 5m**Type:** Heavy (+1 ACC, +14 DMG, +0 DEF, OVW 5)**Tags:** Lethal, Melee, Piercing, Reaching;
Two-Handed when on foot.**Hearthstone slot(s):** 1**Era:** The Ten-Year Winter

Evocations of the Tusk of Galaech-Ma

The Tusk exults in the chase, its bloodlust stirred by the thrill of the hunt. The wielder may choose an enemy as the Tusk's *quarry* after a successful roll to:

- Follow that enemy's tracks (**Exalted**, p. 230);
- Lure him out of a place of safety;
- Catch him in a trap, literal or figurative.

The Tusk gains +1 Accuracy and +1 Overwhelming against its quarry. It can have only one quarry at a time.

HIDE-SPLITTING THRUST

Cost: 5m; **Mins:** Essence 1

Type: Supplemental

Keywords: Resonant, Withering-only

Duration: Instant

Prerequisites: None

Once the Tusk tastes combat with a monster, it hungers for blood, unwilling to end the chase until the beast lies dead. This Evocation supplements a piercing attack (**Exalted**, p. 586), waiving the Initiative cost to make it and allowing the Tusk to pierce the natural soak of behemoths, animals with thick hides, and similar foes. Against the Tusk's quarry, the wielder adds (Strength) to the amount of soak the attack ignores.

Resonant: This Evocation also waives the Defense penalty for making a piercing attack.

BLOODTHIRSTY HUNTER'S FOCUS

Cost: 1m, 1wp; **Mins:** Essence 2

Type: Reflexive

Keywords: Resonant

Duration: One scene

Prerequisites: Hide-Splitting Thrust

Honing her senses through communion with the Tusk, the wielder adds (Essence) non-Charm bonus successes on all Awareness, Investigation, or Survival rolls she makes against her quarry. This never applies to Join Battle rolls.

Resonant: This Evocation's duration increases to one day.

GIANT-FELLING STROKE

Cost: 5m; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: Bloodthirsty Hunter's Focus

The Tusk remembers its days as one of the otherworldly horrors that preyed on Creation. It knows that each of its kindred has a weakness, no matter how invulnerable it may seem, and seeks that weakness like a

bloodhound. The wielder makes a **decisive** attack that targets a weak point on the body of an enemy larger than a human, ignoring half the target's Hardness (round up) and adding (Essence) dice of damage. If the enemy has Legendary Size, she adds (Essence + Strength) dice instead.

Special activation rules: As long as the wielder isn't dissonant with moonsilver, this Evocation awakens at no cost when she Joins Battle against a non-trivial quarry after tracking it to its lair or otherwise hunting it down.

Resonant: If the wielder uses this Evocation against her quarry, she also doubles 10s on the damage roll. If her quarry has Legendary Size, she doubles 9s as well.

IMPLACABLE HUNTER SPIRIT

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Bloodthirsty Hunter's Focus, Unshakeable Bloodhound Technique

This Evocation upgrades Unshakeable Bloodhound Technique (**Exalted**, p. 410). Its cost is waived against the Solar's quarry, and successfully tracking down her quarry with the Charm awards her a point of Willpower up to once per session.

FLASHING SPEAR STRIKE

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Giant-Felling Stroke, Godspeed Steps

This Evocation upgrades Godspeed Steps (**Exalted**, pp. 265-266). The Solar waives its Willpower cost when she uses it to rush her quarry and make a **decisive** attack.

HUNTING OTHERWORLDLY HORRORS

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Giant-Felling Stroke, Sharp Light of Judgment Stance

In a Lawgiver's hands, the Tusk delivers holy retribution to the unnatural things that stalk humanity. This Evocation upgrades Sharp Light of Judgment Stance (**Exalted**, pp. 352-353), letting the Solar count her quarry as a creature of darkness (without incurring the

additional cost against hated creatures). If she's chosen a creature of darkness as her quarry, she adds one non-Charm bonus success to attack rolls against it.

LEGEND-SLAYING STRIKE

Cost: —(+1wp); **Mins:** Essence 3

Type: Permanent

Keywords: Dual

Duration: Permanent

Prerequisites: Giant-Felling Stroke,
Hungry Tiger Technique

Locking eyes with her quarry, the Solar's gaze burns with the fury of her lethal intentions. As she strikes, engravings of past hunts along the Tusk's shaft glow with argent light, awaiting another quarry added to their ranks. This Evocation upgrades Hungry Tiger Technique (**Exalted**, pp. 350-351). The Solar may pay an additional Willpower to use it against her quarry when he's not in Crash.

Asphodel (Soulsteel Goremaul, Artifact)

Before the First Age reached its height, Kesuth Amaldui of the Copper Spiders bound the soul of the mortal sorcerer Shou Ren into a jewel. In exchange for the sorcerer's wisdom, Amaldui crafted a hidden world inside the stone for Shou Ren to rule. The Twilight set this jewel at the heart of a mighty mace. He became an enigma to his peers, seeming to converse with the mace he bore, and vanishing into its hidden world for months at a time. From the stone's depths he called forth ghostly soldiers to garrison Hollow against the Forty-Fourth Immortal; into the stone's depths he bound dark powers as he plumbed the Underworld for fell secrets.

Centuries later, after the Dragon-Blooded burned Amaldui to death using his library as a pyre, Asphodel fell into the hands of the Eastern daimyos. From the prince in the jewel, its owners gleaned sorcerous secrets and the locations of other relics of the First Age, only to lose the weapon — and often their lives — to covetous rivals. Asphodel was last recorded during the Contagion, borne by Merach Ivira as she led the armies of Samisen against invading Fair Folk.

Asphodel is a seven-flanged artifact mace of soulsteel. Its construction is airy and light, every surface inlaid with delicate white jade scrollwork. Where the flanges meet the shaft, they cage a fist-sized smoky gemstone of irregular, wavy facets.

BARGAINING WITH THE TENEBROUS PRINCE

Sooner or later, Asphodel's wielder will have Shou Ren eating out of the palm of her hand. That's okay! The point of bargaining isn't to make it hard to call upon the sorcerer-prince for aid, but rather to provide plot hooks. Use his requests — and pick and choose among the player's counteroffers — to steer the game toward interesting locations, characters, and stories.

Shou Ren uses Willpower to reject intimidation, unreasonable persuasion, and manipulation of his intimacies. If pressured, he can and will cut off contact with the wielder for days at a time to regain Willpower — or simply to emphasize that he will abide no discourtesy.

The Storyteller determines the size of Shou Ren's household and retinue. Destroyed retainers are gone forever, the household diminished until restocked using Shadow-World Snare.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Bashing, Melee, Smashing

Hearthstone slot(s): 1

Era: Second Deliberative Era

Evocations of Asphodel

Whenever the Exalt is touching Asphodel, she can converse with Shou Ren. She may call upon him for counsel regarding whatever lore he can share on a specific topic. The ghost can also serve as a tutor for appropriate Abilities, Specialties, spells, and sorcerous Merits (**Exalted**, p. 178).

The wielder may petition Shou Ren for more tangible aid with a bargain action (**Exalted**, p. 216). If successful, he loans one of his retainers — such as a war ghost, spectral steed, mortwright, or jade effigy — to serve for one night. In exchange, he requests some piece of lost lore to enrich his library. If the Exalt has awakened Shadow-World Snare, Shou Ren may instead solicit a specific ghost or type of undead to supplement his menagerie. If the wielder has awakened Enter the Hidden World, Shou Ren may instead request specific human comforts — a Tengese banquet, perhaps, or a concert by Sijanese musicians.

At Essence 3+, the Exalt may bargain for a retainer's attendance every night for a month. This increases to one season



at Essence 4, and one year at Essence 5+. Alternatively, she may bargain for a group of retainers — equivalent to a battle group of Size 1 and Might 2 — at Essence 3+, increasing to Size 2 at Essence 4, and Size 3 at Essence 5+. The Exalt suffers a cumulative -2 penalty to the bargain roll for each increase in size or duration. An extended or expanded bargain adds a surcharge of one Willpower.

ENVOY TO STYGIA

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Dissonant

Duration: Permanent

Prerequisites: Spirit-Detecting Glance

This Evocation upgrades Spirit-Detecting Glance (**Exalted**, p. 354), allowing the wielder to perceive dematerialized ghosts even while it isn't active. If she knows All-Encompassing Sorcerer's Sight (**Exalted**, p. 356), she may perceive the flow of deathly Essence, the magic of ghosts and other un-Exalted undead, and the borders of shadowlands while it isn't active.

Non-Solar Exalted may awaken this Evocation to enhance Charms that have a similar function. For

example, a Dragon-Blooded could learn it to enhance Spirit-Detecting Mirror Technique, letting her observe dematerialized ghosts in mirrors even while it isn't active.

Special activation rules: Unless the Exalt is dissonant with soulsteel, this Evocation awakens for no experience cost when she first attunes to Asphodel.

SHADE-REVEALING RADIANCE

Cost: 5m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Dissonant

Duration: One scene

Prerequisites: Envoy to Stygia

A black incandescence spills from Asphodel, wreathing the spirits of the dead in a wash of chiaroscuro. For the rest of the scene, immaterial undead within short range are both visible and tangible. All undead thus illuminated glow from within, their secret selves limned in fire that shines through the most dispassionate visage, imposing -1 Guile.

Dissonant: This Evocation's range is restricted to close.

SHADOW-WORLD SNARE**Cost:** 4m, 1wp; **Mins:** Essence 2**Type:** Simple**Keywords:** Dissonant, Resonant**Duration:** Instant**Prerequisites:** Shade-Revealing Radiance

This Evocation is a gambit against an un-Exalted undead whose Essence rating doesn't exceed (the wielder's Essence + 2), banishing it into the shadow-world hidden within Asphodel to be dealt with by the prince in the jewel as he sees fit. The gambit's difficulty is (the higher of the target's Essence or Resolve). Banishing a truly puissant being, such as a nephwrack, could conceivably result in it overthrowing Shou Ren and claiming the hidden world for itself.

Dissonant: This Evocation can only be used against an enemy in Initiative Crash.

Resonant: Successfully banishing an undead awards one point of Willpower to the wielder.

PSYCHOPOMP'S SCEPTER**Cost:** —(1wp); **Mins:** Essence 3**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Shadow-World Snare

Whenever the wielder kills a human, she may pay one Willpower to reflexively draw his *hun* — or higher soul — into the hidden world as a ghost, as per Shadow-World Snare. She may also use it by touching Asphodel to a character on the brink of death.

MIDNIGHT JEWEL MASTERY**Cost:** —; **Mins:** Essence 3**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Shadow-World Snare, Soul Projection Method, Spirit-Caging Mandala

This Evocation reduces the cost of the following Charms by two motes, and enhances them as described below:

- Undead drawn out using Burning Exorcism Technique (**Exalted**, p. 356) can be sent into the jewel as per Shadow-World Snare instead of being held in the Solar's anima. These do not count against her maximum number of captured spirits.

- If the Exalt cages an undead spirit with Spirit-Caging Mandala (**Exalted**, p. 357), she may employ Shadow-World Snare against it at range, adding threshold successes on the binding roll to the gambit attack roll.

- Immaterial undead bargained for with Asphodel's power can be projected into a target using Soul Projection Method (**Exalted**, p. 358).

ENTER THE HIDDEN WORLD**Cost:** 10m, 1wp; **Mins:** Essence 4**Type:** Simple**Keywords:** Resonant**Duration:** Indefinite**Prerequisites:** Psychopomp's Scepter

Resonant: Only characters resonant with soulsteel can awake this Evocation.

Cool black fire blossoms from Asphodel to engulf the Exalt, along with any number of other willing characters in close range. Vanishing, they reappear in the world hidden in the jewel. Asphodel accompanies the wielder, nestling inside itself. This is a lifeless realm, lovely and cold; a place of narcotic mists and quicksilver pools, of vertiginous promontories and crystalline spires. At its heart rises Shou Ren's onyx and silver palace, where he rules in ennui over hundreds of ghosts drawn into his realm over the millennia.

The hidden world provides a place for rest and recovery; for study with the prince in the jewel and his ghostly advisors; and for artifice and sorcerous workings amid wondrous libraries and laboratories. It is secure against mundane intrusion but can be entered for this Evocation's duration as though it were a spirit sanctum by dematerialized characters or characters using sanctum-opening magic to pursue the Exalt and her companions between worlds. When the Exalt wishes to depart, she and her companions reappear the next midnight at the same spot where they entered.

Enter the Hidden World may not be used in combat.

Burning Branch (Green Jade Longfang, Artifact)

In the Scarlet Empress' first bloody war to claim the Threshold, the hero Shirazi Ako, beloved by all, was killed by a Lunar Anathema. Ako's daughter Atena planted the elder's signature javelin by her memorial monument. After a century of watering by the tears of mourning family members, loyal troops and lovers, the javelin became the core of something greater — an unbreakable branch that had grown up around the weapon. Several of Ako's

descendants uprooted the branch and forged it into a long-fang with many vicious tines and blades extending from its head. They vowed that the weapon would be wielded against the monsters that took Shirazi Ako from the world, and their vow became a spark at its core that flares whenever it weds a hearthstone of fire. Its Evocations are adept at disarming foes and decimating groups.

Burning Branch has been passed down from master to apprentice among Immaculate Order shikari. Its last known wielder — Cathak Dimas, of the Sisters of the Dragon's Claw — has gone missing in the last year. Her fate remains unknown; some speculate that the renowned Anathema hunter has gone renegade, or was finally bested by one of the monsters she hunted.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Lethal, Melee, Thrown (Short), Disarming, Piercing

Hearthstone slot(s): 2

Era: Reign of the Scarlet Empress

Evocations of Burning Branch

While a fire-aspected hearthstone is set in Burning Branch, the wielder may spend one mote to ignite the weapon's head for a scene, wreathing it in flames that add +1 Overwhelming. A weapon disarmed with the ignited Burning Branch overheats, dealing one die of **decisive** lethal damage to the first character to touch it during the scene, ignoring Hardness.

BLADE-SEIZING DEFENSE

Cost: 4m; **Mins:** Essence 1

Type: Reflexive

Keywords: Counterattack, Decisive-only, Resonant

Duration: Instant

Prerequisites: None

Burning Branch entangles enemy weapons mercilessly. After parrying an attack from close range, the wielder may use this Evocation to counterattack with a disarm gambit (**Exalted**, p. 200). If the spear's head is ignited,

SHOU REN, SORCERER-PRINCE OF THE HIDDEN WORLD

Asphodel's bearer knows its resident scholar-shade solely through his voice — cool, collected, laced with bone-dry wit. Shou Ren is always happy to speak to the Exalt; despite absolute mastery of the hidden world, he is deprived of stimulation, craving both new lore from Creation and opportunities to converse with the living. In exchange, he freely shares his erudition and wisdom.

As one born into the First Age, Shou Ren's historical knowledge is invaluable to those of the Time of Tumult, but his expertise relates primarily to matters of scholarship. Asked of the dawn times, he speaks of life in a city of shimmering carnelian and burning gold, of the tyranny of the Queen of Eyes and the lost libraries of sacred Beriah. Beyond that, he is as limited to secondhand accounts and anecdotes as any other savant or ancient.

Shou Ren is an initiate of the Terrestrial Circle of sorcery, and knows a wide range of spells. Sample shaping rituals for a wielder who learns sorcery from him include the second and third shaping rituals for the Talisman of Ten Thousand Eyes linked to Asphodel, or the Heptagram shaping ritual (**Exalted**, pp. 470-471). Should the hidden world's gates be breached and its prince cornered, his personal prowess is roughly on par with a nephwrack's (**Exalted**, pp. 506-508).

The soulsteel crown Shou Ren wears is an artifact that manifests his authority within the hidden world. It cannot be taken from him so long as he exists. Should he be destroyed, another ghost of significant supernatural

or sorcerous power can attune the crown and become the new prince in the jewel, assuming his role for purposes of counsel and bargains.

Willpower: 8

Sample Intimacies:

- Defining Principle: "I am the master of the world within the jewel."
- Major Principle: "I crave novelty."
- Major Principle: "I abide no challenge to my understanding of occult lore"
- Major Tie: His household (Pride)
- Minor Tie: Asphodel's wielder (Courtesy)

Actions: Social Influence: 7 dice; Read Intentions: 8 dice; Occult: 11 dice; Academic Disciplines: 10 dice; First Age Lore: 5 dice; Appearance 2, Resolve 5, Guile 5

MERITS

Heart of the Hidden World: Willing or unwilling, Shou Ren cannot leave the world in the jewel.

Time-Worn Soul: Shou Ren gains +2 Resolve against instill actions.

a successful roll unleashes a burst of sparks that cause the enemy to lose (Essence) Initiative, which the wielder doesn't gain.

Resonant: Crashing an enemy with this Evocation sets him ablaze, dealing (Essence) dice of lethal damage each turn until he can extinguish himself.

CONFLAGRATION LANCE TECHNIQUE

Cost: 4m; **Mins:** Essence 1

Type: Supplemental

Keywords: Decisive-only, Dissonant

Duration: Instant

Prerequisites: None

Burning Branch's blazing battle spirit cannot be contained, erupting in an overwhelming blaze. This Evocation may supplement a **decisive** attack made on the same turn the Exalt ignites Burning Branch, adding (Essence) bonus successes on the attack roll and doubling 10s on damage.

Special activation rules: As long as the wielder isn't dissonant with jade, this Evocation awakens at no cost when the wielder sockets a fire-aspected hearthstone in Burning Branch.

CLEANSING THE BLOOD'S BANE

Cost: 2m; **Mins:** Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisites: Conflagration Lance Technique

The Exalt touches the weapon to a willing target's flesh, letting the purifying flames of Burning Branch sear through his veins and purge toxins from his system. The character suffers one level of lethal damage from being burnt, but in exchange, poisons that deal Initiative damage are completely purged from her, while other poisons have their remaining duration halved, rounded down.

IMPENETRABLE BRAMBLE SNARE

Cost: 1m, 1wp; **Mins:** Essence 2

Type: Supplemental

Keywords: Decisive-only, Resonant

Duration: One scene

Prerequisites: Blade-Seizing Defense

Thorny vine whips grow from Burning Branch to constrict weapons disarmed by it, letting them hang like war trophies from its bladed tines. If a disarm gambit supplemented by this Evocation succeeds, Burning Branch ensnares the enemy's weapon. As long as the Evocation's mote remains committed, retrieving the snared weapon requires a difficulty 4 gambit.

If Burning Branch has been ignited, weapons snared with this Charm become superheated. Once they've been cut free, **decisive** damage for picking up the weapon increases to the wielder's (Essence).

Resonant: The Exalt may stack this Evocation up to (Dexterity) times to entangle that many weapons. Each must be cut loose separately.

SWEEPING FIREBRAND ATTACK

Cost: 6m, 1a; **Mins:** Essence 3

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Cleansing the Blood's Bane

Channeling her anima banner through Burning Branch, its wielder unleashes a deadly firestorm to engulf enemy armies. To use this Evocation, the longfang's head must be ignited. The wielder makes a **decisive** attack against a battle group whose Size is (wielder's Essence/2, round up) or lower. As long as the attack deals any damage, the enemy combatants catch fire, a recurring environmental hazard with difficulty 5, damage 4L/round. As long as it continues to burn, the battle group treats its Drill as one step lower (**Exalted**, pp. 206-207). Battle groups with poor Drill must instead roll against rout at the end of each round.

Enemy commanders can make a special rally roll to direct a battle group to extinguish the flames without breaking ranks, lowering the hazard's damage by one in addition to rallying's normal benefits. Once the damage is lowered to zero, the fire is extinguished. Magic can also extinguish the flame. Otherwise, it continues to burn until the scene ends or the battle group dissolves.

Resonant: The wielder may use this Evocation against battle groups whose Size exceeds her (Essence/2), but must deal enough damage to reduce the group's Size to set them ablaze.

TORCH-IN-GLOOM INSPIRATION

Cost: 7m, 1wp, 1a; **Mins:** Essence 4

Type: Simple

Keywords: Dissonant, Perilous

Duration: One scene

Prerequisites: Sweeping Firebrand Attack

Holding her fiery brand high for all to see, the Exalt inspires her allies to go forth and purify the world of the monsters that darken its doors. While Burning Branch is ignited, she and all allies within short range gain 1 Initiative at the beginning of each round. She adds (Essence) bonus dice on all command actions, and treats

the Drill of all battle groups under her command as one step higher. Groups that already have elite Drill gain Might 1 instead (**Exalted**, p. 207).

This Evocation ends if the wielder is crashed. It can only be used once per scene.

Dissonant: Characters dissonant with jade cannot awaken this Evocation.

BLAZING DRAGON-ANCESTOR EXHALATION

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

Type: Supplemental

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Impenetrable Bramble Snare, Torch-in-Gloom Inspiration

Stoking the ignited Burning Branch's flames to unimaginable intensity, its wielder may pierce solid steel and burn even the imperishable magical materials. To use this Evocation, Torch-in-Gloom Inspiration must be active. She may supplement a disarm gambit, setting the targeted weapon ablaze and dealing a single level of lethal damage to its wielder on a success. Mundane weapons are completely destroyed by the blaze, while artifacts instead take enough damage from the incredible heat to render them unusable, breaking their owners' attunement. Repairing the damaged Artifact is a superior project (**Exalted**, p. 241) with a goal number of half the total successes required to create it initially (round down).

This Evocation can only be used once per story, unless reset by upholding a Major or Defining positive Tie towards a family member by defeating an enemy who presents a formidable challenge in combat.

Resonant: While Burning Branch is ignited, Torch-in-Gloom Inspiration need not be active to use this Evocation.

Flying Silver Dream (Moonsilver Daiklave, Artifact)

With the death of her Lunar partner Leynon Hundred-Wings, Ciel Seratta was inconsolable. The timeworn Eclipse would accept no other guard nor sword-sibling; for decades she traveled alone through the most treacherous realms, and suffered greatly at the hands of ghosts and devils. Frey Irenio, that gifted sorcerer-smith, could not bear to see his friend imperil herself unaccompanied, and forged her a sword with a will and vitality of its own — a companion that could not die, and thus could never abandon her.

Seratta named the new sword Flying Silver Dream. She shed her pain as she placed her trust in the blade, and danced joyously with it in her legendary crossing of the Plain of Wings and Fangs, and her storied duel with Etar of the Endless Ride. She re-joined the society of her peers in time to be caught up in that dreadful Calibration Feast that began the Usurpation. Loyal to the end, Flying Silver Dream fought on for three full days after its master fell before it allowed the usurpers to lay its hilt in Seratta's dead hand.

Seratta's tomb was looted amid the wars of the Shogunate. For a thousand years thereafter, Flying Silver Dream has passed from one champion to another. With it, Daimyo Meraj of Senedin carved a path through the waspfolk hordes from the East; Wyra Moondrinker subdued the dragon Threefold Emerald and forced from him a boon; and Finder-of-Folly survived the inescapable gauntlet of the mad queen of Mahalanka. Seized in a Wyld Hunt, the sword was claimed by House Ledaal and was thereafter borne by many of its scions. Recently, however, it has been rumored stolen, its whereabouts unknown.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 5)

Tags: Lethal, Melee, Balanced

Hearthstone slot(s): 1

Era: Era of Limitless Light

Evocations of Flying Silver Dream

Such is the bond between Flying Silver Dream and its wielder that the sword becomes an extension of its wielder's awareness, alert on an extrasensory level to any hint of peril. Whenever the Exalt incorporates the sword's sixth sense into a stunt on an Awareness roll to detect danger — including Join Battle rolls against unexpected threats — she adds one non-Charisma success.

Through this bond, sword and owner can each always sense the other. The Exalt knows the sword's exact location if it's within (Essence) miles, and can spend a mote to know what direction it's in if it's anywhere in the same realm of existence. Spending one Willpower gives her a glimpse of the sword's surroundings.

Drawing or readying the daiklave incurs no Defense penalty, the sword leaping to hand of its own volition. The wielder may ready it reflexively in response to an attack, even a surprise attack.

FLYING SILVER DREAM

Essence: (Exalt's Essence); **Willpower:** (Exalt's Willpower); **Join Battle:** 10 dice

Combat:

Attack: (10+Essence) dice (Damage 15, minimum 4)

Combat movement: (10+Essence) dice

Evasion 6, Parry 7

Soak/Hardness: (10+Essence)/(6+Essence)

Special: Flying Silver Dream's Willpower resets at the start of each combat.

ARISE, MOONLIGHT BLADE

Cost: 6m, 3a, 1wp; **Mins:** Essence 1

Type: Reflexive

Keywords: Dissonant, Resonant

Duration: One scene

Prerequisites: None

The Exalt's anima flows into the sword, bringing it to life. The blade then leaps from her hand to do battle. Flying Silver Dream is rolled into battle independently, tracks its own Initiative, and can perform combat actions appropriate to an animated sword. If it makes a **decisive** attack, it uses the lower of the wielder's Initiative or its own to determine the raw damage of the attack.

It flies freely in any direction, but can't move farther than short range from the Exalt, and if forcibly moved beyond that range will do nothing but attempt to return. The Exalt can call it back to her hand reflexively without ending the Evocation.

Flying Silver Dream has no health levels. **Decisive** attacks deal Initiative damage to it, inflicting one additional level of automatic damage per four dice of damage rolled, rounding up. If crashed, the daiklave flies back to its wielder's hand (or lands at her feet if she lacks a free hand), inactive but undamaged, ready to fight again with another activation of this Evocation. When reactivated in the same scene, waive the Willpower cost.

Dissonant: Flying Silver Dream loses one Initiative at the end of each of its turns.

Resonant: Flying Silver Dream can move out to medium range while fighting independently. At Essence 4, this increases to long range.

WINGÉD ARGENT GUARDIAN

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Arise, Moonlight Blade

What more loyal protector is there than a sword that shares your soul? Flying Silver Dream can use War Lion Stance (**Exalted**, p. 346) on its own turn at no cost to protect either the Exalt or a target toward whom she has a positive Major or Defining Tie.

FURIOUS DREAM-SWORD ASSAULT

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Uniform

Duration: Permanent

Prerequisites: Arise, Moonlight Blade

The sword's soul shares its wielder's passion and her rage. Flying Silver Dream can use Excellent Strike (**Exalted**, p. 346) at no cost against an opponent that's dealt any **decisive** damage to the Exalt this combat, or toward whom the Exalt has a negative Major or Defining Tie.

FLICKERING LUNAR PROTECTOR

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Wingéd Argent Guardian

Flying Silver Dream gains the following additional abilities when fighting independently:

- It may spend one Willpower to use Solar Counterattack (**Exalted**, p. 347) when an enemy attacks a character it is protecting with a defend other action.
- It may spend one Willpower to use Unassailable Guardian Posture (**Exalted**, p. 349).
- It permanently gains the benefits of Calm and Ready Focus (**Exalted**, p. 349).

MOONBEAM RAZOR FLASH

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: Dual

Duration: Permanent

Prerequisites: Furious Dream-Sword Assault

The sword's fury knows no distance. When fighting independently, Flying Silver Dream can spend one Willpower to use Sandstorm-Wind Attack (**Exalted**, p. 350) against an opponent that's dealt at least one health level of damage to the Exalt this combat, or toward whom the Exalt has a negative Major or Defining Tie. If this attack deals damage, the sword gains one temporary Willpower.

SWORD-SOUL UNBINDING

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Arise, Moonlight Blade; Glorious Solar Saber

When the Solar draws the blaze of her anima into Flying Silver Dream, the sword casts a golden shadow. Upon activating Arise, Moonlight Blade, she may activate Glorious Solar Saber (**Exalted**, p. 350) reflexively for free.

ETERNAL MOONSILVER CHAMPION

Cost: —; **Mins:** Essence 3

Type: Reflexive

Keywords: Resonant

Duration: One scene

Prerequisites: Flickering Lunar Protector, Moonbeam Razor Flash

Resonant: This Evocation can only be awakened by a wielder resonant with moonsilver.

Once the Exalt is incapacitated, her Essence merges more fully with the blade than ever before. Arise, Moonlight Blade activates for free if not currently active. For the rest of the scene, Flying Silver Dream cannot be crashed — anything that would reduce its Initiative value to 0 or below merely drops it to 1. Its temporary Willpower resets to 10, it gains a full Peripheral Essence pool equal to the wielder's, and it gains access to all of its wielder's Charms that could enhance actions the daiklave is capable of taking, other than those wholly inappropriate for a flying sword. If the Exalt dies, the effect lingers for as long as the Storyteller deems dramatically appropriate.

This Evocation can only be used once per story, unless reset by defeating the foe who incapacitated her or making peace with him after forming a positive Major or Defining Tie towards him. The Dawn Caste anima power cannot reset it.

Special activation rules: This Evocation awakens at no cost when the Exalt is incapacitated.

Gnomon (Starmetal Wrackstaff, Artifact)

Seven-Finger Wu is a name spoken with both reverence and outrage in the towers of Heaven, as the only thief known to have ever slipped past Yu-Shan's gates and pilfered the orchard where the peaches of immortality grow. With a flash of his sword and a rapid sprint, he made off with a severed branch bearing enough sacred fruit to see his life through into the next age. He carved the branch into a peachwood walking stick, then disguised himself as a wandering hermit before stealing into Heaven a second time. With cunning, deception, and sheer nerve, he disguised himself as an elder Sidereal Exalt and hoodwinked a newly Exalted neonate into banding the staff with starmetal, completing the artifact for him before he absconded once again.

With Gnomon in hand, Seven-Finger Wu's legend grew greater as he cheated time itself. He stole the ruby eye of Hesiesh from a Solar's wedding band as it was being placed on her finger by her Lunar mate. He left an elegant poem in the private offices of Anys Syn's celestial manse praising her prowess in pursuing him. However, when the Ichneumon Aeon arose from the Wyld, he banded together with his hunters to destroy the temporal predator, sacrificing his life to save Anys Syn from a fatal century-blow. Out of respect, she had the staff buried in the Night Caste's tomb. Its location is lost to all but her, but legends of a peach tree of immortality that's taken root in Creation have caught the ears of savants and scavenger princes alike.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Bashing, Melee, Reaching

Hearthstone slot: 1

Era: Gossamer Dawn Epoch

Evocations of Gnomon

Seven-Finger Wu's trickery endowed Gnomon with an illusory mantle of celestial legitimacy. This quirk in destiny fools any Sidereal Exalted or god who works for the Bureau of Destiny into thinking that the staff's wielder is a legitimate agent of Heaven. This is equivalent to a Minor Tie of trust.

STEP BETWEEN SECONDS

Cost: 2m, 2i, 1wp; **Mins:** Essence 1

Type: Reflexive

Keywords: Dissonant, Perilous, Resonant

Duration: Instant

Prerequisites: None

Time slows to a standstill as the wielder drives Gnomon down into the ground. She has a heartbeat's worth of frozen time in which to move between moments. To use this Evocation, the wielder must win Join Battle at the beginning of combat and use it on her first turn. Time halts around her, allowing her to take a single action with any Ability during the frozen time — either a combat action, a miscellaneous action, or any other action she could normally take on her turn. She cannot use it to activate Simple-type Charms. Once time resumes, she takes her actions for the turn normally. Step Between Seconds doesn't count as her combat action or movement action for the round if she attacks or moves while time is stopped. Outside of combat, the wielder may use this Evocation once per scene to take a single action in frozen time.

If the wielder attacks an enemy in frozen time, the normal flow resumes a split-second before she completes the attack. Her foe, perceiving the attack as an almost imperceptible blur, suffers the -2 Defense penalty for a surprise attack. Likewise, if she makes an opposed roll — such as pickpocketing a character or entering concealment — characters opposing it suffer a -3 penalty. Some actions, like social influence, cannot be used to affect other characters while time is stopped, at the Storyteller's discretion.

Dissonant: This Evocation can only be used outside of combat once per day.

Resonant: An Essence 4 repurchase of this Evocation allows the wielder to make a **decisive** attack during frozen time without resetting to base Initiative on a hit.

HEAVEN-DEFYING TRICKSTER'S STAFF

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Dissonant

Duration: Permanent

Prerequisites: Any Martial Arts Form Charm, Step Between Seconds

When Gnomon's wielder uses Step Between Seconds, she may use her action during the frozen time to reflexively activate any Martial Arts Form Charm she knows.

Dissonant: Characters dissonant with starmetal cannot awaken this Evocation.

FINAL HOUR HASTENING

Cost: 3m, 2i; **Mins:** Essence 2

Type: Supplemental

Keywords: Dissonant, Perilous, Resonant, Uniform

Duration: Instant

Prerequisites: Step Between Seconds

Gnomon unwinds the moment of an attack into a seeming eternity as its wielder delivers a barrage of innumerable strikes. Against an enemy with lower Initiative, this attack is unblockable. Enemies with equal or higher Initiative suffer -2 Parry instead. If the attack hits, the barrage magically inflicts an additional point of on-slaught penalty on the target.

This Evocation's cost is waived if used during the frozen time of Step Between Seconds.

Dissonant: This Evocation can only be used against enemies whose Initiative is less than or equal to the wielder's, not greater.

Resonant: The wielder adds (Essence) to her effective Initiative to determine whether her attack is unblockable.

MOMENT-STEALING RAPACITY

Cost: 5m; **Mins:** Essence 2

Type: Supplemental

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Final Hour Hastening

Seven-Finger Wu passed his criminal streak to Gnomon. Its wielder slows time as she strikes a weapon from a foe's hand, supplementing a disarm gambit (**Exalted**, p. 200) with a surprise attack's -2 Defense penalty. If the wielder's target is at short range, she may reflexively move one range band towards him in frozen time before attacking, flickering back to her original location in an instant once the gambit is completed. This doesn't count as her movement action for the turn. Outside of combat, this Evocation can supplement any Larceny roll to pickpocket or steal, imposing a -3 penalty on opposing rolls and conferring the same movement benefit to the wielder.

Resonant: This Evocation waives a successful disarm gambit's Initiative cost.

TILTING ETERNITY'S AXIS

Cost: 2m, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Clash, Decisive-only, Resonant

Duration: Instant

Prerequisites: Moment-Stealing Rapacity

As a foe brings his blade down, seizes a precious jewel, or opens his mouth to speak, time stops. This Evocation allows the wielder to reflexively clash *any* action with a custom gambit whose difficulty is determined by the Storyteller, adding a free full Excellency on the attack roll. She might lock a pair of manacles onto a brawler's wrists, throw a handful of muck at a demagogue about to give a

speech, or sweep aside the leaves concealing the pit trap she's dug in an eyeblink beneath her enemy's feet. This doesn't count as her combat action for the turn. Outside of combat, the Storyteller may allow the wielder to inflict the effects of the gambit without an Initiative roll.

This Evocation can only be used once per day, unless reset by being awarded a two- or three-point stunt on an action taken in the frozen time of Step Between Seconds or similar Evocations of Gnomon.

Resonant: On a successful gambit, the wielder gains a point of temporary Willpower.

SEALED IN THE FROZEN WORLD

Cost: 5m, 3i, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Tilting Eternity's Axis

Gnomon twists the skeins of time around those it strikes, entangling them with the past. This Evocation allows Gnomon's wielder to make a **decisive** attack using either Melee or Martial Arts against an enemy whose Initiative is lower than hers. Every level of **decisive** damage she deals delays her victim's turn this round by a single tick. Dropping an opponent to tick 0 causes him to lose this turn for the round entirely. This Evocation cannot be used against the same target twice in two consecutive turns.

Resonant: Waive this Evocation's Willpower cost if used during the frozen time of Step Between Seconds.

AEON WHEEL TURNING

Cost: 6m, 2i, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Decisive-only, Dissonant

Duration: Instant

Prerequisites: Sealed in the Frozen World

Gnomon trails ribbons of indigo and violet light as the Exalt strikes an enemy — and then vanishes. A split-second later, she reappears, repeating the same strike from an instant in the future. This Evocation can only be used while the wielder is at Initiative 15+, or during the frozen time of Step Between Seconds. She makes a **decisive** attack or a gambit, making two attack rolls and keeping the higher result. When enhancing the attack with Charms or other magic, she need only pay their costs once to enhance both rolls.

This Evocation can only be used once per scene, unless reset by gaining 15+ Initiative from a single **withering** attack that either crashes an enemy or drops his Initiative from higher than hers to lower.

Dissonant: The wielder cannot use this Evocation outside of the frozen time of Step Between Seconds.

DROWNING IN MOMENTS

Cost: —; **Mins:** Essence 4

Type: Permanent

Keywords: Resonant

Duration: Instant

Prerequisites: Aeon Wheel Turning, Step Between Seconds (x2)

Resonant: This Evocation can only be awakened by a wielder resonant with starmetal.

As the Exalt fights, the world around her stops and starts at her whim, confounding those confronted with her seemingly impossible battle-prowess. After the wielder successfully lands a **decisive** attack made at Initiative 15+, she may use Step Between Seconds on her next turn.

ETERNITY-REAPING RENEWAL

Cost: —; **Mins:** Essence 5

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Drowning in Moments

Resonant: This Evocation can only be awakened by a wielder resonant with starmetal.

As Gnomon's master awakens its capstone Evocation, the staff's wooden head buds, blossoms, and ultimately bears fruit in the form of a single, precious peach. This is one of the fabled peaches of immortality, which she may either eat herself to prolong her own life or give to another character as a medicine, gift, bribe, or similar.

Once Gnomon has grown a peach of immortality, it takes a full decade for another one to grow. The wielder may hasten this process by using Gnomon's power to accomplish a legendary social goal (**Exalted**, p. 134) by committing an epic heist, legendary crime, or similarly spectacular mischief. Each legendary social goal fulfilled reduces the time it will take the peach to grow by one year.

Mistweaver (Black Jade Reaver Daiklave, Artifact • • • •)

In the latter years of the Shogunate, Kaito Owari — that infamous plunderer of tombs and lost cities — sought to loot the Valley of Golden Needles, the legendary kingdom smothered beneath a curse of endless mist. He

THE PEACHES OF IMMORTALITY

Grown in the gardens of Yu-Shan, these peaches are fabled for their youth-restoring efficacy. A peach is eaten in three bites. For most characters, including mortals and Dragon-Blooded, each bite undoes ten years of aging, while eating a whole peach restores them to their physical prime. For the long-lived Solar, Lunar, and Sidereal Exalted, a single bite undoes a century of age, while an entire peach undoes a millennium. This will never revert a character back before the physical prime of youth. Note that while Sidereals can reclaim youth with these peaches, they cannot outlive their allotted span. (**Exalted**, p. 34).

commissioned Mistweaver to aid him in this venture, and it did its work well. He returned from his first two ventures with priceless relics of ancient times and trophies of marvelous beasts, but he never returned from his third. Historians speculate that Owari crossed paths with No Key, the legendary Mushroom King, and met his end thereby.

After Owari's disappearance, the blade resurfaced centuries after the Contagion in the hands of Lady Ermine, the dreaded one-eyed Northern reaver, who used its power to master the deadly freezing fogs of the White Sea coast. Ermine terrorized cities from the Saltspires to Grieve for a decade, taking merchant ships as prizes and ransacking many a port while evading or defeating every mercenary and pirate-hunter sent against her. Her reign was only ended by the devious Realm dragonlord Peleps Mizu, who has since made the sword's legend her own.

The sword is jet black but for its edge, which gleams ultramarine from blue jade worked into the alloy. Coils of fog perpetually cascade from the blade. These form only a few thin swirls in the desert heat, but thicken in cold maritime air until the blade is invisible beneath its cloak of mist.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Lethal, Melee, Balanced

Hearthstone slot(s): 3

Era: Truce of Ivy

Evocations of Mistweaver

While the Exalt bears Mistweaver, obscuring manifestations of water cannot cloud her senses. She can see right through heavy fog, hear clearly amid a downpour, and feel the prickle of danger on her skin beneath a turbulent sea. Many of Mistweaver's Evocations benefit from

watery concealment — water-based obscurement sufficient to impose Awareness penalties. The Exalt suffers no penalties from watery concealment.

Once per turn as a reflexive action, the Exalt can carve an opening through watery concealment: either a clearing out to close range, or a path out to short range. The cut edges remain intact until the end of her next turn, after which the vapor, turbidity or precipitation flows back at a natural rate. For cloudy or turbid water, only the obscurement is cut away, not the water itself. At Essence 3+, carved borders remain intact until end of scene as long as the wielder isn't dissonant with jade.

FOG-RAISING GESTURE

Cost: 4m, 1wp; **Mins:** Essence 1

Type: Simple

Keywords: Dissonant

Duration: Instant

Prerequisites: None

With elegant gestures, the Exalt knits the tendrils of mist that fall from her blade into a thick, opaque blanket of fog that encompasses everything within short range. It is thick, damp, quiet, and almost impossible to see through, imposing a -3 penalty on visual Awareness checks and a -1 penalty on other relevant Awareness checks.

Gale winds or noonday desert heat can disperse this supernatural fog in as little as (Essence) turns. Even more powerful effects, such as hurricanes and volcanic heat, can disperse the fog instantly, while stunted area-effect Charms and spells can carve gaps and paths through it. Otherwise it stays in place until end of scene.

The Exalt may continue to weave the mist, activating this Evocation on successive turns to expand its area. She waives its Willpower cost. Each additional turn spent mistweaving costs only four motes and either extends the blanket of fog out an additional range band — up to a maximum of (higher of Essence or 3) range bands — or fills in all carved-away sections (wielder's choice).

Special activation rules: As long as the wielder isn't dissonant with jade, this Evocation awakens at no cost when she attunes Mistweaver.

CLOUD-WARRIOR STANCE

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Fog-Raising Gesture, Any Solar Melee Charm



While the Exalt is in watery concealment, all of her Essence 1 Solar Melee Charms gain the Mute keyword.

At Essence 3+, this extends to her Essence 2 Melee Charms.

At Essence 5+, it extends to Essence 3 Melee Charms.

SEA-SMOKE VEIL

Cost: 6m; **Mins:** Essence 2

Type: Reflexive

Keywords: Resonant

Duration: One scene

Prerequisites: Fog-Raising Gesture

The Exalt's outline blurs and swirls like the mist around her. While she's in watery concealment, opponents lose one success on attack rolls against her and on Awareness rolls to penetrate her stealth.

Resonant: Unexpected attacks made from watery concealment add one bonus success on damage.

DEATH IN THE MIST

Cost: 1m, 1wp; **Mins:** Essence 2

Type: Supplemental

Keywords: Resonant, Uniform

Duration: Instant

Prerequisites: Sea-Smoke Veil

The mist is kind to its master, but treacherous to her foes. This Evocation supplements a surprise attack within watery concealment, increasing the Defense penalty to -4.

Resonant: This Evocation can also supplement an ambush, adding (Essence) dice of raw damage.

BRUMOUS ENTANGLEMENT

Cost: 3m; **Mins:** Essence 3

Type: Reflexive

Keywords: Mute, Resonant

Duration: Until next turn

Prerequisites: Death in the Mist

Though her mist remains untouchable, the wielder empowers it to touch others, weaving vaporous coils and tendrils to ensnare her enemies. She rolls (Wits + Melee) against the Evasion of an opponent within long range. On success, he treats watery concealment as difficult terrain. The Exalt cannot use this Evocation against the same character more than once per round.

Resonant: The target also suffers a penalty to all physical actions equal to (wielder's Essence/2, round up) while in watery concealment.

CLOUD-GATHERING PRACTICE**Cost:** —; **Mins:** Essence 3**Type:** Permanent**Keywords:** Dissonant**Duration:** Permanent**Prerequisites:** Death in the Mist

Weaving mist has become second nature to the wielder. Upon winning Join Battle, she can reflexively activate Fog-Raising Gesture at no cost.

Special activation rules: As long as the wielder isn't dissonant with jade, this Evocation awakens at no cost when she upholds a Major or Defining Intimacy by defeating a non-trivial foe within the mists conjured by the daiklave.

MIST-WEAVING MASTERY**Cost:** 30m, 1wp; **Mins:** Essence 4**Type:** Simple**Keywords:** Dissonant, Mute, Resonant**Duration:** Instant**Prerequisites:** Brumous Entanglement, Cloud-Gathering Practice

Surpassing her limits, the Exalt weaves a blanket of unnatural fog that engulfs an entire region. This can extend as far as 100 miles in radius, swallowing all but the highest mountaintops. It lasts for weeks or months, no matter the local climate. Crops spoil, predators skulk easily from wilderness to town, vagabonds and refugees travel unseen, and armies can march openly with little chance of discovery. Most magical wind or weather manipulation is incapable of dispersing this fog, but it can be banished with an Ambition 2+ Celestial Circle sorcerous working. A city-sized region can be cleared with an Ambition 2+ Terrestrial working.

Mist-Weaving Mastery can only be used once per story, unless reset by accomplishing a legendary social goal (**Exalted**, p. 134) under the cover of Mistweaver's fog.

Dissonant: Characters dissonant with jade can't awaken this Evocation.

Resonant: The wielder may instead weave a supernatural mist of a sort native to the place and time in which she activates this Evocation, such as freezing fog in the far North, Wyld-mists in the bordermarches, or blood-drenched brume on Calibration. Such weird phenomena are smaller in scale and duration, generally encompassing no more than several square miles and lasting only days.

Nightmare Shard

(Moonsilver Skycutter, Artifact • • • •)

The No Moon shaman Soul Orchid created Nightmare Shard as a weapon against the Gentry of Autumn's End, a court of raksha who caught entire cities in paradise-traps of gossamer illusion, false utopias that fattened the soul for the Fair Folk to feast on even as they enthralled the senses. Soul Orchid quested into the outer reaches of chaos to steal a manifest enigma, an incomprehensible truth that could only exist in the Wyld. She forged it into moonsilver, creating a weapon that could cut through dreams to reveal the horrid reality.

Nightmare Shard's bladed edge is elegantly wrought, but its mirrored surface casts a warped and grotesque reflection of the world. These reflections are born of Soul Orchid's own fears and nightmares realized, giving Nightmare Shard the power to cut through happiness as easily as it could flesh. The Lunar freed the Gentry's victims and abandoned the skycutter, unable to bear its burden any longer.

Nellens Radagar has recently returned to the Blessed Isle from the newly conquered satrapy of Salt, bearing Nightmare Shard as a trophy. Since his return, he's been troubled by the dark power of his weapon, even as his family lauds him for his triumph. He smokes qat and opium to ease his troubled conscience, and takes counsel from a mysterious masked sage who returned with him from the provinces.

Attunement: 5m**Type:** Medium (+12 DMG, OVW 4)**Accuracy:** Close +5; Short +4; Medium +3; Long +0; Extreme -2**Tags:** Lethal, Thrown (Long), Cutting**Hearthstone slot(s):** 1**Era:** Autumn's End Incursion**Special:** Returns to its master's hand after an attack unless she botches.

Evocations of Nightmare Shard

A character who attunes to Nightmare Shard awakens Cracked Mirror Blight at no cost.

CRACKED MIRROR BLIGHT**Cost:** 4m; **Mins:** Essence 1**Type:** Supplemental**Keywords:** Decisive-only, Dissonant, Resonant**Duration:** Instant**Prerequisites:** None

The Exalt unbinds one of the horrific visions forged into Nightmare Shard, infecting her victim's wounds with a malaise of nightmares that spread through his soul. An enemy that takes 1+ damage from a supplemented **decisive** attack is exposed to the supernatural disease known as cracked mirror blight. Its virulence is the wielder's (Manipulation), its morbidity is her (lower of Essence or Manipulation), and it has an interval of one week (**Exalted**, p. 232). All rolls made to resist it use (Wits + Integrity) in place of (Stamina + Resistance). Medical treatment is useless unless enhanced by magic.

Dissonant: This Evocation can only be used once per scene unless reset by crashing or incapacitating an enemy who suffers from a Derangement, whether inflicted through Nightmare Shard or not.

Resonant: An Essence 2 repurchase adds +2 to its virulence and morbidity, and lowers its interval to one day.

TRUTH IN SILVERED REFLECTIONS

Cost: 3m; **Mins:** Essence 1

Type: Simple

Keywords: Dissonant, Mute

Duration: Instant

Prerequisites: Cracked Mirror Blight

Nightmare Shard's mirrored edge lays bare the truth of soul-haunting horrors and insidious nightmares. It wielder rolls (Perception + Occult + Essence) to read a character's intentions. Success reveals a Derangement possessed by that character if he has one, as well as its intensity.

Special activation rules: A character who isn't dissonant with moonsilver can awaken this Evocation at no cost by successfully defeating a non-trivial enemy who suffers from a Derangement, or a non-trivial creature of the Wyld such as a raksha.

NIGHTMARE-RENDING STROKE

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Cracked Mirror Blight, Fire and Stones Strike

Nightmare Shard flies with killing purpose, biting deep into the dreams and nightmares of those it strikes. This Evocation upgrades Fire and Stones Strike (**Exalted**, p. 346). When the wielder attacks an enemy afflicted with cracked mirror blight, she adds (its Intensity) to the maximum damage she can add. Creatures of the Wyld count as having it at Defining intensity.

CRACKED MIRROR BLIGHT SYMPTOMS

Minor Symptom: The victim occasionally slips into surreal, strangely vivid daydreams that recapitulate his nightmares. In addition to standard disease effects, he also suffers the Madness Derangement (**Exalted**, p. 168) at Minor intensity.

Major Symptom: The victim's Madness rises to Major. He experiences frightening hallucinations on a daily basis, and grows unable to trust his own grasp on reality.

Defining Symptom: The victim's Madness rises to Defining. His nightmarish hallucinations become all but constant and debilitatingly severe.

Cracked Mirror Blight never results in death.

PRIMAL HORROR FANG

Cost: 5m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Dual, Resonant

Duration: One scene

Prerequisites: Cracked Mirror Blight

Nightmare Shard moves like no thing of the world should, leaving wounds that bleed with the oily black ichor of spilt dreams. The skycutter deals aggravated damage to enemies afflicted with cracked mirror blight, and adds (Intensity) bonus dice on **withering** damage rolls against them. Creatures of the Wyld count as having it at Defining intensity.

Resonant: The damage bonus from this Evocation applies on **decisive** attacks as well.

WATCHER AT THE GATES OF CHAOS

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Truth in Silvered Reflections

Having peered into the nightmare-haunted depths of the silver blade's Essence, the wielder is tempered against lesser horrors. She adds +2 Resolve against any fear-based social influence, and doubles 9s on Willpower rolls to resist Derangements.

Special activation rules: This Evocation cannot be purchased with experience points. Instead, awakening it requires a wielder to willingly expose herself to cracked mirror blight, waiving her initial roll against its

Virulence. To awaken this Evocation, it must rise to the Defining level.

DREAM-RENDING STRIKE

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Instant

Prerequisites: Order-Affirming Blow, Truth in Silvered Reflections

Sometimes, a dream offers shelter from a reality too nightmarish to face. Nightmare Shard cuts through these as it does any other dream, revealing the awful truth. This Evocation upgrades Order-Affirming Blow (**Exalted**, p. 334), allowing the Solar to deliver it through a difficulty 3 Thrown gambit with a free full Excellency.

NIGHT OF ENDLESS HORRORS

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

Type: Simple

Keywords: Dissonant, Resonant, Withering-only

Duration: Instant

Prerequisites: Primal Horror Fang

Nightmare Shard cuts through a foe's mind, shattering the chains and fetters that keep his deepest nightmares at bay. The wielder makes a **withering** attack against an enemy afflicted with cracked mirror blight or a creature of the Wyld, doubling 9s on the damage roll. If this attack crashes its target, it raises the cracked mirror blight's intensity by one step, and immediately forces a Willpower roll against it. If she crashes an enemy who already has Defining cracked mirror blight or is a creature of the Wyld, he loses one point of Willpower.

Dissonant: This Evocation can only be used once per scene, unless reset by landing a **decisive** attack and building to Initiative 12+.

Resonant: Crashing a target grants the wielder one Willpower if he fails his Willpower roll, or is a creature of the Wyld.

COBWEB GLAMOURS TORN ASUNDER

Cost: 6m, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisites: Cracked Mirror Blight (x2), Night of Endless Horrors, Watcher at the Gates of Chaos

Nightmare Shard is a weapon of horrific truth, forged to destroy a soul-eating utopia. Drawing upon its legacy, its master can cut through the darkest horrors and the sweetest dreams, freeing those imprisoned within them. She may use this Evocation to cut a Derangement or Psyche effect out of a single character's mind with a single stroke. He suffers **decisive** lethal damage equal to the Derangement's (Intensity x 2) or the (Essence) of the character who used the unnatural influence, ignoring Hardness, unless he successfully defends against the attack. A willing target must still be dealt that much damage, as an unrolled action, to nullify the effect.

This Evocation can also be used to nullify unnatural influence used on a large scale, affecting many characters. The wielder's player should work with the Storyteller to determine what form this endeavor takes, creating a task that's both commensurate to the severity and scale of the effect and fun to play through at the table. She might need to slay a raksha to free its victims from a plague of visions, deface an enchanted idol to free a town from the sorcerous working imbued into it, or free all of Nexus from a shared dream by entering into it along with her Circlemates to defeat whatever entity created the hallucination.

This Evocation can only be used once per story, unless reset by spending Willpower to resist any form of unnatural influence that opposes one of the wielder's Major or Defining Intimacies. The Dawn Caste anima power cannot reset this Evocation.

Sekhem (Red Jade Dragon Sigh Wand, Artifact)

When the ifrit courts beyond the borders of Dazra Province rejected Daimyo Sirisun's authority, he commissioned the Old Zephyrite artificer Open Hand to forge a weapon that would demonstrate his power over such earthly spirits. Using a coruscating crimson dragonscale unearthed from a vault deep beneath Chiaroscuro — marked as having come from the Elemental Dragon itself — and the finest red jade, Open Hand forged a weapon of such incendiary might that even fire elementals would wither in its flames.

Sirisun sent forth his champion, Keiken Mai, to conquer the ifrits. She performed her task swiftly and skillfully, but while the ifrit princes bowed down to the daimyo, Mai was sickened at slaying immortals to feed an old man's pride. When further abuses inflamed the

lesser lords of Dazra, she stoked the fires of rebellion. Marching at the head of the rebel soldiers, Mai burned Sirisun alive in his palace — Fire Aspect though he was — and set a young, idealistic Dragon-Blooded officer in his place. Afterward, she gifted Sekhem to the ifrit princes as a gesture of contrition.

Sekhem is a dragon sigh wand of red jade with orichalcum fittings. A draconic carving winds along the barrel, its mouth the muzzle, its long sharp tongue a thrusting blade that serves as a bayonet. The weapon is hot enough to sear flesh and char wood, burning those who grasp it as per *Smoldering Steel Ignition* (p. 64). An accompanying pair of red jade gauntlets protects against this heat. Attuning to Sekhem attunes the gauntlets at no cost.

Attunement: 5m

Type: Heavy (+14 DMG, OVW 5)

Accuracy: Close +1; Short +5; Medium +3; Long +1; Extreme -1

Tags (firewand): Lethal, Archery (Short), Flame, Slow

Tags (bayonet): Lethal, Melee

Hearthstone slot(s): 2

Era: Last Days of the Shogunate

Evocations of Sekhem

Sekhem's flames burn hotter than firedust ought — too hot even for red jade to easily contain. This is measured by its Heat rating. It begins at zero, rising by one each time Sekhem is fired, to a maximum of 10. Its Heat falls by one at the end of a round in which the wielder did not attack with Sekhem, and resets to zero at the end of the scene. **Withering** attacks add (Heat) to raw damage. This includes bayonet attacks; fire rolls out along the blade, turning it white-hot.

At the start of the Exalt's turn, roll (Heat - Essence) dice, minimum 0. If any die comes up a 1, Sekhem's barrel cracks. While the barrel is cracked, the Exalt's attacks suffer a two-die penalty on attack and damage rolls; Heat doesn't increase; and the weapon's Evocations cannot be activated. Repairing the barrel is a major project (*Exalted*, p. 242) requiring Craft (Artifact) that cannot be accelerated with Craftsman Needs No Tools or similar magic.

The Heat keyword indicates the minimum Heat required to activate an Evocation.



DRAGON'S SCORCHING BREATH**Cost:** (4 – Heat)m; **Mins:** Essence 1**Type:** Reflexive**Keywords:** Dissonant**Duration:** Instant**Prerequisites:** None

The wielder draws on the heat at Sekhem's core, coaxing it forth as fire. The wielder reflexively reloads Sekhem without using ammunition. As Sekhem's Heat increases, the mote cost diminishes, to a minimum of zero.

Special activation rules: Unless the Exalt is dissonant with jade, this Evocation awakens for no experience cost when she first attunes to Sekhem.

FIRE THAT BURNS FLAME**Cost:** 5m; **Mins:** Essence 1**Type:** Supplemental**Keywords:** Dual, Resonant**Duration:** Instant**Prerequisites:** Dragon's Scorching Breath

Sekhem's fires scorch that which cannot be burned. This attack ignores four points of soak or Hardness, and ignores effects that reduce raw damage from heat or flame. Fire elementals and similar fiery spirits take aggravated damage from the attack.

Resonant: This Evocation's cost is reduced by Sekhem's (Heat/2, round up).

SMOLDERING STEEL IGNITION**Cost:** 5m, 1wp; **Mins:** Essence 2**Type:** Simple**Keywords:** Decisive-only, Dissonant, Heat 1, Resonant**Duration:** Instant**Prerequisites:** Fire That Burns Flame

Mere metal cannot endure Sekhem's flames. This Evocation is a difficulty 5 gambit that superheats an opponent's weapon. If successful, an artifact becomes too hot to hold for the rest of the scene; a nonartifact weapon is destroyed. The opponent must roll (Wits + combat Ability), difficulty 3 (5 for Worn weapons), to drop the weapon before getting burned. Failure results in one level of lethal damage and a –1 penalty to all actions involving the hand(s) that wielded the weapon until that wound heals.

Dissonant: This Evocation has no effect against artifact weapons.

Resonant: At Heat 7+, this Evocation's Willpower cost is waived.

INCANDESCENT EXHALATION**Cost:** 10m, 1wp; **Mins:** Essence 3**Type:** Simple**Keywords:** Decisive-Only, Dissonant, Heat 2, Resonant**Duration:** Instant**Prerequisites:** Smoldering Steel Ignition

Sekhem belches forth fire so hot that the air itself seems to boil. This is a **decisive** attack that adds (Heat/2, round up) to the damage roll and is supplemented by Fire That Burns Flame at no cost. If the attack is blocked with or loses a clash against a close range weapon, it superheats that weapon as per successful use of Smoldering Steel Ignition.

Dissonant: This Evocation can only be used once per scene, unless reset by crashing an enemy.

Resonant: At Heat 7+, this Evocation's Willpower cost is waived.

STONE CANNOT ENDURE**Cost:** 5m, 5i; **Mins:** Essence 3**Type:** Simple**Keywords:** Heat 3, Perilous**Duration:** Instant**Prerequisites:** Smoldering Steel Ignition

Not even well-tempered steel can survive the full force of Sekhem's fire. This Evocation burns or melts almost any non-magical substance, affecting an area within close range that's roughly ten feet in diameter and three feet thick. This can carve a hole in a wall or floor, vaporize the bars of a cage, or turn bedrock into a seething pool of lava. Characters standing in or caught beneath a wash of molten stone face a one-time environmental hazard with Difficulty 5, Damage 6L. Outside of combat, this Evocation's Heat minimum is waived.

This Evocation can only be used once per scene, unless reset by landing a successful **decisive** attack while at Initiative 12+.

STRONGER THAN FIRE**Cost:** 10m, 3a; **Mins:** Essence 4**Type:** Reflexive**Keywords:** Dissonant, Perilous**Duration:** One scene**Prerequisites:** Incandescent Exhalation, Stone Cannot Endure

Sekhem's fire is stronger than jade, but the Exalt's will is stronger than fire. As Sekhem begins to crack, its wielder lays her will upon the weapon, holding its furiously fracturing shape together with her anima. For the rest of the scene, the Exalt ignores all penalties for a cracked

barrel, and gains 2 Initiative at the beginning of each of her turns. When the scene ends, Sekhem becomes wholly nonfunctional, and must be repaired as per the normal artifact repair rules (**Exalted**, pp. 242-243).

Dissonant: Characters dissonant with jade cannot awaken this Evocation.

Special activation rules: This Evocation awakens at no cost when the Exalt is crashed by a powerful foe while acting in service to a Major or Defining Intimacy.

PHOENIX-IMMOLATING CONFLAGRATION

Cost: 5m, 5i, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: Decisive-only, Heat 5, Resonant

Duration: Instant

Prerequisites: Stronger Than Fire

Resonant: Only a wielder resonant with jade can awaken this Evocation.

Sekhem unleashes a conflagration of flame in which even divinity burns to ash. This Evocation can only be used while its prerequisite is active. The Exalt makes an unblockable **decisive** attack that receives the benefits of Fire That Burns Flame for free. Its damage is (Heat + threshold successes), ignoring Hardness. This does not include the Exalt's Initiative, nor does it reset her to base Initiative. An enemy damaged by the attack is set ablaze, suffering dice of lethal damage (or aggravated damage, for fire elementals and other fiery spirits) equal to (Essence + 10s on the damage roll), ignoring Hardness, on each of his turns until the end of the scene. Extinguishing the flame without magic is a miscellaneous action that cannot be flurried, costs five Initiative, and leaves the victim prone. As long as a fire elemental or other fiery being remains ablaze, it is permanently slain when incapacitated.

This Evocation can only be used once per scene, unless reset by incapacitating a non-trivial enemy with a **decisive** attack and building to Initiative 12+.

Special activation rules: This Evocation awakens at no cost when the Exalt faces a powerful fiery foe while Stronger Than Fire is active.

Shipbreaker (Black Jade Siege Crossbow, Artifact • • • •)

Long ago, the undersea nations of the West formed the Niobranan League to oppose the Exalted Host. Ianthe of

Nengur Deep — a Solar warrior-artisan of the sea peoples — sided with the Niobranans, seeing herself as sea-born first and Solar second. Descending to the abysses where prehuman spirits dwell, she incorporated their arts in forging Shipbreaker, a mighty weapon against the Exalted fleets. Together, she and Shipbreaker sent many a warship spiraling down into the depths.

Even as the tide turned against the Niobranan League, Ianthe remained loyal to the sea peoples. But when a Lunar emissary offered clemency not merely for herself but for all of Nengur Deep, what could she do but comply? She surrendered military secrets to the Exalted host, then led her own people in ambush against the Niobranan reserve at the Battle of Saffron Wave, breaking the back of the oceanic forces.

When Ianthe perished in the last days of the Niobranan conflict, Shipbreaker was taken up by Dragon-Blooded heroes of the Western seas, whose descendants employed it to hunt down Solar survivors after the Usurpation. Wielded after the Contagion by the Exigent god-admirals of Cabochon, the weapon has since fallen to the Lintha Family, whose demon-blooded captains employ it to terrible effect.

A black jade siege crossbow, Shipbreaker's fittings and string are of orichalcum. Orichalcum inlay on the stock depicts a kraken crushing ships in its coils and drawing them beneath the waves.

Attunement: 5m

Type: Medium (+12 DMG, OVW 4)

Accuracy: Close -1; Short +5; Medium +3; Long +1; Extreme -1

Tags: Lethal, Archery (Long), Crossbow, Piercing, Powerful, Slow

Hearthstone slot(s): 2

Era: Niobranan War

Evocations of Shipbreaker

Shipbreaker takes no penalties for being fired into or out of water. If a water-aspected hearthstone is set in one of its slots, it allows its wielder to breathe underwater and pulls her along through the water, allowing her to swim freely while wielding it.

DRAW TO THE DEEP

Cost: 3m; **Mins:** Essence 1

Type: Simple

Keywords: Decisive-only, Stackable

Duration: One scene

Prerequisites: None

The wielder launches a bolt weighted with the pull of the watery abyss. This attack — which can only be used against vehicles, warstriders, creatures of legendary size, and other large-scale targets — embeds a *cumbrous bolt* in the target's hull or body. In combat, this is a difficulty 4 gambit. In naval combat, it takes the form of a broadside stratagem, which also has its normal effects. Encumbered targets subtract two dice from all combat movement pools, add one to the difficulty of all Sail or Ride rolls to navigate hazards, and suffer a one-point penalty to Speed and Maneuverability in naval combat. Cumbrous bolts lose potency at end of scene, or if removed with a Strength 5+, difficulty (Essence + 5) feat of strength (**Exalted**, p. 229).

Special activation rules: As long as the Exalt isn't dissonant with jade, she unlocks this Evocation for no experience cost upon attuning to Shipbreaker.

FLYING FISH METHOD

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Any one Charm this Evocation augments

When traveling through, over, or across water — including jumping to and from shipboard, the shore, etc. — the costs of the following Charms are reduced by two motes and their Willpower costs are waived: Feather Foot Style, Racing Hare Method, and Mountain-Crossing Leap Technique (**Exalted**, pp. 263-265). The Exalt may spend the rest of an above Charm's cost at any time to gain its full functionality. While using these Charms, a swimming wielder can breach the surface and start running or jumping without a stunt.

KRAKEN'S UNSEEN ARM

Cost: 2m; **Mins:** Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisites: Draw to the Deep

Having snared a vessel with its power, Shipbreaker draws the leash tight. When a ship the Exalt is on makes a naval maneuver roll, it gains one bonus success for each cumbrous bolt embedded in the ship it opposes, up to a maximum of (Essence) bonus successes.

In normal combat, when the wielder attempts a rush action or contests a disengage action, she gains one automatic success for each cumbrous bolt embedded in the target, up to a maximum of (Essence) bonus successes.

CRUSHING FORCE OF THE DEPTHS

Cost: 3m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisites: Kraken's Unseen Arm

Shipbreaker channels the raw destructive power of a tidal wave into one or more cumbrous bolts, detonating them in penetrating shockwaves that can tear ships and behemoths apart. The wielder doesn't need to attack when she uses this Evocation. She chooses a single enemy or ship, rolling (Essence) dice per bolt embedded in that target, each success inflicting one level of Hull damage or two unsoakable levels of **decisive** lethal damage. This doesn't reset her to base Initiative.

This Evocation can only be used once per scene, unless reset by embedding 2+ cumbrous bolts in non-trivial enemies and/or vessels.

THOUSAND-LEAGUE-CURRENT PURSUIT

Cost: —(+1wp); **Mins:** Essence 3

Type: Permanent

Keywords: Dissonant

Duration: Permanent

Prerequisites: Crushing Force of the Depths

Shipbreaker's power rides the currents into the most distant waters. Activating this Evocation extends Draw to the Deep's duration to Indefinite. So long as the motes remain committed, removing the bolt becomes a Strength 7+ feat, and the Exalt can trace the bolt's spiritual wake, adding (Essence) automatic successes to tracking rolls against the encumbered target.

Dissonant: Characters dissonant with jade cannot awaken this Evocation.

MAELSTROM-SUMMONING SHOT

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

Type: Simple

Keywords: Dissonant, Perilous

Duration: One scene

Prerequisites: Thousand-League-Current Pursuit

The Exalt fires a bolt so snarled with twisted Water Essence that when it strikes the waves, it conjures a whirlpool. Used in combat, this is a special attack roll with (Dexterity + Archery) that doesn't target an enemy, but a point in a body of water, creating a whirlpool that extends out to medium range. All characters in the whirlpool, and any character that subsequently moves into it or begins his turn in it, must roll (Strength + Athletics)

opposing the wielder's attack roll. On a failed roll, they're dragged one range band towards the whirlpool's center and lose (Essence) Initiative, which the wielder gains. A character at the whirlpool's center begins to drown (**Exalted**, p. 232), and must succeed on a difficulty 7 (Strength + Athletics) roll to escape it, which cannot be placed in a flurry. Uncrewed ships, wharves, and other scenery caught in the whirlpool take an arbitrary amount of damage at the Storyteller's fiat. If the whirlpool is filled with the debris of crushed scenery, it may become an environmental hazard at the Storyteller's discretion.

In naval combat (**Exalted**, p. 245), this Evocation lets the wielder make a custom naval stratagem with (Wits + Archery) that costs 10 momentum. On a successful stratagem, the targeted ship cannot take any action on its next turn except to roll a positioning stratagem opposing the wielder's attack roll, but gains no Momentum on a success. On a failed roll, the ship is sucked into the whirlpool and destroyed. Non-trivial characters suffer uncountable damage, though player characters and non-trivial NPCs should always be allowed a roll to escape the ship before it sinks or to attempt to survive the shipwreck. Alternatively, she may roll an Escape stratagem with (Wits + Archery), doubling 7s.

Finally, this Evocation can be used to escape a pursuing ship in a naval pursuit (**Exalted**, p. 224), rolled with (Wits + Dexterity + Speed) and double 7s. If the wielder's ship wins the pursuit, the chasing ship must contend with the whirlpool as a naval hazard that requires a difficulty 5 (Wits + Sail) roll to navigate. On a failed roll, the ship sinks, using the same rules as above.

This Evocation can only be used once per story, unless reset by achieving a major character or story goal (**Exalted**, p. 170) by defeating an aquatic foe or winning a naval combat. The Dawn Caste anima power cannot reset this Evocation.

Dissonant: Characters dissonant with jade cannot awaken this Evocation.

Sirrush (Blue Jade Devil Caster, Artifact)

The Solar champion Vaznia took up dozens of artifacts across the ages, but few held her interest for long. Among those arms were Sirrush and Anshar, a pair of artifact flame pieces she commissioned to match a favored concubine's eyes. She gifted them to her lieutenant Rylo Stormsong without ever wielding them in battle.

A thrill-seeker, Rylo went looking for trouble in every teahouse and dark alley of Old Wu-Jian. Thus she entangled herself in all manner of violent altercations, from battling armies of thugs sent by double-crossed crimelords to stealing relics from hidden shrines to forbidden undersea gods. In extricating herself from such situations she employed her twin devil casters to deadly effect. Eventually she found herself outmatched, hunted by an affronted sorcerer's sea-demons. Leaping from the pinnacle of the Crescent Temple into the sea-spray to escape pursuit, she never surfaced.

Sirrush was found a thousand years later by Wu-Jian mudlarks. It worked its way up through the city's teeming layers in cutthroat deals and throat-cut thefts, until one of the now-defunct Lords Criminal traded it to the outcaste pirate Storm Mother's Son for a cargo of fire-dust. Sirrush's counterpart Anshar remains lost.

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): None

Era: Dreams of the First Age

Evocations of Sirrush

FIRE DUST-GATHERING PRACTICE

Cost: 1m; **Mins:** Essence 1

Type: Reflexive

Keywords: Dissonant

Duration: Instant

Prerequisites: None

As the wielder fires Sirrush, a breeze draws fresh grains of fire-dust from her ammunition pouch into its barrel. Activating this Evocation reloads the weapon without an action.

Special activation rules: Unless the Exalt is dissonant with jade, she unlocks this Evocation for no experience cost when she first attunes to Sirrush.

LIGHTNING DRAW METHOD

Cost: —; **Mins:** Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisites: None

Sirrush all but leaps into its wielder's hand when danger looms. On the first round of combat, she may treat her

Initiative as (Wits) higher than it actually is to determine when she acts in the round, but must use her turn to make an attack.

Special activation rules: This Evocation awakens at no cost when the wielder wins Join Battle against at least one non-trivial foe.

STORM-DUELING MANEUVER

Cost: 5m, 2i; **Mins:** Essence 2

Type: Reflexive

Keywords: Clash, Uniform

Duration: Instant

Prerequisites: Lightning Draw Method

Sirrush responds to threats before its wielder can even process that they're there. Whenever she is the target of a surprise attack (**Exalted**, p. 203) from close or short range, she can activate this Evocation to clash with a **withering** or **decisive** attack, reflexively drawing Sirrush if it isn't ready. She cannot use this Evocation to clash an ambush. This doesn't count as her combat action for the turn.

FIERY GALE BARRAGE

Cost: 4m, 1i; **Mins:** Essence 2

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisites: Storm-Dueling Maneuver

With a wild barrage of fire, the Exalt shatters every obstruction between her and the perfect shot. This Evocation supplements an attack against a target behind cover, treating the attack roll as a feat of strength to destroy whatever provides the cover, as long as it doesn't require a Strength higher than 5 to attempt. Cover thus destroyed provides no protection against the attack.

FORKED-LIGHTNING FLAME ATTACK

Cost: 10m, 3i, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisites: Fiery Gale Barrage

As forked lightning peppers the earth, Sirrush sprays the air with fire. The Exalt applies a single **decisive** attack roll against up to (Wits) opponents within an 180-degree arc in front of the wielder. This cannot target opponents behind cover. Divide up her Initiative equally among all targets hit, rounded up, for rolling damage, up to a maximum of the wielder's (Essence + 3) dice per target. Against battle groups, there's no limit on how much damage is

rolled and the wielder doubles 10s. After activating this Evocation, the wielder must make an ammunition check.

This Evocation can only be used once per scene, unless reset by crashing a non-trivial enemy or routing a battle group.

DEVIL'S LAST GASP

Cost: 3m; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisites: Forked-Lightning Flame Attack

Rylo Stormsong was prone to expend her firedust profigately, so she and Sirrush learned to make do with the dregs of wind and fire. If the wielder hasn't reloaded Sirrush after attacking, she can activate this Evocation to coax a blast of scorching air from the weapon. This is a difficulty 3 gambit that, if successful, knocks the target down and back one range band. On a successful gambit, she may reflexively aim at that enemy.

INFERNO-DRINKING STANCE

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: Dissonant

Duration: Permanent

Prerequisites: Firedust-Gathering Practice

HALF A PAIR

The Evocations of paired artifact weapons are usually tied to possession of both. Losing one weapon may weaken or remove some of the pair's Evocations until they're together again, at the Storyteller's discretion. Others may remain fully functional. For instance, the individual Forms of Razor Dancer and Wise Steel (p. 41) should function normally when wielded alone, while Razor Steel Lovers Form only functions when the swords are paired. New Evocations can still be coaxed from the remaining weapon.

If a character develops Evocations for one weapon before obtaining or regaining its mate, she treats each weapon as a separate artifact for awakening its Evocations, with each providing their own unique Evocation tree. It is possible that the two trees might converge through effects that carry cross-synergy. Alternatively, an artificer may use a single activation of Celestial Reforging Technique (p. 19) on both artifacts to swap out Evocations for the individual weapons and replace them with Evocations that treat the weapons as a set.

Sirrush now feeds directly on flame. This Evocation augments its prerequisite, allowing Sirrush to reload by pulling in tongues of flame from any bonfire or larger flame within short range, rather than firedust. Whenever the Exalt does so using an Evocation requiring an ammunition check, Sirrush completely consumes all nonmagical flames within short range. Flames beyond that range may spread back into the radius normally.

Special activation rules: As long as the wielder isn't dissonant with jade, this Evocation awakens at no cost when she fails an ammunition roll while fighting to uphold one of her Intimacies.

WIND-FIRE TWISTER

Cost: 5m, 5i, 3a; **Mins:** Essence 3

Type: Simple

Keywords: Dissonant, Perilous

Duration: One scene

Prerequisites: Devil's Last Gasp, Inferno-Drinking Stance

Mingling air Essence, its wielder's bonfire anima, and far too much firedust, Sirrush spits forth a twisting vortex of wind and fire. This fire whirl is an environmental hazard with difficulty 5, Damage 4L/round that fills an entire range band within close range of the wielder. Any flammable objects the whirlwind passes over are set ablaze. On each subsequent turn, the wielder may direct it to move one range band in any direction as a miscellaneous action. After activating this Evocation, the wielder must make an ammunition check (**Exalted**, p.202). This Evocation ends and the fire whirl dissipates if the wielder is crashed.

Wind-Fire Twister can only be used once per day,

Dissonant: Characters dissonant with jade cannot awaken this Evocation.

Strife's Crucible

(starmetal slayer Khatars,
Artifact ••••)

Strife's Crucible is a monument to the duel — a bold form of combat with countless age-old traditions spanning Creation's cultures. It was forged by Iron Temper, a Chosen of Battles who viewed the Usurpation as a failure of all the Exalted. *We are not ready*, he thought. So he petitioned the Maidens for starmetal containing remnants of Mars's own power, and melted down a slain Lawgiver's red jade daiklave to fashion into a pair of deadly khatars that would test the Exalted hosts.

The starmetal blade of each gauntlet is two feet long and one foot wide but thin as a finger, gleaming opalescent in the light. The red jade gauntlets — wrapped with starmetal wire — are engraved with depictions of the constellation of that name. The khatars exult in their mission, speeding their wielder with auspicious grace when that mission is at hand. Its wielder can spur others to battle and test their mettle, while ensuring that they live to improve and fight another day.

To this day, Iron Temper wields Strife's Crucible, traveling Creation's many lands to challenge Exalts far and wide. He has made a sacred oath on the Essence of the weapon: When he finds the destined one worthy to take up his role — one more dedicated than he to the betterment of the Chosen whose stars rest in the Gauntlet's palm — he will bequeath both role and Strife's Crucible to that Exalt. Until then, he guides Strife's Crucible in its ordained purpose.

Attunement: 5m

Type: Light (+5 ACC, +10 DMG, +0 DEF, OVW 3)

Tags: Lethal, Brawl, Piercing, Worn

Hearthstone slot(s): 2

Era: Shadows of the Usurpation

Evocations of Strife's Crucible

When the wielder rolls Join Battle, she may declare one non-trivial enemy her *chosen opponent*. If she beats her chosen opponent's Join Battle roll, she gains (his Essence) in Initiative and may act first that round, going before all other characters regardless of Initiative order. However, she cannot attack any character other than her chosen opponent on her first turn. If her chosen opponent beats her Join Battle roll, he receives the same benefits.

When the wielder defeats her chosen opponent, she may offer to transfer one Willpower to him, pushing him to never accept defeat. If he accepts, he forms a Major Intimacy chosen by his player to reflect the lesson he's learned from this fight.

GLEAMING DAGGER DISSENT

Cost: 5m; **Mins:** Essence 1

Type: Supplemental

Keywords: Dissonant, Mute, Resonant

Duration: Instant

Prerequisites: None

Strife's Crucible believes that only the pure thrill of the duel can truly test Chosen born to rebellion and war. The Essence of Mars pierces the target's fears and composure, removing mental obstacles to combat. She enhances an influence roll to inspire anger or hostility by incorporating

Strife's Crucible into a stunt such as issuing a challenge while pointing it at her opponent or performing a weapon kata. A character whose Resolve is beaten forms a Major Intimacy of his player's choice that will encourage him to fight the wielder — either immediately or at a later time — in addition to the influence's usual effects.

Special activation rules: As long as the wielder isn't dissonant with starmetal, this Evocation awakens at no cost when she witnesses a character use strength or martial prowess in a way that offends one of her Major or Defining Principles.

Resonant: If an enemy provoked by this Evocation initiates hostilities and the wielder designates him as her chosen opponent, she may reflexively clash the first attack he makes against her with a **decisive** attack. This doesn't count as her combat action for the round.

FIRST BLOOD POISE

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Gleaming Blade Dissent

Strife's Crucible seeks to fight not to the death, but to its opponents' edification. It encourages its wielder to taste first blood, but no more. Strife's Crucible gains a special pool of Willpower that begins empty, but gains one point each time the wielder crashes or incapacitates her chosen opponent (maximum 10). The wielder may only spend Willpower from this pool on the following:

- Resisting social influence.
- Increasing Parry.
- Paying the costs of this Artifact's Evocations.
- Bestowing Willpower on defeated opponents.

Willpower stored in Strife's Crucible fades away if it isn't used by end of story.

Resonant: The wielder may use Willpower from Strife's Crucible to pay the costs of Charms that supplement a gambit made with it, or defensive Charms she uses to parry with it.

TRUTH IN STRIFE RIPOSTE

Cost: 5m; **Mins:** Essence 2

Type: Reflexive

Keywords: Mute, Resonant

Duration: Instant

Prerequisites: First Blood Poise

The duel opens its wielder's eyes to the truths revealed about someone fighting for what he believes in. After successfully parrying an attack, the wielder can use this Evocation to read her attacker's intentions, adding (Brawl) bonus dice on the roll. Success reveals the Intimacy that is that character's primary reason for fighting — not only in the present battle, but more generally. This might include a Tie of vengeance, a Principle of defending the weak, or a Tie to his sifu.

Resonant: If the wielder successfully uncovers one of her chosen opponent's Intimacies, she may commit this Evocation's cost to add bonus dice on all **withering** attack rolls against him for the rest of the scene depending on its strength: +5 for no Intimacy, +4 for Minor, +3 for Major, and +2 for Defining. The blade delivers harsher blows against opponents who fight for weak reasons.

SHINING DUELIST'S CHALLENGE

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Majestic Radiant Presence, Truth in Strife Riposte

Radiating deadly intent with her battle stance, the wielder exudes an aura of terror that prevents any interference in her duel. This Evocation upgrades Majestic Radiant Presence (**Exalted**, p. 370). The Solar's chosen opponent is unaffected by it, but all other enemies must pay three Willpower instead of one to resist. If the wielder attacks any character other than her chosen opponent, she loses this benefit.

FINAL BLOOD SANCTION

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

Type: Reflexive

Keywords: Mute, Resonant, Withering-only

Duration: Instant

Prerequisites: Truth in Strife Riposte

Strife's Crucible severs the threads of battle, ending it on the Exalt's terms. To use this Evocation, the wielder must choose the most powerful foe in the fight as her chosen opponent, and Crash him. (If multiple foes appear roughly tied for most powerful, she may choose any one.) She rolls (Initiative) as an influence roll against the Resolve of all enemies present in the scene, ignoring the penalty for group influence. Her chosen opponent succumbs to the influence with no chance to apply Resolve.

If this roll beats all enemies' Resolve, combat ends. All characters drop out of Initiative order as everyone on

the battlefield becomes apathetic to the outcome, no longer certain why they were fighting in the first place. Any character — friend or foe — other than her chosen opponent that wishes to reinitiate hostilities may enter a Decision Point, invoking a Major or stronger Intimacy to spend one Willpower. Once any character does so, all other characters may join the renewed hostilities without needing to resist. The wielder doesn't roll Join Battle, instead returning to her Initiative at the time she used this Evocation. Her chosen opponent enters battle in crash at Initiative -10.

Final Blood Sanction can only be used once per story, unless reset by defeating a chosen opponent of considerable strength who threatens or opposes one of the wielder's Major or Defining Intimacies.

Special activation rules: This Evocation cannot be purchased with experience points. It awakens at no cost when the wielder forms or strengthens a positive Tie towards her chosen opponent in battle.

Resonant: An enemy that wishes to reinitiate hostilities must have an Essence equal to or higher than the wielder's, and must call upon a Defining Intimacy in the Decision Point.

TERMS OF THE SPEAR

Cost: —; **Mins:** Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisites: Final Blood Sanction

As the wielder prays to Mars to sanctify her duel, shining red stars add the constellation of the Spear, governing the terms of battle, to the astrological etchings of Strife's Crucible, charging it with the weight of destiny. She may use this Evocation to consecrate the rules of any duel or terms of engagement for a battle that she agrees to. If either she or her chosen opponent breaks the sanctified rules, the blades glow an unearthly red as destiny imposes a punishment fitting to the crime, as though they'd broken an oath sealed by the Eclipse Caste anima power (**Exalted**, p. 176). At the very least, the curse for breaking the oath makes it impossible for the cheater to legitimately win the duel.

If the wielder wins a battle sanctified by this Evocation, she gains two points of Willpower and rolls (her opponent's Essence), losing one point of Limit for each success. If she is defeated, she draws inspiration from the fight, gaining a Major Intimacy to reflect the lessons she learned from it, as well as a single Charm or Evocation that reflects this Intimacy. She must meet all

prerequisites of the effect she learns, but need not spend experience points on it. She must maintain the Intimacy at Major intensity or stronger, or else lose that Charm. Once she's learned a Charm using Terms of the Spear, she must pay its experience point cost to learn it permanently before she can learn another one from a defeat.

This Evocation can only be used once per story, unless reset by achieving a major character or story goal (**Exalted**, p. 170) thanks to the help of a past opponent or an enemy's change of heart. The Dawn Caste anima power cannot reset it.

Sunflash (Orichalcum Infinite Chakram, Artifact • • • •)

Sunflash is both weapon and prayer — an elegant, ornately forged tool whose very existence is a prayer to Kiragaru, the god of killing at a distance. A massive orichalcum chakram, Sunflash is over two feet in diameter, with a hundred razor-sharp blades around its outer rim inlaid with red jade that spell out the prayer in flight. When thrown, it spins like a prayer wheel, spelling out an invocation of Kiragaru and kindling the flames of divine anima. It was forged by Merciful Akiva, a Zenith Caste who sought to court the god's attention with her craft. There are no records of their romance, if there ever was one, but Sunflash's legend has remained prominent throughout history.

Sunflash was looted in the Usurpation, carried away by a foolish Dragon-Blood who swiftly met his end at Kiragaru's hands. After that, the god provided clear instructions to the Sidereal Exalted responsible on interring Sunflash and Akiva's remains. But when the scavenger king Mogu looted it from the tomb a millennium later, Kiragaru manifested not to kill him, but to test his morals, offering parables and wisdom that might improve his irreverent heart — a test that he repeats for each inheritor of the weapon. At times, Sunflash finds its way into temples and shrines of Kiragaru. There it is venerated as a relic, but the god ensures through dreams and portents that his priesthood finds suitable candidates for the weapon's legacy.

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): 0

Era: Five Devils War

Special: Sunflash returns to its wielder's hand after being thrown.

Evocations of Sunflash

Sunflash possesses an anima banner much like a Solar's (**Exalted**, p. 174), with its totemic display depicting a shining manifestation of Kiragaru. When its wielder Joins Battle or incapacitates a non-trivial enemy with Sunflash, its anima banner progresses one level. **Decisive** attacks made with Sunflash ignore one point of Hardness for each level of its anima. At the end of a scene, its anima banner resets to dim.

BURNING FAITH ARC

Cost: 5m, 1a+ from Sunflash; **Mins:** Essence 1

Type: Supplemental

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: None

Sunflash casts off its anima banner in a golden pyre of flames, shining to catch the notice of Heaven. This Evocation expends Sunflash's entire anima banner — resetting it to dim — and adds one bonus die to both the attack and damage rolls of a **decisive** attack for each level of anima expended.

Resonant: Convert bonus dice added by this Evocation to automatic successes.

BLINDING NOONDAY SUN ATTACK

Cost: 3m, 2i, 1a from Sunflash; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Burning Faith Arc

Sunflash's anima banner erupts like a nova, unleashing a wave of searing brilliance that blinds the Solar's foes. This Evocation can only be used while Sunflash's anima banner is at bonfire. The wielder makes a **decisive** attack that erupts in a nova of light as long as it deals 1+ levels of damage, blinding the target until the end of his next turn. This imposes a -3 penalty on all sight-dependent actions. Characters within short range of the target must roll (Wits + Dodge) against her attack roll or be likewise blinded until the end of their next turn.

Resonant: The blinding inflicted by this attack lasts until end of scene. Trivial characters are blinded permanently.



HORIZON-DARKENING DAWN**Cost:** 4m, 2i; **Mins:** Essence 2**Type:** Simple**Keywords:** Dissonant, Withering-only**Duration:** Instant**Prerequisites:** Blinding Noonday Sun

Sunflash abides no rivals to its own light, snuffing out any flame that dares compete against it. This Evocation adds Sunflash's anima level in bonus successes to a **withering** damage roll. It also extinguishes any mundane light sources — such as torches, lanterns, or campfires — that Sunflash passes within short range of on its path to the target. If the wielder deals **withering** damage to an enemy with a flaring anima banner, Sunflash steals one level of anima from that character, siphoning it into its own banner.

Special activation rules: As long as the wielder isn't dissonant with orichalcum, this Evocation awakens at no cost when the wielder successfully ambushes at long range or further with it.

ECLIPSED STAR FEINT**Cost:** —; **Mins:** Essence 2**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Horizon-Darkening Dawn, Observer-Deceiving Attack

This Evocation upgrades Observer-Deceiving Attack (**Exalted**, p. 417). When the Solar uses it to make an attack and successfully deceives at least one enemy, she ignores stealth penalties from Sunflash's anima banner until the end of her next turn. Additionally, as long as Sunflash's anima is at burning or higher, it blinds enemies to the true origin of the attack, adding +1 to the difficulty of their (Wits + Awareness) rolls.

DARKEST BEFORE DAWN**Cost:** —; **Mins:** Essence 2**Type:** Reflexive**Keywords:** Dissonant**Duration:** Instant**Prerequisites:** Burning Faith Arc

Sunflash heeds the focused martial intent of its wielder, surging in anticipation of her victory. If she wins Join Battle at the beginning of combat, the weapon's anima instantly flares to iconic.

Dissonant: Characters dissonant with orichalcum cannot awaken this Evocation.

WHIRLING STARFALL VOLLEY**Cost:** —; **Mins:** Essence 2**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Darkest Before Dawn, Swarm-Culling Technique

The Solar illuminates the battlefield with her unleashed fury, sending Sunflash sweeping in all directions to cut down her foes. This Evocation upgrades Swarm-Culling Technique (**Exalted**, p. 416). When she triggers the Charm by winning Join Battle, the total number of reflexive attacks she may make increases to (Dexterity + Sunflash's anima). Whenever one of her attacks raises Sunflash's anima banner in the process, she may make an additional reflexive attack for it, up to a maximum of (Dexterity + 3) attacks.

INCANDESCENT SUNFIRE ASCENDANCY**Cost:** —; **Mins:** Essence 3**Type:** Reflexive**Keywords:** None**Duration:** Instant**Prerequisites:** Darkest Before Dawn

Those who witness Sunflash in battle know that it is the god-weapon and that their defeat is a holy thing. Whenever the wielder crashes an enemy or deals enough damage to a battle group to reduce its Size, Sunflash gains a level of anima.

Special activation rules: This Evocation cannot be awakened with experience points. It awakens at no cost when the wielder receives Kiragaru's blessing upon Sunflash, either in person or through a miraculous display. If she can confront the god outright in social influence, she may convince him to confer this blessing as a serious task (**Exalted**, p. 216). However, the god's preference is to stealthily follow the weapon's wielder, observing how they use it and either judging the wielder worthy or charging her with a trial to atone for her sins.

KILLING HAND OF KIRAGARU**Cost:** —; **Mins:** Essence 3**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Incandescent Sunfire Ascendancy, Triple Distance Attack Technique

Bearing the blessing of the god of killing at a distance, Sunflash soars to strike down distant foes. This Evocation upgrades Triple Distance Attack Technique (**Exalted**,

p. 416). When she uses it to attack at extreme range, its range is extended by (Sunflash's anima) additional range bands.

Special activation rules: This Evocation awakens at no cost when the wielder raises a positive Tie towards Kiragaru to Major or higher intensity. If the Solar later weakens this Intimacy, she loses the benefits of this Evocation until it is restored to at least Major Intensity.

BLAZING SUNDOG STRIKE

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Fiery Solar Chakram, Killing Hand of Kiragaru

The Solar seems to throw two weapons — both Sunflash and a chakram of raw anima. This Evocation upgrades Fiery Solar Chakram (**Exalted**, p. 419). The Solar may expend her anima banner and Sunflash's as one, combining the total levels expended to determine the Charm's benefits. Sunflash's anima banner resets to dim after using this Evocation. Stunts in which Sunflash's anima banner rises another level count towards the three stunts needed to reset Fiery Solar Chakram.

REVOLUTIONARY SUN MANDALA

Cost: 10m, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: None

Duration: Instant

Prerequisites: Blazing Sundog Strike, Eclipsed Star Feint, Whirling Starfall Volley

Sunflash's anima banner reaches up to the heavens as it flares iconic, haling Kiragaru to appear before the wielder. The god of killing at a distance introduces himself if they haven't already met, and may question the wielder to gauge her worth as a bearer of Sunflash. Upon the conclusion of this conversation, the Storyteller may decide that Kiragaru deems the wielder already worthy, or decide that a further test of character is required. He and the wielder's player should discuss a suitable trial that can easily be integrated into the current story. Once Kiragaru is satisfied, he grants a miraculous boon.

- Kiragaru can awaken the wielder's own latent potential, granting her a Solar Thrown Charm, one of Sunflash's Evocations, or any other combat Charm compatible with the weapon. She must meet all of the Charm's prerequisites, but treats her permanent Essence as one higher to determine if she meets the minimum to learn the Charm.

- Kiragaru can consecrate Sunflash by imbuing it with one of his own spirit Charms, which the current wielder may use as though it were an Evocation. Unlike Evocations, these Charms need not flow from the weapon's themes, instead reflecting the miracles of the god of killing at a distance. Additionally, Sunflash's anima banner must be at iconic before a greater miracle can be used.

- If Kiragaru is invoked in battle, he won't join in combat directly, but instead bestows a potent blessing on Sunflash that lasts the rest of the scene. Its anima banner remains at bonfire no matter how many levels of its anima are spent, even if one of its Evocations would normally reset its anima. Any levels of anima that Sunflash would gain are instead converted into five motes that may be spent on Sunflash's Evocations, vanishing at the end of the wielder's next turn if not spent.

- As a celestial god, Kiragaru holds considerable political and bureaucratic sway in Heaven. Examples of favors he could confer include arranging a meeting between the wielder and another god, sending lion-dogs or other magisterial agents of Heaven to investigate a corrupt spirit, or inflicting red tape and delay on a Sidereal Exalt hunting the wielder.

- If none of the above effects are appropriate, the Storyteller and player can work together to design a unique blessing. These should be comparable in strength to the other options, and within the thematic purview that the Storyteller defines for Kiragaru.

This Evocation can only be used once per story, unless reset by achieving a legendary social goal (**Exalted**, p. 134) that upholds either a Major or Defining Tie towards Kiragaru or a Major or Defining Principle that the god has instilled in her.

Special activation cost: This Evocation awakens at no experience point cost for a Solar that meets its prerequisites.

Talion (Orichalcum Wrackstaff, Artifact • • • •)

Near the end of Old Man Kai's first life, his brusque manner incensed a passing Prince of the Earth, who thrashed Kai within an inch of death. Finding no redress in his own land, Kai traveled ten thousand miles to Meru, heart of the Old Realm, to seek justice from

the holy Ambrani Rao, high priest of the Sun. But Rao would not see an elderly, pilgrimage-scarred peasant from the provinces. Offended beyond endurance, Kai took the Second Breath. Brushing Rao's guards aside, he burst into the holy sanctum and berated the Sun's own priest for pride and lack of compassion.

Old Man Kai forged the wrackstaff Talion as a vessel for his angry, unquenched sense of righteousness. With it he thrashed the Prince of the Earth who had first offended him, then went out into the world to chastise all — gods, demons, princes and thieves — whom he deemed unjust. Today the staff itself is an object of veneration by a Southern cult whose ecclesiasts claim that it reveals to them the iniquity in mortal hearts — though, conveniently, it never disagrees with their judgments.

The staff is a plain shaft of orichalcum, its surface cunningly worked to resemble rough wood grain. A thin band of starmetal encircles each end, while squares of starmetal inlaid along the shaft spell out the name “Talion” in Old Realm characters.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Bashing, Melee, Reaching

Hearthstone slot(s): 1

Era: Era of Limitless Light

Evocations of Talion

Talion's wielder may devote herself to pursuing a *grievance* against someone — termed the *offender* — who has wronged her in a manner defined by one of her Major or Defining Intimacies. For example, she may wish to slay the assassin who murdered her beloved brother, or reduce to penury a merchant prince whose practices affront a key Principle. Her desire for justice becomes a Defining Principle that cannot be altered or diminished while the Exalt remains attuned, or until end of story after her attunement ends. If she rolls Limit for violating this Intimacy (**Exalted**, p. 134), she doubles 9s.

While pursuing that grievance, she adds two non-Charisma dice to track the offender; to mitigate environmental hazards that obstruct pursuit of her grievance; and on feats of strength and demolition against obstructions to pursuing her grievance, treating her Strength as two higher for purposes of meeting Strength minimums.

When the wielder satisfactorily concludes pursuit of a grievance — e.g., via punishment, compensation, or penitence — she sheds the associated Principle and gains one temporary Willpower per session the pursuit

ALLOCATION OF GRIEVANCES

Whenever the text refers to wrongs committed by the offender, this includes actions performed by others at the offender's behest, or by those in his employ with his tacit approval.

lasted. The first time each story she successfully concludes a grievance, she sheds one point of Limit.

The wielder may only pursue one grievance at a time. Once she concludes her pursuit successfully or it becomes impossible to pursue, she may choose a new grievance, though no more often than once per session. She can abandon an existing grievance when a new story begins.

HUMBLE THE WICKED

Cost: 3m; **Mins:** Essence 1

Type: Supplemental

Keywords: Uniform, Resonant

Duration: Instant

Prerequisites: None

The proper place for one who has wronged the Exalt is on the ground, groveling. This Evocation may be used at Initiative 10+ to supplement an attack against an offender or one of his minions. If the attack succeeds, the target is knocked prone. The Exalt may then target him with a reflexive social action — either to intimidate; to inspire shame, guilt, or remorse; or to read intentions to assess penitence.

Resonant: If the wielder's social action succeeds, one point of Initiative is stolen from her enemy and added to her own.

STAFF OF FURY

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Dissonant

Duration: Permanent

Prerequisites: Humble the Wicked

However much righteous rage Talion's wielder may expend, she inevitably finds cause to gather more. Talion gains a pool of Willpower, capped at the wielder's (Essence), that the Exalt can spend as though it were her own to oppose the offender and his minions. Once per scene, when the Exalt is further wronged by the offender, or she witnesses or learns of a new wrong that the offender has dealt to another, Talion gains one Willpower. Concluding or abandoning a grievance empties Talion's Willpower pool.

Special activation rules: As long as the wielder isn't dissonant with orichalcum, this Evocation awakens at no cost when the wielder takes up a grievance that appeals to one of her Defining Intimacies — a Tie of compassion for the victim, a Tie of hatred for the offender, or a Principle whose moral code was violated by the offense would all qualify.

PATH OF THE NEMESIS

Cost: 5m; **Mins:** Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisites: Staff of Fury

Nothing can stand between the wielder and the object of her wrath. She rerolls two failures on all combat rolls to attack, pursue, or contest the escape of the offender, and rerolls two failures on all attack rolls and threaten actions against his minions. Difficult terrain never impedes her from moving towards the offender or a minion, nor does anything less than full cover provide any benefit to them against her attacks.

CONTRITION-APPRAISING STARE

Cost: 5m; **Mins:** Essence 2

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisites: Staff of Fury

Talion cannot be deceived by false promises of redress and redemption. When the Exalt uses a read intentions action to discern whether an offender or one of their minions has repented of their grievance, subtract (Essence) from the target's Guile.

WAY OF 10,000 INDIGNATIONS

Cost: 5m; **Mins:** Essence 3

Type: Reflexive

Keywords: Resonant

Duration: One scene

Prerequisites: Staff of Fury

The wielder has room in her heart to rage against every injustice. This Evocation may only be activated while the Exalt is pursuing a grievance. When another character offends one of her Major or Defining Intimacies, if no offender is present, she may activate this Evocation to treat him as an offender for purposes of Talion's Evocations. The Evocation terminates if she reactivates it against another target or if an actual offender enters the scene.

Resonant: This Evocation's cost is waived.

RISE UP, PENITENT!

Cost: 10m, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Dissonant, Resonant

Duration: Instant

Prerequisites: Path of the Nemesis, Way of 10,000 Indignations, Contrition-Appraising Stare

The wielder's righteous fury sears her adversary's soul. When the Exalt successfully compels an offender to submit to her authority, she may activate this Evocation. The offender takes on a Major Principle of his player's choice that stands in opposition to his actions in the original grievance. This Principle cannot be altered or eroded below Major for the duration of the story.

Example: If Moray Darktide of Skullstone uses Rise Up, Penitent! against the pirate-queen who stole his flagship *Scarlet Pearl*, potential Principles she might take on include "I will not steal from Moray Darktide," "I will not oppose Skullstone," or "Piracy is wrong; I will choose another path."

Special activation rules: As long as the wielder isn't dissonant with orichalcum, this Evocation awakens at no cost when she defeats an offender in combat.

Resonant: When an offender repents under this Evocation, the wielder gains three Willpower and sheds a point of Limit. This doesn't include characters temporarily marked as offenders using Way of 10,000 Indignations.

CURSE OF TALION

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisites: Rise Up, Penitent!

The Exalt lays her curse upon her adversary, dooming him to know the same suffering that he has caused. This is a difficulty 5 gambit usable only on an offender. It imposes a poetic doom of the Storyteller's choice based on the curse spoken by the Exalt and the nature of the grievance, as though the offender had broken an oath sanctified with the Eclipse Caste anima power (**Exalted**, p. 176). An assassin might become the target of his employer's other hired knives; a merchant who has turned a blind eye to the suffering of the poor might lose his eyesight. The wielder may remove the curse with a touch and a word.

Way of 10,000 Indignations doesn't let the wielder use Curse of Talion against enemies temporarily marked as offenders with it.

Dissonant: Characters dissonant with orichalcum cannot awaken this Evocation.

Resonant: The Initiative cost of the gambit is waived.

Vainglory (Orichalcum Infinite Chakram, Artifact • • • •)

When one of the ancient enemies of the gods — a being of terrible beauty and unthinkable majesty — was slain by the Exalted, its blood fell as a stream of unearthly jewels. The Ascending Sun who struck the killing blow was enthralled with the jewels and claimed them as trophies, having them set into a crown as a sign of her power.

But the ancient one's pride and malice lingered in the jewels, corrupting the Solar. Her reign became a terrible thing, and she was eventually reviled even by her own kin. When she perished, the crown was stolen before it could be buried with her. Many a prince has donned it across the ages since, each rising to greatness only to succumb to calamity.

Vainglory appears as a heavy orichalcum coronet, its band set with a dozen gemstones as large as eyes and of no color found on any earthly spectrum. The crown is surprisingly aerodynamic, and though the jewels are cool, smooth cabochon stones, they burn like fire and cut like knives as they spin by.

Attunement: 5m

Type: Medium (+10 DMG, OVW 3)

Accuracy: Close +5; Short +4; Medium +3; Long +0; Extreme -2

Tags: Lethal, Thrown (Medium), Cutting

Hearthstone slot(s): 0

Era: Gossamer Dawn Era

Special: Vainglory returns to its wielder's hand after being thrown.

Evocations of Vainglory

Forged in arrogance and tempered in hubris, Vainglory sustains and feeds upon its wearer's vanity. Its Evocations rely on its wielder's *Conceit* — her strongest Intimacy of pride, couched in terms of personal ambition or satisfaction with her own talents, achievements, wealth, influence, or the like, including disdain for others who fail to equal her. She adds (Conceit) bonus dice on rolls to instill a Tie towards herself. She also adds (Conceit) to her Resolve against social influence that would cause her to doubt or reject herself or her actions.

The crown's curse cries out for its power to be used, and it will embrace any suitable vessel. A mortal with a prideful Defining Intimacy may spend five temporary Willpower to attune Vainglory. She gains access to the above powers, and can wield Vainglory as a thrown weapon, but cannot awaken Evocations.

SUBJUGATING STRIKE

Cost: 3m; **Mins:** Essence 1

Type: Supplemental

Keywords: Resonant, Stackable, Uniform

Duration: Instant

Prerequisites: None

If an attack supplemented by this Evocation deals damage, it imposes a -1 penalty to the target's Resolve against her next social influence attempt toward him this scene. This stacks up to a maximum of her Conceit.

Resonant: The Exalt may use this Evocation reflexively after dealing damage with an attack.

BURNING DEMIURGE HALO

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Any one Charm this Evocation enhances

When hurled, Vainglory shines with a terrible golden fire. This Evocation enhances the following Charms as described below:

- The wounding effect of Joint-Wounding Attack (**Exalted**, p. 415) manifests as a painful scar in the shape of the Exalt's personal sigil or insignia; mortals cannot heal this without magic. She may then spend two motes to reflexively roll a threaten or inspire action against the target to incite fear, anger, or hatred.
- When killing a target with Mist on Water Attack (**Exalted**, p. 416) in a public fashion, instead of the target dying unnoticeably, the Solar may make the death obvious and grotesque in its unnatural silence. If she immediately follows it with an inspire, instill, or threaten action that uses the death as an object lesson, she gains (Conceit) non-Charm bonus dice.
- Opponents toward whom the Solar has a Tie of hatred take the same extra damage from Fiery Solar Chakram (**Exalted**, p. 419) as would ghosts or demons.

WOUNDED ENMITY'S GRACE**Cost:** 3m; **Mins:** Essence 2**Type:** Reflexive**Keywords:** Decisive-only**Duration:** Instant**Prerequisites:** Subjugating Strike

Vainglory's wielder cannot submit to those she despises. Whenever the Exalt takes damage from a **decisive** attack, she gains Initiative equal to the rating of her highest negative Tie toward her attacker.

Resonant: Every 1 on the **decisive** damage roll grants the wielder an additional point of Initiative, up to a maximum of (Conceit) additional Initiative.

COMMANDING SOLAR CORONA**Cost:** —; **Mins:** Essence 2**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Majestic Radiant Presence

When worn, Vainglory mantles its wearer with a nimbus of ancient power. This Evocation enhances the following Charms as described below:

- While Majestic Radiant Presence (**Exalted**, p. 370) is active, crashing an enemy for the first time this scene forces him to pay the Charm's Willpower cost again before speaking to her or attacking, even if he's already paid it before.
- Enemy-Castigating Solar Judgment (**Exalted**, p. 371) treats characters for whom the Solar has a Defining Tie of hatred as creatures of darkness.
- Bonus dice provided by Vainglory's innate power become automatic successes when applied to threaten actions generated by Terrifying Apparition of Glory (**Exalted**, p. 371).

CROWNED BY NIGHTMARES**Cost:** 5m, 1wp; **Mins:** Essence 3**Type:** Simple**Keywords:** Resonant**Duration:** One scene**Prerequisites:** Wounded Enmity's Grace

Vainglory's unearthly jewels gather the light of the Exalt's anima, congealing it into a ghastly radiance that sears the souls of her enemies. While the Exalt's anima is at bonfire, each character that can see her suffers a penalty to his Defense against her attacks equal to the rating of her highest negative Intimacy toward him.

Resonant: The Exalt may use this Evocation reflexively and waive its Willpower cost when she wins Join Battle while at bonfire anima.

HEART-FETTERING GLORY**Cost:** 1m, 1wp; **Mins:** Essence 4**Type:** Simple**Keywords:** Decisive-only, Psyche**Duration:** Instant**Prerequisites:** Crowned by Nightmares, Burning Demiurge Halo, Commanding Solar Corona

The pinnacle of Vainglory's power is to make manifest its wearer's hold over the human heart. The Exalt hurls Vainglory at an opponent that she knows has a negative Defining Intimacy toward her. This is a gambit with a difficulty of the target's Resolve. If successful, the crown vanishes bloodlessly into the target's chest, encircling his heart, before reappearing in the Exalt's hand. An unseen band of Essence remains wrapped around the target's heart, binding him to the Exalt's will. His negative Defining Intimacy is inverted into a positive Defining Intimacy that cannot be eroded or altered for the rest of the story.

This Evocation can only be used once per scene.

Zelator (Orichalcum Drelance, Artifact)

"It has been thirty years since our first failed campaign against the Hexmanse. That such a cabal of blood-sorcerers and devil-loosers could not merely endure the light of the Sun, but even thrive, is an abomination. The lost Deliberative, for all its flaws, for all its failures — perhaps it did not root the sorcerers out, but it kept them underground. Now they exert their will unchecked, and who will fight them but I?

"A decade to cut my way free of the devil-world their sorceries banished me to. Another to forge Zelator, a thing to pierce their spells and end their contemptible lives. A third to build alliances, call in favors, raise an army.

"Today we ride against Fortis Minor. A month from now, we cross the Grand Sledge and enter the southern Qun-Lun. Within a year we will be at the gates of Shorn, the heads of half the Hexmanse on pikes, the other half ready to fall beneath our hooves, beneath my spear. They will regret their arrogance and their wickedness. That I guarantee."

— Ostra Luka, *In the Shadow of the Deliberative*

Forged by a sorcerer-cataphract to defeat an occult cabal, the direlance Zelator's long, narrow blade is engraved with an Old Realm character meaning "divine retribution." The heavy shaft, likewise of orichalcum, bears this Old Realm inscription: "End transgression against the celestial order through harmonious action." The scarlet tassels are of horsehair from Ostra Luka's steed, preserved against the millennia by the Art of Permanence.

Attunement: 5m

Type: Heavy (+1 ACC, +14 DMG, +0 DEF, OVW 5)

Tags: Lethal, Melee, Piercing, Reaching;

Two-Handed when on foot

Hearthstone slot(s): 2

Era: Falling Stars Interregnum

Evocations of Zelator

Zelator was forged to defeat witchery. The spear makes *baneful* attacks against sorcerers, sorcerous constructs, sorcerously transformed opponents, and summoned spirits. Its **decisive** attacks against such foes add one bonus die to the damage roll and deal aggravated damage. If the target is a sorcerer who has gathered sorcerous motes, three of the gathered motes are dispersed and lost.

Centuries of battle have taught Zelator the weaknesses of sorcery. When attempting to counter or distort a spell (**Exalted**, p. 466), the wielder is always treated as knowing the spell she is attempting to counter or distort. In addition, whenever the Exalt crashes an opponent, she may reflexively either attempt to distort a spell that's upon him or perform countermagic against a spell that he is casting.

If the Exalt has sensed a sorcerous working being enacted in the region (**Exalted**, p. 489), she may commit one mote for Zelator to point the way toward the site where it is being enacted.

SPELL-PIERCING STRIKE

Cost: 1m, 1wp; **Mins:** Essence 1

Type: Supplemental

Keywords: Dual, Resonant

Duration: Instant

Prerequisites: None

Zelator penetrates dark magic with contemptuous ease. When supplementing a baneful attack, this Evocation adds one automatic success on the attack roll, and ignores four points of soak on **withering** attacks and four points of Hardness on **decisive** attacks.

Resonant: Waive this Evocation's Willpower cost when used with an impaling attack (**Exalted**, p. 203).

SUNSTRIKE STEED

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Dissonant

Duration: Permanent

Prerequisites: None

While the Exalt is mounted, her mount gains Zelator's power to make baneful attacks. In addition, whenever the Exalt can perceive an immaterial entity, her mount can both see and strike that entity.

Special activation rules: As long as the wielder isn't dissonant with orichalcum, this Evocation awakens at no cost when the wielder Joins Battle against any enemy that Zelator is baneful against while mounted.

GOLDEN DEVILTRY MIRROR

Cost: 5m, 2i; **Mins:** Essence 2

Type: Reflexive

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Spell-Piercing Strike

Zelator's blade flares in the face of dark magic, reflecting it back at the unrighteous. The Exalt may activate this Evocation when she is the only target of a non-physical ranged attack such as Sandstorm-Wind Attack, Flight of the Burning Raptor, or a blood-ape's Shattering Roar. If she successfully parries that attack, she may redirect it at its source, no matter the range. A redirected **withering** attack strips Initiative from the enemy who made it and awards it to the wielder.

Special activation rules: This Evocation awakens at no cost when the wielder incapacitates a non-trivial foe with a baneful **decisive** attack.

Resonant: This Evocation can be used after successfully parrying an attack.

HELL-WAR VETERAN'S BENISON

Cost: 3m, 1wp; **Mins:** Essence 2

Type: Supplemental

Keywords: Resonant

Duration: One scene

Prerequisites: Spell-Piercing Strike

Knowledge of ancient battles against warlocks and devils shines forth from the Exalt's weapon and spreads across her soldiers, crowning each in a nimbus of righteous power. This Evocation supplements a command action directed at a friendly Might 0 battle group that's



engaged with at least one supernatural enemy, blessing it with Might 1 for the rest of the scene.

Resonant: The battle group gains Might 2 instead.

GOETIC CONDEMNATION

Cost: 10m, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisites: Golden Deviltry Mirror, Hell-War Veteran's Benison

This Evocation turns a sorcerous foe's tools against him, using them as the vehicle for burning vengeance. When the Exalt incapacitates an enemy with a baneful attack, she may use this Evocation to knock his body back one or two range bands, where veins of burning Solar Essence spread through it until it explodes in a ball of golden fire. This is a **decisive** attack, rolled with (Intelligence + Occult) against all enemies within close range of the body. It has raw damage equal to the total number of health levels the detonated enemy lost on the killing strike, ignoring Hardness.

SORCERER-CATAPHRACT STYLE

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

Type: Reflexive

Keywords: Dissonant, Uniform

Duration: Until the spell has been shaped

Prerequisites: Goetic Condemnation, Terrestrial Circle Sorcery

To the true sorcerous warrior, spear and spell are as one. Once the Exalt has begun to shape a spell, she may flurry attacks with further shape sorcery actions.

Dissonant: This Evocation is Perilous and ends if the wielder is crashed.

DAWNFIRE MANTLE

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Corona of Radiance

The effects of Corona of Radiance (**Exalted**, p. 352) apply to Zelator's baneful attacks even against non-creatures of darkness. In addition, while the Exalt is

benefiting from any of the following Charms, their effects also extend to her steed: Corona of Radiance, Element-Resisting Prana (**Exalted**, p. 412), and Nine Specters Ban (**Exalted**, p. 357).

DEVIL-TROUNCING CHARGE

Cost: 10m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: None

Duration: One scene

Prerequisites: Sunstrike Steed, Hell-War Veteran's Benison, League of Iron Preparation

When a Solar raises Zelator as her battle standard, neither witches nor devils can stand against her forces. This Evocation can be used in strategic warfare (**Exalted**, p. 211) against an enemy general relying on sorcery, geomantic power, spirits, or other magic the Storyteller deems overtly supernatural. This is a magical stratagem with threshold 1, leading from the front as Zelator blazes like the sun with holy light. If she successfully implements this stratagem, her entire army gains Might 1 and shares Zelator's power to make baneful attacks for the rest of the scene. In addition, mounted allies each gain the benefits of Spell-Piercing Strike on their first baneful impaling attack this scene.

BREAKING THE HEXMANSE

Cost: 15m, 3a, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: None

Duration: Instant

Prerequisites: Sunstrike Steed, Sorcerer-Cataphract Style, Dawnfire Mantle

This Evocation may only be used at 15+ Initiative or within one turn after activating Goetic Condemnation. The Exalt expels her iconic anima through Zelator, unleashing a blast of spiritual power that sends momentary ripples through the Essence of the world. This pulse reaches out to (Essence) miles, distorting all spells, dispersing all sorcerous motes, and banishing all summoned spirits. Any sorcerous workings caught in the pulse are disrupted for (Essence) days, suffering sorcerous complications as though they'd suffered (Essence) botches during their creation (**Exalted**, p. 484).

This Evocation can be used once per story, unless reset by accomplishing a legendary social goal (**Exalted**, p. 134). The Dawn Caste anima power cannot reset this Evocation.

The Forgotten Blade (??? Daiklave, Artifact •••••)

Also known as the Sword of Forgetfulness, this peculiar weapon's provenance is lost to history. Its name is a watchword in the Second Age for the elusiveness of memory — for the joy and pain of remembrance and forgetfulness — but few know it exists as more than metaphor. Indeed, almost everything about it has been forgotten, and the rare few books and stories that describe its activities agree on little other than its mysterious nature, its power to destroy memories, and its habit of vanishing from mortal ken when its owner dies.

Scholarly records of the weapon's appearance are both cryptic and contradictory, ranging from "As gray as lost dreams" to "Of a golden hue so glorious as to transcend the unforgettable." Facet Raven's *Twelve Murders in Meru*, the most accessible First Age source, describes the Sword of Forgetfulness' blade as pure starmetal — a fabulous extravagance — bonded to a cutting edge of jet-black soulsteel. But *Twelve Murders in Meru* is a work of fiction and therefore unreliable.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 5)

Tags: Lethal, Melee, Balanced

Hearthstone slot(s): 2

Era: Unknown

Evocations of the Forgotten Blade

The Forgotten Blade has the power to cut away memories. This *memory-excising gambit* is a Psyche effect with a difficulty of the target's Resolve. If successful, the target loses all memory surrounding a specific person, place, or thing of the wielder's choice — or if she prefers, a random subject determined by the Storyteller. The target doesn't lose Abilities or Intimacies; even if he doesn't remember why he feels a certain way, the emotion remains. However, Specialties relevant to an excised memory may be lost until the memory is restored. Lost memories don't return naturally. Treat this amnesia as a Major Derangement for such healing magics as Soul Projection Method or Wholeness-Restoring Meditation (**Exalted**, pp. 334, 358).

A memory-excising gambit sheds no blood and causes no pain, but leaves a fine, pale scar whose origin the victim cannot recall.

The Forgotten Blade is legendarily unmemorable. Only a character attuned to it can recall what it looks like when

it's out of sight. While the daiklave is unattuned, those who lose sight of it forget its existence entirely, as per To Fall Unmourned (p. 83), for so long as it remains unattuned.

FACELESS WARRIOR METHOD

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Easily-Overlooked Presence Method

The Exalt becomes a shadow, vanishing from the mind after but an instant out of sight. The cost of the following Charms is reduced by two motes: Easily-Overlooked Presence Method, Mental Invisibility Technique, and Vanishing from Mind's Eye Method (**Exalted**, pp. 403-407). In addition, the presence of the Forgotten Blade doesn't count as being obtrusive for purposes of Easily-Overlooked Presence Method.

ELEGANT FUGUE STRIKE

Cost: 3m, 1i; **Mins:** Essence 1

Type: Supplemental

Keywords: Decisive-only, Mute, Stackable

Duration: One scene

Prerequisites: None

A swordsman faces the woman wielding the Forgotten Blade. Suddenly, the Blade is stained red. He feels blood drip from a stinging cut in his side. But when did she wound him? How did she strike him? He cannot recall.

Much of swordplay lies in adjusting your defense so that a strike that pierces your guard once cannot do so a second time. With this Evocation, when the wielder successfully delivers a **decisive** attack, she erases her opponent's memory of her technique so he cannot keep her from doing it again, imposing a -1 penalty on that target's Defense against her **decisive** attacks until the next time she lands a **decisive** attack without using this Evocation. The penalty can be stacked up to a total of (Essence) times.

Treat memory-excising gambits and normal **decisive** attacks as interchangeable for purposes of this Evocation. If used in conjunction with another gambit, the penalty only applies against that particular gambit.

DEATH OF THE PAST

Cost: 4m, 2i; **Mins:** Essence 2

Type: Reflexive

Keywords: Mute, Perilous, Psyche, Withering-only

Duration: One scene

Prerequisites: Elegant Fugue Strike

The blade's corona of power expands, destroying memories with but a graze. Whenever the Exalt uses the Forgotten Blade to crash an opponent, she may generate an automatically successful memory-excising gambit.

WINDS OF LETHE

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: Decisive-only, Psyche

Duration: Permanent

Prerequisites: Death of the Past

The sword exhales a cold wind of forgetfulness. Whenever the wielder uses a Simple or Reflexive-type Charm that creates a **decisive** attack, she may create a memory-excising gambit instead, adding one automatic success to the attack and Initiative rolls. If she does so using Iron Raptor Technique, Sandstorm-Wind Attack, or Blazing Solar Bolt (**Exalted**, pp. 350, 353), reduce the cost by two motes.

TECHNIQUE-DISSOCIATING STROKE

Cost: 3m, 2i, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Mute, Perilous, Psyche, Stackable

Duration: One scene

Prerequisites: Death of the Past

A warrior's skills are ingrained in his memory through training and experience, yet memory is merely food for the Exalt's sword. After the wielder successfully blocks an attack with the Forgotten Blade, she chooses an Instant-duration Charm, Evocation, or spell that was used in the attack. For the remainder of the scene, the attacker forgets that he ever possessed that Charm, Evocation, or spell and can no longer use it, though it remains valid as a prerequisite. This Evocation can be stacked (Essence) times. Each time, it applies to a different attacker.

Technique-Dissociating Stroke cannot be used against Excellencies. It terminates if the wielder is crashed, but using it again this scene against the same target has no Willpower cost.

AMNESTIC DESOLATION

Cost: 1m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisites: Winds of Lethe, Technique-Dissociating Stroke

The Forgotten Blade's true master needn't merely shave slivers from an enemy's memory; she may sever it at the

root. This is a difficulty 8 gambit, subtracting the target's current penalty from Elegant Fugue Strike from the difficulty. If successful, the target falls unconscious but takes no physical damage. Instead, he suffers total retrograde amnesia, losing all episodic memory of his entire life. The target loses neither Abilities nor Intimacies, though he may forget he has them until reminded by circumstances; Specialties pertaining to individual people, places, things, and ideas are lost until the amnesia is cured, but broader Specialties remain.

Lost memories do not return naturally. Treat this amnesia as a Defining Derangement for purposes of healing magic such as Soul Projection Method or Wholeness-Restoring Meditation.

TO FALL UNMOURNED

Cost: 1m, 1wp; **Mins:** Essence 4

Type: Reflexive

Keywords: Decisive-only, Psyche

Duration: Instant

Prerequisites: Amnestic Desolation

As the Exalt kills an enemy, she cuts away all memory of him from the world. His body is unrecognizable even to those closest to him; he fades from the thoughts and memories of everyone who has ever encountered him, leaving only a nameless, shadowy gap in their mutual history. Only the wielder herself is immune to this effect. A character who encounters the victim's body or who seeks to remember his involvement in a past event fails outright unless he has an Intimacy connected to the deceased, or his Resolve exceeds the wielder's Manipulation. Even then, he must spend one Willpower to ignore this effect for one scene. He may ignore it indefinitely if he's spent more Willpower this way than the wielder's Manipulation.

Special activation rules: This Evocation awakens at no cost when the wielder slays an enemy that she has a negative Defining Tie towards, and waives the Willpower cost of using it to erase that foe from memory.

LACUNAR MANTLE

Cost: —; **Mins:** Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Faceless Warrior Method, Elegant Fugue Strike, Mental Invisibility Technique

The Solar has drawn her blade's cloak of forgetfulness around her. The first time she draws the Forgotten Blade in a scene, she may reflexively activate Mental Invisibility Technique (**Exalted**, p. 405) at no cost.

AMNESIA'S RAZOR

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

Type: Reflexive

Keywords: Dual, Mute, Psyche

Duration: One scene

Prerequisites: To Fall Unmourned, Lacunar Mantle

The Forgotten Blade's memory-destroying power attains its zenith. This Evocation can only be activated at Initiative 15+ or upon successfully activating Amnestic Desolation. For the rest of the scene, the Exalt adds (Essence) bonus dice to her attack rolls, and opponents struck by the blade are affected as follows:

- Hitting an opponent generates an automatically successful memory-excising gambit.
- Incapacitating an opponent gives the wielder the option to use Amnestic Desolation for free against him without needing to roll a gambit instead of killing that opponent.
- She may use To Fall Unmourned for free whenever she kills an opponent.

The Exalt can strike a single inanimate object, structure, or location in order to sever the world's memory of it, rendering it unrecognizable and unmemorable as per To Fall Unmourned. Doing so ends this Evocation. Those who enter an affected structure or area can recognize and remember it normally while inside. This power fails against colossal natural features such as mountains and seas, or against truly potent magical objects such as N/A artifacts and manes, though the Storyteller is encouraged to allow narratively appealing player ideas to stretch these limits.

Amnesia's Razor can only be used once per story. The Dawn Caste anima power cannot reset this Evocation.

Gorgon (White Jade Reader Daiklave, Artifact • • • • •)

Gorgon contains an ancient monstrosity, neither god nor demon, that once walked in deep places that have yet to see the sun. A sluggish thing, its undying hatred for all life restrained only by its sloth, this monster was bound by an ancient race, sealed within a weapon where its wickedness might be turned to practical use. But that was ages ago, and its makers, its victims, and even the horror's name have long been forgotten — as has the nameless artificer who reshaped it into a daiklave for use by mortal hands.

Though storied in the Underworld, Gorgon appears in only a few of Creation's legends, such as the tale of how Prince Oye returned from the grave to turn her seven daughters to stone, only for her youngest to sing the blade to sleep. Most recently, in the Age of Sorrows, it has been claimed by Shards of Basalt, a deathknight in service to the Walker in Darkness. Her relentless will drives the listless blade to action, and in her hands it has left a trail of petrified corpses across Underworld and Creation alike.

Gorgon's white jade blade, quarried from the shadowed mines of Nhur, is the gray of wood ash. Blood leaves no stain upon it, instead being absorbed into the jade, which grows paler and brighter with each drop until it glows a brilliant, unnatural white. A closed eye is engraved on one side of the blade. Though the sword sleeps, its malice confined by its prison of jade, violence and bloodshed can stir it from dormancy. As it wakes, its eye slowly creeps open, its nameless evil flowing outward through its dreadful gaze.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Lethal, Melee, Chopping

Hearthstone slot(s): 2

Era: The Time Before

Evocations of Gorgon

Abyssal Exalted have an affinity for the devil in the sword. They're resonant with Gorgon even though it's made of jade.

Gorgon drinks the life of those it kills, and their remains immediately turn to stone. The Essence of an immortal spirit thus slain is trapped until the statue is broken, as are the ghosts and hungry ghosts of mortal victims.

The devil in the sword only stirs at the taste of blood. Most of Gorgon's Evocations can only be activated when it's reached a certain level of wakefulness. In addition, as the sword awakens, waves of terror pour from its open eye to fill enemy hearts with dread. Successful **withering** attacks inflicted while the eye is open add automatic successes equal to its Wakefulness rating on the **withering** damage roll.

When Gorgon inflicts **decisive** damage or deals Magnitude damage to a battle group, its Wakefulness increases by one step if the Exalt rolled a number of 10s that equal or exceed the next step's Wakefulness rating. A character dissonant with jade cannot raise Gorgon's Wakefulness above Half-Open.

LULLABY FOR A DEVIL BLADE

A sufficiently compelling performance can lull the creature within Gorgon into complacency. This is an extended (Performance + Charisma) miscellaneous action with a difficulty of the wielder's permanent Willpower, a goal number of 30, an interval of one turn, and a terminus of (10 – wielder's Essence). If a performer succeeds on a roll with 5+ threshold successes, Gorgon's Wakefulness falls by one step, but a botch resets Gorgon's Wakefulness to the highest point it held this scene.

If the performer meets the goal number by the terminus, Gorgon falls completely asleep and cannot be roused this scene by any means. Failure restores its Wakefulness to its highest point this scene, and it can be lulled no further for the rest of the day.

While the eye is shut, the Exalt can reflexively spend one Willpower to rouse Gorgon from deep slumber, opening the eye to slitted. She may even do so unconsciously, the blade responding to dangers of which its wielder is unaware.

The sword's Wakefulness can only increase once per turn. Lifeless foes such as zombies and automata may not appeal sufficiently to Gorgon's appetites to awaken it, at the Storyteller's discretion. All Wakefulness is lost at end of scene, the sword's eye closing.

Wakefulness	Rating
Closed	+0
Slitted	+1
Half-Open	+2
Wide Open	+3

STONE-SINEW OFFENSIVE

Cost: 4m; **Mins:** Essence 1

Type: Supplemental

Keywords: Resonant, Stackable, Withering-only

Duration: Instant

Prerequisites: None

Paralyzing dread wafts from Gorgon's blade like heat haze. A successful **withering** attack supplemented by Stone-Sinew Offensive weighs down the target's limbs like lead, imposing a -1 penalty to attack rolls, all forms of mobility, and Defense until the end of the wielder's next turn. Multiple uses of this Evocation stack their penalty, extending its duration by one turn with each successful hit. If the wielder doesn't hit that enemy with Stone-Sinew Offensive before the end of her next turn, the penalty is reset.

Resonant: An enemy in Initiative Crash while suffering from Stone-Sinew Offensive cannot take movement actions.

SHACKLES OF LASSITUDE

Cost: 4m; **Mins:** Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisites: Stone-Sinew Offensive

Gusts of lethargy clutch at the Exalt's foes, holding them close. When an opponent attempts to disengage from the wielder, this Evocation changes (Wakefulness) successful dice on the disengage roll to failures, starting with 10s and working down. When this Evocation causes a non-trivial foe to botch a disengage roll, Gorgon's Wakefulness rises by one step.

GRANITE VENOM STRIKE

Cost: 4m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Dissonant

Duration: Instant

Prerequisites: Stone-Sinew Offensive

This Evocation can't be used when the eye on Gorgon's blade is fully closed. Gorgon leaves a wound that doesn't bleed, for it turns blood and flesh to stone. A **decisive** attack made with this Evocation poisons its target on a successful hit. The toxin's traits are damage 1L/round, duration (Essence + Strength) rounds. If the target has been hit with Stone-Sinew Offensive, its penalty is added to the poison's duration.

The toxin has no base penalty, but each health level lost to the poison gives the target -1 to all Dexterity-based pools and +1 soak as his body petrifies. These modifiers only disappear as the damage is healed; mortals don't heal this damage naturally. If the target accepts a crippling injury to ablate this attack, that injury involves partial petrification.

Dissonant: This Evocation can only be used against an enemy with a lower Initiative.

LIFE-DEVOURING HELLION BLADE

Cost: 2m; **Mins:** Essence 2

Type: Supplemental

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Granite Venom Strike

Gorgon's roused hunger unleashes a tide of blood sufficient to sate its thirst. The Exalt may activate this Evocation to add (Wakefulness) dice to a **decisive** attack's damage.

Resonant: If the enhanced attack incapacitates a non-trivial enemy while at Wakefulness 1+, Gorgon's Wakefulness rises by one.

EVER-HUNGRY DEVIL SWORD

Cost: 1m; **Mins:** Essence 3

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisites: Life-Devouring Hellion Blade

As Gorgon sheds its lassitude to feed, it drags its wielder from one victim to the next. Whenever the Exalt kills an opponent with a **decisive** attack, she may activate this Evocation to add Gorgon's Wakefulness (including any increase from the attack) to her Initiative after resetting to base Initiative. This doesn't stack with other effects that increase base Initiative.

BALEFUL GAZE: THE DEAD EYE OPENS

Cost: 6m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Dissonant, Psyche, Resonant

Duration: Until next turn

Prerequisites: Ever-Hungry Devil Sword, Shackles of Lassitude

This Evocation can only be used when the eye on Gorgon's blade is at least half-open. The eye fixes an opponent with its ghastly stare, such that its glittering malice holds him in thrall. Snaring the target's gaze requires a special (Dexterity + Melee) gambit with a difficulty of the target's Resolve, which can be made out to short range.

If this gambit succeeds, the target is paralyzed and cannot take any physical or social actions, even reflexive ones, save to defend himself with a -2 penalty to Defense. To maintain this paralysis, Gorgon's master must continue to roll Initiative on each subsequent turn against the target's Resolve; this doesn't require an attack roll, and only costs a single point of Initiative on each turn after the first.

Gorgon's paralysis is broken if the target's view of Gorgon's eye is entirely blocked for a full turn; the Exalt takes any combat action other than moving or maintaining control; either the Exalt or the target is struck by an attack or otherwise harmed; or the distance between them exceeds this Evocation's maximum range.

Dissonant: Characters dissonant with Gorgon cannot awaken this Evocation.

Resonant: This Evocation's range is extended to medium range, and the wielder doubles 10s on all Initiative rolls for this Evocation.

BALEFUL GAZE: UNBLINKING EYE OF NIGHTMARE**Cost:** 1wp; **Mins:** Essence 4**Type:** Reflexive**Keywords:** Psyche, Resonant**Duration:** One scene**Prerequisites:** Baleful Gaze: The Dead Eye Opens**Resonant:** This Evocation can only be awakened by a wielder resonant with Gorgon.

When the eye on Gorgon's blade is fully open, if the Exalt's anima is at bonfire she may manifest Gorgon's eye therein like the looming oculus of some demon prince. Enemies recoil before its gaze; the Exalt adds one automatic non-Charm success to her threaten actions. Enemy battle groups suffer a -1 penalty to rally for numbers actions and raise the difficulty of rout and rally rolls by 1.

As long as the Exalt's anima remains at bonfire, she may employ The Dead Eye Opens out to long range, and may flurry maintaining the paralysis with other combat actions. Granite Venom Strike's damage increases to (Essence/2, round up)L/round against an enemy thus paralyzed.

If the Exalt's anima dims below bonfire or Gorgon's eye becomes less than fully open, the effects of Unblinking Eye of Nightmare cease, only to return in full force when both anima and eye return to maximum.

BALEFUL GAZE: APOCALYPSE IN ONYX**Cost:** 5m, 3a; **Mins:** Essence 5**Type:** Simple**Keywords:** Resonant**Duration:** One scene**Prerequisites:** Baleful Gaze: Unblinking Eye of Nightmare**Resonant:** This Evocation can only be awakened by a wielder resonant with Gorgon.

While the Exalt is at 15+ Initiative and has activated Unblinking Eye of Nightmare, she unleashes the full rancor of the devil in the sword. For the rest of the scene, Gorgon's Wakefulness cannot diminish, while the towering Eye continues to loom regardless of the Exalt's anima level, its gaze a palpable force that petrifies with but a passing glance. The Exalt may make ranged Melee attacks through the eye out to extreme range, extends the range of The Dead Eye Opens to extreme, and waives the cost of Stone-Sinew Offensive and Granite Venom Strike for the rest of the scene.

Whenever the wielder makes a ranged Melee attack, she petrifies all trivial opponents, battle groups

without Might whose members individually would be trivial opponents, and nonmagical inanimate objects within medium range of the target. This turns rain to pebbles, snow to volcanic ash, clouds and fog to dust, rivers to sand, and soil to stone right down to the bedrock.

At the Storyteller's discretion, a dramatic and narratively meaningful botch while this Evocation is active may break the bonds restraining the devil in the sword, unleashing it upon the world.

This Evocation can only be activated once per story. The Dawn Caste anima power cannot reset this Evocation.

Soulfarer (Soulsteel Grand Grimcleaver, Artifact •••••)

Soulfarer is a two-headed battle-axe traced with shallow grooves running around the weapon's two hearthstone sockets to channel whatever blood it spills. Its haft is carved from the bones of the Locust Moon, a hekatonkhire of direful hunger, though it must be kept wrapped with silk funerary talismans. It is said to be the last relic of an empire of necromancer-kings who warred against the Exalted host in the First Age. After the rebellion of ghost-princes was put down, Soulfarer was claimed by the young sorcerer Yasha Vol, for whom this was the first taste of true battle.

She soon discovered Soulfarer's dark hunger for blood. Every battle, the grimcleaver demand more of her, draining her vitality even as she became renowned as a legendary master of both axe and sorcery. In the early years, she put it to noble purposes — executing loathsome criminals, slaying great beasts, and striking down enemies of Creation. As time went on, she became indiscriminate in finding foes, welcoming wars of conquest or murders in the heat of passion. Soulfarer had triumphed over her resolve, making her its weapon.

Yasha Vol was ultimately slain by her own Circle, horrified at the monster she had become. Deciding that Soulfarer was the corruption's source, they journeyed into the Underworld, sealing it in that realm's darkest depths. But five years ago, the grimcleaver returned to Creation, wielded by a deathknight's hand. Daughter of Wisps Unremembered swears fealty to no Deathlord, but pledges her victories to the Unconquered Sun instead.

Attunement: 5m

Type: Heavy (+1 ACC, +14 DMG, +0 DEF, OVW 5)

Tags: Lethal, Melee, Chopping, Reaching, Two-Handed

Hearthstone slot(s): 2

Era: Rotting Lotus Rebellion

Evocations of Soulfarer

Attuning to Soulfarer awakens Soul-Drinking Hunger at no cost.

SOUL-DRINKING HUNGER

Cost: 5m, 1hl; **Mins:** Essence 1

Type: Reflexive

Keywords: Dissonant, Dual

Duration: One scene

Prerequisites: None

Soulfarer feasts on blood and vitality to nourish its own power, caring little for whether it takes its fill from its master or her foes. The wielder adds (Essence) to Soulfarer's Overwhelming rating and one bonus success to **decisive** damage rolls. If this Evocation is used in the instant that the wielder deals **decisive** lethal damage with Soulfarer to an enemy that has blood, she may waive this Evocation's health level cost.

If the wielder goes more than one round without dealing damage on a **decisive** attack, this Evocation ends.

Dissonant: This Evocation's health level cost increases by a single level for each time the wielder used it previously in the same day. Similarly, the level of damage she must deal to use this Evocation without paying its health level cost increases by one for each prior use that day.

BLOOD-STAINED SECRETS INITIATION

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Soul-Drinking Hunger, Terrestrial Circle Sorcery

Steeped in fell power from before the world, Soulfarer is willing to share its knowledge with a sorcerer who sates its hunger. While Soul-Drinking Hunger is active, the wielder banks one sorcerous mote that can be spent on any spells she casts for every two levels of **decisive** damage her attacks inflict. Sorcerous motes banked with this Evocation are lost at the end of the scene if not spent. In addition, taking a Shape Sorcery action counts as a successful **decisive** attack for maintaining Soul-Drinking Hunger's duration.

Resonant: Awakening this Evocation allows the Exalt to draw one spell of the Terrestrial Circle from within Soulfarer at no experience point cost, allowing her to cast that spell as long as she wields the daiklave. If she pays that spell's experience point cost, she may choose a new Terrestrial Circle spell to unlock with this Evocation.

SORCERER'S REAVING STRIKE

Cost: 4m; **Mins:** Essence 1

Type: Reflexive

Keywords: Dissonant, Resonant, Uniform

Duration: Instant

Prerequisites: Blood-Stained Secrets Initiation

Soulfarer channels its wielder's sorcerous power through its own strikes. She may use this Evocation to flurry an attack with a Shape Sorcery action (**Exalted**, p. 465).

Dissonant: Characters dissonant with soulsteel cannot awaken this Evocation.

Resonant: The wielder ignores the usual flurry penalties.

SOUL-DEVOURING AXE

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Ghost-Eating Technique, Sorcerer's Reaving Strike

This Evocation upgrades Ghost-Eating Technique and Breath-Drinker Method (**Exalted**, pp. 354, 356-357). When the Solar uses it while shaping a spell, she may convert any motes granted into sorcerous motes added towards the spell's completion.

PAIN-EATING EMPOWERMENT

Cost: 5m, 1wp; **Mins:** Essence 2

Type: Supplemental

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Soul-Drinking Hunger

Each time that Soulfarer claims a life, its victim's soul is imprisoned forevermore within the grimcleaver's steely depths, suffusing the weapon with fell puissance. The wielder doubles 10s on a **decisive** damage roll. The soul of a mortal enemy incapacitated by this attack is drawn out of his body and into Soulfarer, denying him the chance to reincarnate normally or linger in the Underworld as a ghost. Spirits are permanently destroyed if slain by this Evocation. The surge of power from an imprisoned soul lets the wielder roll Join Battle on resetting to base Initiative.

Pain-Eating Empowerment can only be used once per scene, unless reset by dealing enough damage with a **decisive** attack to incapacitate an enemy whose health track was fully undamaged.

Special activation rules: This Evocation cannot be purchased with experience points. It awakens at no cost when the wielder kills a character that she has a positive Major or Defining Tie towards. Both accidental death and deliberate betrayal qualify.

Resonant: This Evocation may be used reflexively, after an attack has hit but before damage is rolled.

SOUL REAPER ENLIGHTENMENT

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Blood-Stained Secrets Initiation, Celestial Circle Sorcery

Drawing out its victim's life, Soulfarer suffuses its wielder with sorcerous puissance. When the wielder incapacitates a non-trivial enemy while Soul-Drinking Hunger is active, she gains his (Essence x 2) in banked sorcerous motes, which last until the end of the scene.

Resonant: Awakening this Evocation allows the wielder to draw one spell of the Celestial Circle from Soulfarer, as per the resonant effect of Blood-Stained Secrets Initiation. Casting this spell costs an additional lethal health level in addition to the usual cost.

AGONY MANDALA MEDITATION

Cost: 3m, 3i, 1wp; **Mins:** Essence 4

Type: Reflexive

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Pain-Eating Empowerment, Sorcerer's Reaving Strike, Soul Reaper Meditation

Clasping her hands around Soulfarer to drive it deeper into the flesh of her foe, the wielder enters dark throes of blood-fueled sorcery. Upon incapacitating a non-trivial enemy with a **decisive** attack, the wielder may use this Evocation to reset her action for the turn. The only action she may then take is to begin shaping one of her control spells or a spell that she has access to through Soulfarer.

Resonant: The wielder may use this Evocation when she crashes an enemy.

VOID RITE AWAKENING

Cost: —; **Mins:** Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Agony Mandala Meditation, Solar Circle Sorcery

The final secrets of power are those that cost the most. Whenever Soulfarer's wielder suffers **decisive** damage, each damaged health level grants her banked sorcerous motes equal to its wound level (–0 levels grant one sorcerous mote). These motes last until the end of the scene.

In addition, this Evocation allows one Solar Circle spell to be drawn from Soulfarer, as per the resonant effect of Blood-Stained Secrets Initiation. Casting this spell costs an additional aggravated health level in addition to the usual cost.

Stormcaller (Orichalcum Reaper Daiklave, Artifact •••••)

The storm demon Akavadra was among the mightiest enemies that the Exalted faced in the divine revolution. The demon trampled armies beneath dancing feet of lightning, cast great winds to scuttle the armadas of the gods, and slew even the Chosen with her spear of lightning. In the end, it took a saint to defeat the devil. Stone Leaf Kon walked through Akavadra's storms unscathed, made untouchable to the demon's fury by virtue of his pure heart. He could not strike her down — for he had sworn an oath against killing — but instead bound her in a sealing circle, and began to speak. Though he could not win the demon to his own ethics, he convinced her to consent to being bound away in a daiklave, so that she might witness the deeds of heroes across the ages and finally make up her mind.

Broken Thunder, the Twilight of Kon's Circle, folded layers after countless layers of orichalcum around Akavadra's demonic Essence, perfecting the internal geometries of the weapon's composition to seal away the devil. The blade was slender, an elegant and curving sword, but its weight is far greater than it should be even in an attuned master's hands — the spiritual pressure of Akavadra's malice. To abate this, Broken Thunder forged a scabbard of white jade to contain Stormcaller and ground its power. Even so, the blade must be purified with rice wine at each new moon to keep the storm demon's wrath at bay.

Stone Leaf Kon never drew Stormcaller from its sheath. Instead, he passed it onto the young reincarnation of his Circle's Dawn, Rusal Ji, hoping that both hero and demon might learn from each other. Young and impetuous, Rusal became a favorite of Akavadra, unleashing her lightning indiscriminately to satisfy his own rage. He burned the sacred grove of Jupiter to the ground to roust an enemy of the gods that had taken shelter there, cut down the legions of two nations in a single battle to win a passing fancy's heart, and drove the six-eyed mystics of the Karsi tribe to extinction to satisfy his anger after being rejected. He died at the hands of his own Circle's Night, who could no longer stand these atrocities.

Heartbroken and guilty, Stone Leaf Kon sealed Stormcaller away, locking it inside a one-ton puzzlebox of white jade that's buried in a dungeon filled with death traps, sorcerous wardings, and bound demons. Though the Sidereal Exalted searched frantically for the daiklave in their preparations for the Usurpation, they never found its hiding place. They keep a watchful eye out for any sign of the seal being broken and Stormcaller returning to the world.

Attunement: 5m

Type: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 5)

Tags: Lethal, Melee, Balanced

Hearthstone slot(s): 3

Era: War of the Gods

Special: Stormcaller can be wielded while sheathed, gaining the Bashing tag instead of Lethal.

Evocations of Stormcaller

An Exalt attuned to Stormcaller is immune to environmental penalties from wind, precipitation, and other weather. In addition, only an attuned wielder is capable of drawing Stormcaller from its scabbard. Within seconds, the sky grows dark, the wind picks up, and rain begins to fall out to four range bands from Stormcaller. The storm's Intensity begins at 0 and rises by one whenever the wielder lands a **decisive** attack with Stormcaller while at Initiative 15+. Its other Evocations can also generate Intensity. A wielder who isn't resonant with orichalcum cannot raise the storm's Intensity above (her Essence + 3), while a dissonant wielder can't raise it above (her Essence).

Intensity	Storm Effects
0	Weak rainstorms. -1 on all sight- and vision-based rolls and ranged attacks.
1-3	Heavy rainfall. -2 on all sight- and vision-based rolls and ranged attacks.
4-6	Downpour. -3 penalty on all actions, and all ground is considered difficult terrain.

7-9	Gale-force winds. As above, and aerial creatures treat flying through the air as harsh terrain.
10+	Hurricane-force winds. As above, but flight is impossible.

Sheathing Stormcaller causes the tempest to disperse in one final blast of lightning, resetting its Intensity. This is a special unblockable **decisive** attack rolled with a free full Excellency against all characters within one range band of the wielder per point of Intensity, to a maximum of (Essence + 3) range bands. This doesn't spare her allies. The attack has a damage equal to the storm's (Intensity x3), which is divided evenly among all characters hit (round up) to determine the base damage rolled against them, ignoring Hardness. No Initiative is needed and no damage roll is made for trivial opponents or battle groups, who instead take (Intensity) levels of damage. The wielder's Initiative isn't included in the damage or reset to base by it, nor can she use Charms or other magic to enhance the blast.

Each new moon, Stormcaller must be ritually cleansed with rice wine to keep the bound demon at bay. To perform the purification, the wielder must have Occult 3+, or Occult 1+ and a demon-related specialty. The ritual is a ([Charisma or Intelligence] + Occult) roll at difficulty 4 that takes a scene to complete. Performing the purification successfully tempers the storm devil's fury — when the wielder sheathes a purified Stormcaller, the resulting devastation won't harm her allies or any character she has a positive Tie towards.

FULMINATING EDGE FLASH

Cost: 2m, 1wp; **Mins:** Essence 1

Type: Simple

Keywords: Resonant, Withering-only

Duration: Instant

Prerequisites: None

The wielder and the storm devil's Essence are as one, guiding the blade into a lightning-swift strike. This a **withering** attack with double 8s on the damage roll. On a successful hit, the storm gains +1 Intensity. The wielder gains no Initiative lost by her opponent (but still gains an Initiative Break bonus if she crashes him).

Fulminating Edge Flash can only be used once per scene, unless reset by dropping an enemy with higher Initiative than the wielder to a lower Initiative.

Resonant: The wielder doubles 7s as well.



STORM BINDING: LIGHTNING CLEAVES THE HEAVENS

Cost: 7m, 3i, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Fulminating Edge Flash

Stormcaller's wielder sheathes the blade with a whispered prayer, concentrating the fury of the storm into a single bolt of lightning that moves with her will. This takes the place of the normal consequences of sheathing Stormcaller. She makes an unblockable **decisive** attack against an enemy out to medium range, adding (Intensity x2) bonus damage.

Once this Evocation has been used, it doesn't reset until the wielder succeeds on a roll to purify Stormcaller under the new moon. The Dawn Caste anima power cannot reset this Evocation.

Resonant: An Exalt who resonates with orichalcum may reset this Evocation by spending a scene in meditation with the bound demon, attempting to subdue it by force of will alone. She spends one Willpower, and rolls (Charisma + Presence) against difficulty 6. A success resets this Evocation; on a failure, she cannot

attempt this again until she purifies the weapon under the new moon.

SLEEPING DEVIL, WAKE!

Cost: 5m; **Mins:** Essence 3

Type: Supplemental

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Storm-Binding: Lightning Cleaves the Heavens

Dark hatred radiates from Stormcaller as it strikes, poisoning the skies with demonic fury. This Evocation adds (Intensity/2, round up) bonus dice on a **decisive** attack. As long as the attack deals at least one level of damage, the storm gains +1 Intensity.

Resonant: Each 10 on the damage roll also adds an additional +1 Intensity.

DIVINE TEMPEST BLADE

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Hungry Tiger Technique, Sleeping Devil, Wake!

Solar Essence and devil lightning become one in a devastating attack. Once the Lawgiver has raised the storm's Intensity to 6+, she can use Hungry Tiger Technique (**Exalted**, pp. 350-351) against characters not in Initiative Crash.

STORM BINDING: FALLING SKY STRIKE

Cost: 10m, 5i, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisites: Divine Tempest Blade

Mastering the storm demon with nothing more than her own will, the wielder forces the devil-cursed blade back into its sheath, breaking the storm against her own fury. To use this Evocation, the wielder must be at Initiative 15+ and have raised the storm to Intensity 6+. The wielder diverts the normal consequences of sheathing Stormcaller into a devastating barrage of lightning. She makes (Intensity/2, round up) unblockable **decisive** attacks against one or more enemies out to extreme range, making a single attack roll. She divides (her Initiative + the storm's Intensity) evenly among all hit enemies (round up) to determine the raw damage rolled against them, ignoring Hardness. The wielder adds the threshold successes she rolled over each target's Defense as bonus dice of **decisive** damage against that target.

This Evocation is subject to the same reset conditions as Storm Binding: Lightning Cleaves the Heavens. Once one is used, neither can be until the blade is purified. The Dawn Caste anima power cannot reset this Evocation.

STORM BINDING: TEMPEST OF 10,000 HELLS

Cost: 25m, 1wp; **Mins:** Essence 5

Type: Simple

Keywords: None

Duration: Instant

Prerequisites: Storm Binding: Falling Sky Strike

Drawing Stormcaller with the tempered will of a saint or the killing intent of a devil, the wielder unleashes a devastating storm on a nearby area — hurricanes, blizzards, floods, tsunamis. To use this Evocation, the wielder must first spend a scene in meditation, honing her intentions, before drawing the blade. The Storyteller can use the effects of Rain of Doom (**Exalted**, p. 483) to represent the devastation wrought by Stormcaller's ultimate storm, or create a unique effect.

As long as the wielder has attended to the daiklave's purification dutifully for the past year, she can ensure the storm won't harm her Circlemates or any characters she has a positive Tie towards. However, if she has lapsed in purifications, has an Intimacy that she formed through interaction with the bound demon, or is in Limit Break, the storm rages out of her control, often inflicting unimaginable collateral damage.

This Evocation can only be used once per story. The Solar may reset it when she upholds a Major or Defining Intimacy by successfully purifying Stormcaller beneath the new moon. Alternatively, she may reset it by communing with Akavadra in a scene of meditation, accepting a Major Intimacy that represents the demon's corrupting influence — chosen by the Storyteller — in exchange for resetting this Evocation. The Dawn Caste anima power cannot reset this Evocation.

Special activation rules: This Evocation can only be awakened by a wielder who has proven her will superior to that of Akavadra, forcing the storm demon to acknowledge her as his master. This is normally done by succeeding on the Occult roll to purify the blade for every consecutive full moon over the course of a full year, though other narrative conditions may allow the wielder to assert her primacy over the demon. Alternatively, the storm demon might choose to make this Evocation available to a warrior who earns her favor through great and heartless deeds of violence.

“The Empress is gone. In the North and East, we face nemeses the like of which we have not seen since the Contagion. Creation itself is in the balance. And in our hour of desperation, what do these peasants do? They rebel.” The venom poured into that last word betrayed Peleps Munadi’s poise. In front of the young Dragonlord stood a table with a grand map of Voice-of-the-Tides Prefecture, her staff gathered around it.

“The time has come. Assume your posts.”

Her servants wasted no time. Even as officers saluted and withdrew, they carried out the splendid lacquered-wood display case, its lid a glass window to show off the wonder within. And inside — Empyrial Whisper. A masterpiece of artifice, that ancient suit of articulated plate had seen battles through the Empress’ reign, blessed be her name, and even before. And yet, time had hardly dulled that magnificent jade of deepest blue, or tarnished the beautiful orichalcum trim. Time...

As the servants carefully lifted the heavy breastplate, Munadi’s thoughts turned to her ancestors again. It was ritual, a way of paying them homage, those who had carried Empyrial Whisper before her. With the fastening of the first strap, she voiced her name. “I am Peleps Munadi, and I wear Empyrial Whisper.”

As the second strap pulled tight, she recounted the tale of her mother, Peleps Iren, who had worn the suit into battle against Peleps Redoro the Traitor General. Next strap, her grandmother before her, Peleps Adanima, who had defeated no fewer than thirty-one challengers on the field of duels. And then her great-grandfather, Peleps Kateru, who called down the storm into the armor and defeated an army of demons, though he gave his own life in victory.

The spaulders came on, and she recounted the tales of House Jerah, and of Jerah Geron. In his campaigns, the armor’s breath had swept away plague’s miasma from his troops when he waged war in An-Teng. With his triumph, he had earned

marriage into House Peleps, there to escape his house’s end. And before, Taharu Serenade, who led the failing Taharu family’s troops in rebellion against the Empress herself instead of wisely accepting that the age of the gentes was passing. Upon her death, the armor had been claimed by House Jerah.

The greaves, marked still with the faded imprint where the ancient hero Taharu Ararren of Water, companion to the Empress in the first year of her reign, had taken a Fair Folk queen’s lance, intended for her liege. Ararren had died two weeks later, the story went, but her bloodline had entered House Peleps upon its founding, and her legend lived on.

And Gens Taharu became the Saharu family, and then Sahat before ending in its founding, and the names that followed became stranger still — Ye Gaheste Extermammkor, called the first cataphract, and Ik Gahestke Axtye, the Farmer-Shogun. And yet behind these outlandish names were Dragon-Blooded heroes, true and noble, who had once lived and breathed, and who had once owned Empyrial Whisper in ancient days, when the suit had looked different yet still been the same.

And as the list became erratic, and then ran out entirely, the servants attached her cloak, and then finally placed the helmet on her head. As it settled, she intoned the final entry: “And at last, the unknown one, whose deeds include the creation of Empyrial Whisper itself.”

She seized her daiklave and strode forth from her pavilion, facing the serried ranks of her dragon, awesome in the sunlight reflected off their gear. And she remembered her great-grandfather, who called down the storm — she could almost hear his voice, and alongside it, the thousand voices of all those heroes who had carried this armor before her. She thrust her blade heavenward, yelling the order to her subordinates, her voice joining the chorus of those who came before. And among their number, she hoped that her name would bring no dishonor. The armor amplified her voice, and the sound reached every soldier.

“To battle!”



Chapter Three

Armor of the Chosen

Baldaquin

(Orichalcum Lamellar Armor,
Artifact • • •)

Broken Thunder forged this armor for Shadow-of-Mars to guard her as she set off on the Eight Directions Embassy, traveling to every corner of Creation and beyond as an emissary of the Exalted Host. She wore it as she entreated Western Fair Folk nobles to endorse the Formless Concordance, as she sailed into Old Stygia's bleak harbor to pay deference to the Dual Monarchs, and as her sandship skimmed across the Endless Desert toward an audience with the Demon City's princes. Through every storm and quake, through all the bluster and blandishments, she remained true to her mission, and the armor remained true to her.

Centuries later, older and wiser, Shadow-of-Mars set traveling aside to make her home in Asmay on the Isle of Nine Cities, near Luthe. She passed Baldaquin to a new generation of Quicksilver Falcons, that they might be likewise protected as they traveled the Great Western Ocean and realms beyond in service to the newly established Deliberative.

Each rondel on this suit of small orichalcum plates bears the insignia of the nigh-mythical Eight Directions Embassy — eight arrows radiating outward from the Imperial Mountain.

Attunement: 5m

Type: Medium (Soak +8, Hardness 7, Mobility Penalty -1)

Tags: None

Hearthstone slot(s): 1

Era: Eight Directions Era

Evocations of Baldaquin

While the Exalt travels in order to act as an intermediary or advocate for another, she adds (Essence) bonus dice to all rolls to endure or bypass hostile environments and hazards.

AUSTERE AMBASSADORIAL MIEN

Cost: 3m, 1wp; **Mins:** Essence 1

Type: Reflexive

Keywords: Dissonant, Resonant

Duration: One scene

Prerequisites: None

The Crowned Suns braved the courts of Creation's enemies to forge pacts of embassy, and their strength of will gleams from every plate of the armor many of them wore. While Baldaquin's wearer and her companions are guests of, or guided by, spirits or the Fair Folk, they gain +1 Resolve and Guile, so long as they respect the local terms of hospitality. Their host and his retinue cannot attack them without just cause unless the attacker pays one Willpower.

An Eclipse Caste Solar waives this Evocation's Willpower cost.

Special activation rules: As long as the wielder isn't dissonant with orichalcum, this Evocation awakens at no cost when she successfully influences or reads the intentions of a spirit or raksha.

Resonant: This Evocation's duration is Indefinite.

UPRIGHT NAUTICAL ENVOY

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Any one Charm this Evocation augments

Countless journeys across the Great Western Ocean have impregnated Baldaquin with the Essence of ship and sea. This Evocation enhances the following Charms as described below:

- Fathoms-Fed Spirit (**Exalted**, p. 386) offers its benefits (Essence + 1) times per day.
- Tide-Cutting Essence Infusion (**Exalted**, p. 386) increases a ship's speed by (Essence) points while the Solar is traveling as an intermediary.

- The bonus dice provided by Tide-Carried Omens (**Exalted**, p. 391) are converted to automatic successes.

FAULTLESS EMISSARY METHOD**Cost:** 3m; **Mins:** Essence 1**Type:** Reflexive**Keywords:** None**Duration:** Instant**Prerequisites:** Austere Ambassadorial Mien

In forging covenants with wild powers beyond mortal ken, the Quicksilver Falcons of the First Age achieved impossible feats of diplomacy; their successors will do no less. This Evocation rerolls (Essence) failures on a bargain or read intentions roll made while acting as an intermediary.

IRON-COMPASS SOUL**Cost:** —; **Mins:** Essence 2**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Austere Ambassadorial Mien

Broken Thunder forged the integrity of the Imperial Mountain into Baldaquin, fortifying it against the vagaries of chaos and alien spirits. Whenever the wearer successfully resists influence used by demons, undead, or Wyld-born creatures or energies, she gains two Initiative and two motes.

PART THE WINDS OF CHAOS**Cost:** —; **Mins:** Essence 2**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Iron-Compass Soul, any one Charm this Evocation augments

Warping from alien energies cannot broach Baldaquin's iron defense. (Essence) times per day, the wearer may waive the Willpower cost of Integrity-Protecting Prana, Wyld-Dispelling Prana, Chaos-Repelling Pattern, or Chaos-Cutting Galley (**Exalted**, pp. 303-304, 330, 391).

GOLDEN NEGOTIATOR'S VOICE**Cost:** —; **Mins:** Essence 2**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Austere Ambassadorial Mien, any one Charm this Evocation augments

Every plate of the armor echoes with a thousand diplomatic discourses and commercial debates. This Evocation enhances the following Charms as described below:

- Enlightened Discourse Method and Semantic Argument Technique (**Exalted**, pp. 285-286) add the wearer's full Bureaucracy score while she is acting as an intermediary.
- If the wearer triggers Empowered Barter Stance (**Exalted**, p. 286) while acting as an intermediary, she receives an additional Willpower.

CELESTIAL SAFE-PASSAGE COMPACT**Cost:** 30m, 2wp; **Mins:** Essence 3**Type:** Simple**Keywords:** None**Duration:** Instant**Prerequisites:** Faultless Emissary Method, Golden Negotiator's Voice

Baldaquin recalls how the Eight Directions Embassy forged pacts between the Crowned Suns and the spirit courts, allowing its wearer to forge similar pacts between any two of Creation's rulers or governments. Once both rulers or their rightful representatives agree to the pact, envoys and their entourages traveling on official business from one ruler's court to the other's gain the benefits of diplomatic immunity provided by the Eclipse Caste anima power (**Exalted**, p. 177). The pact persists through succession, usurpation, or even civil war so long as continuity of government remains. Once either ruler or ruling body officially forswears the pact, or either government ceases to exist in its current form, future envoys lose the pact's protection, but envoys currently on official business retain its protection for the duration of their embassy.

This Evocation can be used once per story. If the wearer is an Eclipse Caste Solar, she can reset it by completing a major character or story goal (**Exalted**, p. 170) in her role as intermediary.

Heart&balm (Orichalcum Reinforced Breastplate, Artifact • • •)

The love song of Laughing Sky and Oak Ring Prince is one of Creation's greatest romances, still sung by skalds and storytellers millennia after their death. The seventh lay of their cycle tells how the bold Oak Ring Prince sustained a grievous scar after defending his husband from a behemoth's envenomed talons. Laughing Sky



swore not to rest until he'd forged armor to keep his beloved safe and redouble the beauty he had lost. From that day forward, Oak Ring Prince wore Heartsbalm into every battle, making him as invincible as his love for Laughing Sky.

Their romance tells of the incredible perils that he withstood for love's sake, from single-handedly holding off the legions of the Chatoyant Sovereignty to braving the Thousand Razors Labyrinth to free his husband from Hell. After the Oak Ring Prince's final battle against the Usurpation forces at the Calibration Feast, Laughing Sky took up his armor in a revenge-driven rampage against his killers.

Attunement: 6m

Type: Heavy (Soak +11, Hardness 10, Mobility Penalty -2)

Tags: None

Hearthstone slot(s): 2

Era: Falling Stars Interregnum

Evocations of Heartsbalm

To attune to Heartsbalm for the first time, its bearer must draw upon the love embodied in a positive Tie towards another character. From that point on,

that character is considered the wearer's *beloved*. Romantic, familial, and other forms of love are all valid, as long as it's a reciprocated, emotionally significant relationship.

If the wearer's beloved is killed, or their reciprocal love otherwise ends, the wearer may designate a new character as her beloved at the start of the next story. Until then, she loses the benefit of Heartsbalm's Evocations. She can choose a new beloved before then by spending two experience points, which are refunded at the beginning of the next story.

When Heartsbalm's wearer uses a defend other action to protect her beloved, or her beloved protects her thusly, the protecting character gains +1 Defense.

HEART-FORGED AEGIS

Cost: 5m, 1i; **Mins:** Essence 1

Type: Reflexive

Keywords: Perilous, Resonant

Duration: Until next turn

Prerequisites: None

Girding herself against an attack, Heartsbalm's wearer reinforces the armor with Essence and passion. She adds

(her Intimacy towards her beloved) to Heartsbalm's soak, and increases the defense bonus from Heartsbalm's innate power to +2.

Resonant: This Evocation's duration is extended to one scene.

FURIOUS GUARDIAN REPRISAL

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Essence-Gathering Temper, Heart-Forged Aegis

This Evocation upgrades Essence-Gathering Temper, Willpower-Enhancing Spirit, and Fury-Fed Ardor (*Exalted*, pp. 376-377, 379). The wearer may invoke these Charms in response to damage she witnesses being done to her beloved as though it were being done to her.

INDOMITABLE GUARDIAN ARDOR

Cost: 1m, 1wp; **Mins:** Essence 2

Type: Reflexive

Keywords: Dissonant

Duration: One scene

Prerequisites: Heart-Forged Aegis

Heartsbalm armors both body and mind, ensuring its wearer's loyalty to her beloved as well as her survival. The wearer gains +1 Resolve while in combat. If she is fighting to protect her beloved or their relationship, she adds (her Intimacy) to Heartsbalm's Hardness bonus, and as non-Charm bonus dice to withstand environmental hazards.

Special activation rules: As long as the wearer isn't dissonant with orichalcum, this Evocation awakens at no cost when she and her beloved defeat a powerful opponent together.

ORICHALCUM HERO'S HEART

Cost: 3m, 3i, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Indomitable Guardian Ardor

A tide of power arises from Heartsbalm as its wearer withstands trials and tribulations for her love, born from resonance between the wearer's compassion and that of every hero to have ever worn the armor. This force rebukes enemies, turning their own attacks back on them. The wearer can only use this Evocation while she is fighting to protect her beloved or their relationship. After being hit by a

decisive attack, she may roll (her current temporary Willpower + Intimacy for her beloved), opposing the damage roll. If her roll wins, she takes no harm from the attack, and her attacker resets to base Initiative normally.

This Evocation can only be used once per day, unless reset by risking harm to uphold a Tie towards one's beloved.

Resonant: The wielder may redirect a negated attack back on the character who made it, forcing him to roll damage against himself if his attack roll beats his Defense.

ALL-CONQUERING LOVE

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Orichalcum Hero's Heart

This Evocation upgrades Strength From Conviction Stance (*Miracles of the Solar Exalted*, p. 13). In a Decision Point, the wearer may call upon sacrifices she's made to protect her beloved or their relationship, even without a supporting Principle. Once per story, when she uses this Charm to resist a life-changing task (*Exalted*, p. 216), she may roll dice equal to (her Intimacy towards her beloved), shedding one point of Limit for each success.

TRUST BEYOND DOUBT

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Orichalcum Hero's Heart, Transcendent Hero's Meditation

This Evocation upgrades Transcendent Hero's Meditation (*Exalted*, p. 308), reducing its cost by (Intimacy) motes when the wearer invokes it in response to influence that opposes her Tie to her beloved. If the influence would cause her to harm or endanger her beloved, she may break free from it instantly, without needing to spend time in meditation.

Kaijin (Starmetal Reinforced Buff Jacket, Artifact • • •)

This green leather jacket — made with a patchwork of hides from a dozen God-Blooded monsters — is reinforced with starmetal plates and epaulettes, and rivets of

opal mined from the bottom of the Great Western Ocean. The starmetal was excavated by deep-sea diver and archaeologist Ebony Maelstrom, a Chosen of Secrets who used one of Yu-Shan's ancient wonders to spend decades exploring long-forgotten ocean floors all over the world. In the Great Western Ocean's deepest abysses, he found an immense meteor, touched by so many disparate spirits' Essences that the only distinct power he could extract safely was their shared immaterial nature. He brought the unprecedented phenomenon back to the workshops of the Heavenly City to be preserved in artifact form for the Sidereal host's use, and to this day it's occasionally requisitioned by Sidereal Circles embarking on dangerous missions. This armor can trick the Loom of Fate into seeing its wearer as a spirit, and he becomes as they are, intangible as the wind.

Attunement: 5m

Type: Medium (+8 Soak, Hardness 7, Mobility Penalty -1)

Tags: Silent

Hearthstone slot(s): 2

Era: Clepsys Divergence

Evocations of Kaijin

Attuning to Kaijin awakens Hazy Mirage Edge at no cost.

HAZY MIRAGE EDGE

Cost: 3m, 2i; **Mins:** Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisites: None

Weapons that should have just barely hit their mark slide through the edges of the Exalt's outline instead. She gains +1 Defense and adds (Occult) to her armored soak against an attack, unless it can hit dematerialized targets.

Resonant: This Evocation's duration is extended to one tick.

FLYING PHANTOM LEAP

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Hazy Mirage Edge, Leaping Dodge Technique

This Evocation upgrades Leaping Dodge Technique (*Exalted*, p. 299) when the Solar uses it after dodging an attack with Hazy Mirage Edge. She instantly vanishes and

reappears at her new location, allowing her to ignore obstacles such as walls or difficult terrain that would otherwise prevent her movement.

SILVER-TONGUED BLASPHEMIES

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Ancient Tongue Understanding, Hazy Mirage Edge

This Evocation upgrades Ancient Tongue Understanding (*Exalted*, p. 356). While speaking in Old Realm, she may add its bonus successes on any Manipulation-based influence rolls to convince others that she is a spirit.

IMMANENT MANTLE OF DIVINITY

Cost: 3m; **Mins:** Essence 2

Type: Supplemental

Keywords: Dissonant, Resonant

Duration: Instant

Prerequisites: Hazy Mirage Edge

For just a moment, the stars align to bring Kaijin's wearer briefly out of phase with the material world. This Evocation enhances a roll to oppose a grapple, disengage or withdraw from an enemy, or otherwise escape from an enemy. The target number of the roll — the number a die must show to be counted as a success — is lowered by one. No combination of effects can lower a roll's target number below 4.

Dissonant: The wearer may only count up to (Essence) 6s as successes.

Resonant: In addition to lowering her target number by one, this Evocation raises the target number of all opposed rolls by one. No combination of effects can raise a roll's target number above 9.

FATEFUL SHIFT EVASION

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

Type: Reflexive

Keywords: Clash, Dissonant, Resonant

Duration: Instant

Prerequisites: Immanent Mantle of Divinity

Flickering into nothingness for a second, the Exalt lets her foe pass through her. When an enemy in close range attacks Kaijin's wearer, she may use this Evocation to clash with a difficulty 3 gambit rolled with (Wits + Dodge). If successful, she may either reflexively move one range band away from him, or cause him to move one range band past her (and potentially into a hazard,

over a cliff, and so on). For every threshold success on the gambit's Initiative roll, she steals one point of Initiative from him. This doesn't count as the wearer's combat action.

Dissonant: This Evocation can only be used once per scene, unless reset by succeeding on a disengage roll and moving out of close range from all enemies.

Resonant: The gambit's Initiative cost is waived.

DONNING THE ETHEREAL FORM

Cost: 10m, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: Dissonant, Mute, Perilous, Resonant

Duration: One scene

Prerequisites: Fateful Shift Evasion

Harmonizing her Essence with the invisible world of spirits around her, Kaijin's wearer walks between worlds. She and all objects on her person become dematerialized, unable to interact with the material world or be harmed by it without the use of magic. She remains visible to materialized characters, but seems like a divine spirit rather than flesh and blood, requiring a difficulty 7 (Perception + Occult) roll to distinguish.

Special activation rules: This Evocation cannot be bought with experience points. It awakens at no cost when Kaijin's wearer achieves a major character or story goal (**Exalted**, p. 170) by convincing a significant character or a society that she is a god.

Dissonant: Characters dissonant with starmetal cannot awaken this Evocation.

Resonant: This Evocation's minimum Essence is reduced by 1.

Midnight Thorn (Green Jade Chain Shirt, Artifact . . .)

This chain shirt of green jade links — treated with the mystical inks certain far-Eastern barbarian tribes use to camouflage themselves with occult tattoos — is worn atop a hooded tunic of soft black velvet, made with silk spun by rare worms that inhabit deep places beneath the Imperial Mountain. Completing the set is a pair of bracers made from the stripped bark of ironwood trees, carved with symbols representing Sextes Jylis and Mela, with a hearthstone socket set in the left

bracer. Midnight Thorn was forged by the Dragon-Blooded artificer Iselsi Uja, and was among the arsenal of artifacts House Iselsi employed in their disastrous rebellion against the Scarlet Empress. She stripped it away from the House and bestowed it on her elite spies, the All-Seeing Eye. Its last known bearer, sent by the Empress herself to infiltrate Lunar bases on the Caul, wore Midnight Thorn to conceal him in the jungles, but he never returned to report his findings, and the armor was presumed lost.

Attunement: 4m

Type: Light (+5 Soak, Hardness 4, Mobility Penalty -0)

Tags: Concealable

Hearthstone slot(s): 1

Era: Reign of the Scarlet Empress

Evocations of Midnight Thorn

Midnight Thorn's wearer adds a non-Charisma success on all Stealth rolls she makes while concealed by forests, jungle, or other *plant-based concealment*.

LEAF-SUSSURUS MIMICRY

Cost: 3m; **Mins:** Essence 1

Type: Supplemental

Keywords: Dissonant, Resonant

Duration: Instant

Prerequisites: None

Midnight Thorn's armored links become as silent and soft as leaves. This Evocation enhances a Stealth roll made while in plant-based concealment, lowering any penalties by the wearer's (Essence).

Dissonant: As long as the wearer isn't dissonant with jade, this Evocation awakens at no cost when she successfully ambushes a non-trivial enemy.

Resonant: As long as the wearer's roll beats at least one non-trivial enemy, she gains a point of Initiative.

RAZOR BLOOM BARRIER

Cost: 3m; **Mins:** Essence 1

Type: Reflexive

Keywords: Resonant

Duration: One scene

Prerequisites: Leaf-Sussurus Mimicry

Opening her palm and feeding Essence into the bracer bearing Sextes Jylis' sigil, the wearer creates a flower. She may use this Evocation once on her turn to throw such a flower to a point at close range, where it grows into a bush or shrub in seconds. This counts as light

cover (**Exalted**, pp. 198-199). Once this Evocation ends, the razor blooms wither into nothingness.

An Essence 3 repurchase upgrades flowers to briar walls, providing heavy cover. An enemy that attempts to take cover behind it or use it as concealment for a Stealth roll suffers (Essence) dice of lethal damage, ignoring Hardness, from the thorns.

Resonant: Midnight Thorn's wearer may reflexively roll to take cover behind her Razor Bloom Barrier with (higher of Stealth or Survival) bonus dice.

UNSEEN DRYAD CONCEALMENT

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Invisible Statue Spirit, Leaf-Sussurus Mimicry

This Evocation upgrades Invisible Statue Spirit (**Exalted**, p. 403). While the Solar is in plant-based concealment, the Charm's cost is waived.

BLOOD THORN TECHNIQUE

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Razor Bloom Barrier

Whenever the wearer takes non-bashing **decisive** damage, she may use Razor Bloom Barrier reflexively. If her attacker is at close range, he must succeed on a (Dexterity + Athletics) roll against the wearer's (Essence + 2) or be knocked prone by the rapid growth, taking one die of **decisive** bashing damage that ignores Hardness.

ELUSIVE FOREST SHADOW

Cost: 4m, 2i; **Mins:** Essence 2

Type: Simple

Keywords: Mute

Duration: One scene

Prerequisites: Razor Bloom Barrier

Hidden in the shadows, Midnight Thorn finds the peace to grow and flourish. To use this Evocation, the wearer must have established Stealth behind plant-based concealment, and no enemy that's aware of her can be within short range or closer. A layer of firm bark grows over Midnight Thorn's surface, adding (Survival) soak and +2 Hardness.

EMBRACE OF THORNS

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Dark Sentinel's Way, Razor Bloom Barrier

This Evocation upgrades Dark Sentinel's Way (**Exalted**, p. 406). When she uses it to protect an ally, she may reflexively use Razor Bloom Barrier to create cover that applies to her ward's Defense.

SHADOW HUNTER AMBUSCADE

Cost: 1m, 1wp; **Mins:** Essence 3

Type: Supplemental

Keywords: Resonant, Uniform

Duration: Instant

Prerequisites: Elusive Forest Shadow

Razor blooms fly from the armor like arrows as the wearer strikes from stealth, harrying her foes and catching them off guard. This Evocation can enhance an unexpected attack made with any Ability, stripping away (Essence) points of Initiative from the target and granting it to the wearer on a hit. Alternatively, she may transfer these points of Initiative to an ally within short range, creating an opening for him to take advantage of.

Resonant: This Evocation also adds one bonus success on the damage roll of an unexpected attack.

WILDERNESS-STALKING WRAITH

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Elusive Forest Shadow, Traceless Passage

This Evocation upgrades Traceless Passage (**Exalted**, p. 412). When the Solar uses it to conceal her tracks while moving through a forest, jungle, or other vegetation-dense terrain, she doubles 7s.

Five Edicts Dominion (Soulsteel Articulated Plate, Artifact • • • •)

Legend claims that this hulking black suit of plate armor may be the first soulsteel artifact ever created, dating back to the Divine Revolution. Whether or not it was first, it's assuredly ancient. Five Edicts Dominion was forged from the laws of the ancients themselves as they



tumbled past the lips of dying titans on the winds of their final breaths. Indistinct shades of long-extinct species shift slowly across its matte-black surface. Wicked spikes protrude from its majestic pauldrons and regal crown-helm. It was worn in battle only once, by the Night Caste assassin Khour-Rudjek, before he sealed it away under a mountain for thousands of years, fearing what its corrupting influence might do to his fellow Chosen. That mountain lies in a shadowland now, and a mysterious necromancer-king's dark agents have been seen plumbing the ruins.

Over the millennia, the restless dreaming of the Old Laws trapped in the steel has woken something inside. The dying breaths of beings not meant to die are too potent to be silently tamed, and they have formed a consciousness over time. The armor is sentient and can speak to an attuned Exalt even when not worn, or anyone close by when unattuned. What it ultimately wants is anyone's guess, but canny Exalts are wary of its promises.

Attunement: 6m

Type: Heavy (+11 Soak, Hardness 10, Mobility Penalty -2)

Tags: None

Hearthstone slot(s): 2

Era: War of the Gods

Evocations of Five Edicts Dominion

While Five Edicts Dominion is unattuned, it exerts social influence on any character in long range capable of attuning to it that sees it, making a 10-die bargain roll to convince her to attune to it.

Once attuned, Five Edicts Dominion fills its wearer's mind with words of those long dead, adding a non-Charm bonus success on Occult rolls concerning the undead or the Underworld, and on Linguistics rolls to understand archaic or dead languages.

ON YOUR KNEES

Cost: 2m, 1i; **Mins:** Essence 1

Type: Reflexive

Keywords: Perilous, Resonant, Uniform

Duration: Instant

Prerequisites: None

Five Edicts Dominion rebukes those who lack the strength to pierce it, channeling dead gods' whispers to speak an incomprehensible word — one lost to all languages, but universally understood as a command to kneel. When the wearer is hit by an attack but takes no damage, she may use this Evocation to knock her attacker prone as an invisible

weight forces him to his knees. She gains a Minor Tie of contempt for her attacker, or strengthens such an Intimacy by one step if she already has one.

Special activation rules: This Evocation awakens at no cost when the wearer exploits a Major or Defining Tie towards herself with a context of subordination or inferiority to lower a target's Resolve against her influence, or discovers such a Tie with a read intentions roll. This encompasses a soldier's loyalty to her commander, a peasant's awe at a deadly warrior, or the rage of the oppressed against their tyrants.

Resonant: At the wearer's option, she may channel phantasmal force to knock an attacker one range band back before kneeling him.

10,000 YEARS HUMILIATION

Cost: 3m, 1i; **Mins:** Essence 2
Type: Reflexive
Keywords: Dissonant, Perilous
Duration: Instant
Prerequisites: On Your Knees

Five Edicts Dominion channels a word of denial through its wearer's lips, tainting the air with its chilling timbre. Whenever an enemy within short range of the wearer attempts to rise from prone, she may roll a reflexive threaten action against his Resolve with ([Charisma or Appearance] + Presence). If successful, that character doesn't dare rise from prone until his next turn.

Dissonant: An enemy may pay one Willpower to resist this Evocation for the rest of the scene.

BEYOND YOUR REACH

Cost: 3m, 2i; **Mins:** Essence 2
Type: Reflexive
Keywords: Dual, Perilous
Duration: Instant
Prerequisites: 10,000 Years Humiliation

The futile efforts of Five Edict Dominion's enemies crumble into failure like dust on the wind, proving their inferiority. The wearer gains +1 Defense against an attack made by an enemy that she has a Tie of contempt for or who is prone. If both are true, she gains +2 Defense. Even if the attack hits, **withering** damage is halved (round down) while **decisive** damage subtracts (the wearer's Intimacy).

ABSOLUTE TERROR MANTLE

Cost: —; **Mins:** Essence 2
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisites: Beyond Your Reach

This Evocation upgrades Majestic Radiant Presence (**Exalted**, p. 370), reducing its cost by two motes. In addition, enemies who are prone cannot spend Willpower to resist it.

DREAD MAJESTY COMMAND

Cost: 3m, 1a, 1wp; **Mins:** Essence 2
Type: Simple
Keywords: Resonant
Duration: Instant
Prerequisites: Beyond Your Reach

With a shout dredged from the slag of extinct languages, the Exalt unleashes a torrent of anima, force, and sharp black needles across the battlefield. All enemies within short range must roll (Stamina + Resistance) against a difficulty of the wearer's (Linguistics) or be knocked back one range band and fall prone.

Special activation rules: As long as the wearer isn't dissonant with soulsteel, this Evocation awakens at no cost when she defeats a character she has a Major or Defining Tie of contempt for.

Resonant: Each character who fails his roll loses one point of Initiative for each success he failed by. The wearer doesn't gain this Initiative.

ON A PEDESTAL OF YOUR BONES

Cost: 5m, 1a; **Mins:** Essence 3
Type: Reflexive
Keywords: Counterattack, Dissonant, Resonant, Withering-only
Duration: Instant
Prerequisites: Dread Majesty Command

The Exalt's anima melds with the words of ancient dead things into an aura of disdainful whispers and Essence. When an enemy who's prone or who the wearer has a Tie of contempt for hits her with a **withering** attack, she may use this Evocation to counterattack with a ([Charisma or Appearance] + Presence) threaten roll against the attacker's Resolve, adding (Intimacy) non-Charisma bonus dice. If she succeeds, he gains no Initiative from his attack.

Dissonant: Characters dissonant with soulsteel cannot awake this Evocation.

Resonant: A successful counterattack also halves the **withering** damage dealt to the wearer (round down).

YOU GROVELING FOOLS

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

Duration: Permanent

Prerequisites: Dread Majesty Command, Worshipful Lackey Acquisition

This Evocation upgrades Worshipful Lackey Acquisition (*Exalted*, p. 372). The Solar may trigger it when she achieves a goal by defeating her enemies in battle. If she has a Tie of contempt for an affected character, (her Intimacy) is added to the difficulty of the roll he must make to resist.

COVENANT OF THE OLD LAWS

Cost: 20m, 2wp; **Mins:** Essence 4

Type: Simple

Keywords: Resonant

Duration: Instant

Prerequisites: On a Pedestal of Your Bones

Resonant: This Evocation can only be awakened by a character resonant with soulsteel.

To use this Evocation, the wearer must spend at least five minutes meditating in the Underworld, a shadowland, or an Abyssal demesne or manse. The world around her seems to crumble into nothingness, revealing the all-devouring void that lurks just beneath Creation's skin. There, on the edge of the void, the wielder may bargain with the ancient and unknowable dead.

Any gift gained through this Evocation comes at a price specified by the Storyteller. Depending on what the wearer requests, it is treated as a Minor, Major, or Defining pact. *Minor pacts* should be relatively simple for the wearer to accomplish, and completable within the current or next session. Fulfilling a *Major pact* requires an undertaking equivalent to a major character or story goal (*Exalted*, p. 170). *Defining pacts* require an undertaking comparable to a legendary social goal (*Exalted*, p. 134) to repay. If the wearer fails to uphold her end of the bargain or appears to renege on it, she suffers the void's wrath, as though she'd broken an oath consecrated by the Eclipse anima power (*Exalted*, p. 176).

Artifacts: The void can reveal the location of an artifact that's free to claim. The wearer may freely specify the details of the artifact she wishes for, such as an orichalcum daiklave or a weapon with power against the Fair Folk, but cannot choose a specific artifact. Asking for a two-dot artifact requires a Minor pact; a three- or four-dot artifact requires a Major pact; and a five-dot artifact requires a Defining pact. Artifact N/As cannot be granted except at the Storyteller's dispensation.

Favor: The wearer may ask the void to curry favor with a specific undead, such as an ancestor spirit or the tyrannical

nephwrack queen Scorpion-Flail Kigaru. The next time she interacts with that character, she is marked with a bloody sign of the void's favor. The chosen character is treated as having a positive Defining Tie with a context of the Storyteller's choice towards the wearer for the scene, and his retinue gain it as a Major Tie. This normally requires a Major pact, but is a Defining pact if the Storyteller deems the chosen character is too powerful to be easily swayed, such as a Deathlord or any undead Exalted.

Manses: If the wearer uses this Evocation in the Underworld or on an Abyssal demesne, she may beckon the void to raise an Abyssal manse, its structure taking form from shadowy Essence that suppurates up from the void into the world. The manse is lesser unless it is raised on a greater demesne. This requires a Major pact.

Other Merits: The wearer may petition the void for undead armies, lost treasures of the grave, spectral retinues, or any other Underworld-related asset that could be represented as a Story Merit (*Exalted*, p. 158). One- or two-dot Merits require a Minor pact; three- or four-dot Merits require a Major Pact; five-dot Merits require a Defining pact.

Power: The void may grant powers the Storyteller deems suitable, such as custom Evocations of Five Edicts Dominion, Charms that resonate with the armor's themes, or spirit Charms with the Eclipse keyword possessed by the undead. The wearer must meet all minimums and prerequisites, but need not spend experience. This normally requires a Major pact, although the Storyteller may require Defining pacts for bestowed powers that are stronger than these guidelines describe.

This Evocation can only be used once per story. It cannot be reset by the Dawn Caste anima power.

The Quincunx (Orichalcum Breastplate, Artifact)

Forged in the High First Age by the renowned Twilight sorcerer Devon, who believed that the secrets of the universe could be harnessed with careful mathematical reckoning, the Quincunx put to rest any claims that a sorcerer could not hold his own on the battlefield. When his Circlemate, the Dawn warrior Kati, plunged headlong into Malfeas alone to settle a score with a demon lord, Devon saw little choice but to gird himself for battle and follow, donning the Quincunx as a sorcerous defense against the alien geometries he would encounter there. The breastplate was buried along with its creator and lies entombed still, waiting for the hand that will awaken its mystical potential once more.

This breastplate consists of two perfectly symmetrical pentagonal plates of burnished orichalcum. Both are inlaid with resonant crystals aligned in significant occult patterns and inscribed with runes. The front plate has one hearthstone socket in the center of the prominent quincunx pattern that gives the artifact its name. The breastplate is worn over a long, high-collared tunic with flared sleeves, lined with the fur and Essence of five huraka. The sorcerer who dons this armor can calculate his opponent's next move and capture mystical energies to power acts of occult might.

Attunement: 4m

Type: Light (+5 Soak, Hardness 4, Mobility Penalty -0)

Tags: None

Hearthstone slot(s): 1

Era: Dreams of the First Age

Evocations of the Quincunx

A character attuned to the Quincunx gains +1 Defense while shaping sorcery, attempting countermagic, or distorting a spell.

A Twilight Caste Solar at bonfire anima may pay six motes and one Willpower to harmonize her anima banner with the Quincunx, stacking its Hardness bonus with the armor's for the rest of the scene.

AEGIS OF GEOMETRIC PERFECTION

Cost: 1m+; **Mins:** Essence 1

Type: Reflexive

Keywords: Dual

Duration: Instant

Prerequisites: None

The Quincunx's design embodies perfection, channeling its wearer's Essence to harmlessly disperse force. The wearer may spend up to (Essence) motes on this Evocation before an attack is rolled against her. If she is shaping a spell, she may spend up to (Essence + Occult) instead. Each mote spent reduces the raw damage of a **withering** attack by one, while every three motes spent, rounded down, reduces **decisive** damage by one die.

HARMONIC CRYSTAL VESSEL

Cost: 3m, 1i; **Mins:** Essence 1

Type: Supplemental

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Aegis of Geometric Perfection, Terrestrial Circle Sorcery

In tomes depicting treasures of the lost Age, the Quincunx is sometimes called the Harmonic Crystal Vessel for its ability to utilize crystal's natural resonance to trap sorcerous energy. This Evocation supplements a countermagic action (**Exalted**, p. 446), banking dispersed sorcerous motes in the Quincunx. The wearer may use these sorcerous motes to cast her own spells or to power the Quincunx's Evocations. Unspent motes are lost at end of scene.

Resonant: The countermagic roll benefits from double 9s.

RESONANCE OF SORCEROUS ESSENCE

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Harmonic Crystal Vessel, Supernal Control Method

Whenever the Solar enhances an Occult roll with Supernal Control Method (**Exalted**, p. 356), she may bank a single sorcerous mote in this armor for each 10 on the roll.

SORCERER'S CRYSTAL AEGIS

Cost: 3m, 1wp; **Mins:** Essence 2

Type: Reflexive

Keywords: Clash, Resonant

Duration: Instant

Prerequisites: Harmonic Crystal Vessel

Channeling sorcerous power through the Quincunx's crystals, the wearer perfectly calculates the trajectory of an attack and sends whips of Essence lashing to intercept the strike. She reflexively rolls (Wits + Occult) to clash an attack against her. On a success, she doesn't deal damage; instead, the Quincunx banks motes equal to her total successes. This doesn't count as the wearer's combat action for the turn.

Resonant: Winning the clash also strips (Essence) Initiative from the attacker, which is added to the wearer's Initiative.

BRILLIANT BACKLASH CASCADE

Cost: 25m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Resonant, Withering-only

Duration: Instant

Prerequisites: Celestial Circle Sorcery, Sorcerer's Crystal Aegis

The Quincunx's master releases a torrent of gathered power as an unblockable **withering** attack with (Wits + Occult) against all enemies within short range. The attack has raw damage equal to (her Intelligence + Essence + extra successes) and Overwhelming (Essence). An enemy that takes

damage is knocked back one range band and falls prone; crashing an enemy knocks him back an additional range band. Creatures of darkness are especially vulnerable to this attack, and cannot apply their soak against the damage. The Quincunx's wearer only gains Initiative from the highest damage roll against an enemy caught in the blast.

This Evocation can only be used once per scene, unless reset by banking 10+ motes in the Quincunx on a single tick.

CELESTIAL ANIMA HARMONY

Cost: —; **Mins:** Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Brilliant Backlash Cascade, Spirit-Drawing Oculus

This Evocation upgrades Spirit-Drawing Oculus (**Exalted**, p. 359). When the Solar gains motes from it, she also banks that many sorcerous motes in the Quincunx.

Sozen, the Cataphract of Keys (Orichalcum Articulated Plate, Artifact • • • •)

Sozen's name is spoken in whispers in the Demon City's gaming houses and seraglios, its alleyways and thieves' dens. Even Hell has its laws and boundaries, and when one wishes to break them, who better to turn to than the Cataphract of Keys? No brazen gate can bar her way, nor thousand-eyed sentinel glimpse her passage. She is queen of Hell's underworld, admired and feared, a legend made flesh.

She also does not exist.

When the first Solar Deliberative collapsed, its embassy to Malfeas — perhaps an ill-considered venture — vanished utterly. Seeking a lover thus lost, Thousand-Named Orphan pledged to sieve Hell to find her again. He went to Zakhar of the Yellow Lamp for aid, that drunken apostate priest said to be the era's finest artificer. Zakhar forged the Orphan a suit of armor containing the Essence of a demon that never was, laboring with such skill that the world itself forgot that Sozen was false. Thus clad, the Orphan walked the Demon City's brazen streets for seven years undiscovered.

A mass of spiked orichalcum plates tarnished green by demonic Essence, Sozen covers its wearer from head to toe. Each plate's underside is filigreed with occult glyphs of starmetal and black jade. The faceplate is an exaggerated

demonic mask; even when worn, there appears to be nothing behind the eye and mouth slits. An Exalted wearer's anima throbs with unnatural colors — poisonous greens and purples, opalescent sheens, and flickers of nameless demon hues. Only her iconic manifestation's natural color scheme remains untouched.

Attunement: 6m

Type: Heavy (Soak +11, Hardness 10, Mobility Penalty -2)

Tags: None

Hearthstone slot(s): 1

Era: Fall of the First Deliberative

Evocations of Sozen, the Cataphract of Keys

While an attuned Exalt wears the armor, she takes on Sozen's aspect and mien. None can distinguish her true identity short of magic such as Eye of the Unconquered Sun (**Exalted**, p. 273). Powers that reveal creatures of darkness will perceive her as such, but other magics that specially affect creatures of darkness do not treat her as one.

While in the Demon City, the wielder gains access to the familiarity distinction of Seasoned Criminal Method (**Exalted**, p. 315) even if she lacks that Charm. If she does know it, it offers the benefits of a Major Intimacy.

Sozen generates specific *ominous phenomena*. Shadows twist and writhe around the wearer, dancing like revelers. Where she walks, vegetation rustles, while standing water bubbles like a rushing brook. As she speaks, the strings of musical instruments vibrate, sending forth tangled echoes of former songs. At her touch, tarnish spreads across mirrors like frost.

HELL-SOUL MASQUERADE

Cost: 5m; **Mins:** Essence 1

Type: Reflexive

Keywords: Mute, Resonant

Duration: One scene

Prerequisites: None

The wearer veils her spirit beneath the Cataphract of Keys' illusory identity. While this Evocation is active, she gains +1 Guile. If a character fails an attempt to discern the wearer's intentions or Intimacies, she sees only Sozen. The demon persona's intentions are always mercenary, and her Intimacies are as follows:

- Defining Principle: "I am the greatest thief that Hell will ever know."

- Defining Tie: Sozen, the Cataphract of Keys (Vanity)

• Major Principle: “I will abide no disrespect for my skills and achievements.”

• Major Principle: “I take what I desire.”

• Major Tie: Precious things (Covetousness)

In addition, treat the wearer as having specialties of “demons” and “the Demon City” in every Ability.

An Essence 3 repurchase allows the wearer to reflexively spend one Willpower to use one of Sozen’s Intimacies to bolster her Resolve against influence or in a Decision Point. Doing so causes her to gain that Intimacy at Minor intensity, or to increase its intensity if she already has it (though no higher than Sozen’s intensity). She cannot voluntarily diminish the Intimacy that session.

Resonant: This Evocation’s duration is Indefinite.

INFERNAL OMEN SHROUD

Cost: 1m, 1wp; **Mins:** Essence 1

Type: Reflexive

Keywords: Resonant

Duration: Instant

Prerequisites: Hell-Soul Masquerade

The armor’s ominous phenomena intensify to shelter its wearer from scrutiny — seething waters muffle her conversation, shadows enfold her to hide from prying eyes, leafy branches furl around her protectively. This Evocation can be used when one or more characters make a Perception roll against the wearer or anything in arm’s reach of her, before they’ve rolled. For every 1, convert a die that came up successful to a failure, starting with 10s and working down. This Evocation’s benefits only apply when the environment allows for appropriate phenomena.

Resonant: This Evocation’s duration is Indefinite.

THE ORPHAN’S KEY

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Any one Charm this Evocation augments

Forged to be a legendary thief, worn by a legendary thief, Sozen conveys mastery of its art. This Evocation enhances the following Charms as described below:

- Picking a sorcerous lock with Lock-Opening Touch (**Exalted**, p. 317) doubles 8s, while the cost of opening a mundane lock is reduced by two motes.

- The Solar gains (Essence) non-Charms dice on the roll to use Master Plan Meditation (**Exalted**, p. 318).

- Once per day, she may waive the Willpower cost of Door-Evading Technique (**Exalted**, p. 321).

EVANESCENT OMEN BODY

Cost: 3m, 1i; **Mins:** Essence 2

Type: Reflexive

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Infernal Omen Shroud

Sozen’s omens are no mere display; they are part of her, and she can become one with them. The Exalt dissolves into surrounding ominous manifestations, adding (Essence/2, round up) Evasion against an attack unless it is capable of hitting dematerialized characters. She then reforms at her current location.

Resonant: If the wearer successfully dodges the attack, she may reform at some other point within short range where the environment allows for appropriate phenomena. This doesn’t count as her movement action for the round.

EVER-THIEVING DEMON HAND

Cost: 4m; **Mins:** Essence 2

Type: Supplemental

Keywords: Dissonant, Resonant, Withering-only

Duration: Instant

Prerequisites: Evanescent Omen Body

Theft is Sozen’s Essence. This Evocation supplements a **withering** attack. If successful, the wearer makes a reflexive pickpocket roll (**Exalted**, p. 224) against the target. The wielder may forgo any amount of Initiative earned from the attack to add that many bonus dice on the (Dexterity + Larceny) roll.

Special activation rules: As long as the wearer isn’t dissonant with orichalcum, this Evocation awakens at no cost when she successfully steals a useful or valuable treasure from a demon or other being of Malfeas.

Resonant: The wielder gains 1 Initiative if the pickpocket roll succeeds.

EMPTY SCABBARD PORTENT**Cost:** —(4m); **Mins:** Essence 3**Type:** Permanent**Keywords:** Decisive-only**Duration:** Permanent**Prerequisites:** Ever-Thieving Demon Hand

This Evocation permanently upgrades its prerequisite. When the wearer successfully dodges an attack using Evanescent Omen Body at Initiative 10+, she may spend four motes to counterattack with a disarm gambit rolled with (Dexterity + Larceny). If successful, the weapon dissolves with her into the ominous manifestations. The wearer may choose to have it reappear in her hand or anywhere that Evanescent Omen Body would allow her to reform; if it's nonmagical, she may instead leave it dispersed among dapple and shade, gone forever. If she knows Summoning the Loyal Steel (*Exalted*, p. 347), she may instead banish a mundane weapon Elsewhere, and recall it with a use of that Charm.

HEART-SEIZING LEGERDEMAIN**Cost:** 5m, 3a, 1wp; **Mins:** Essence 4**Type:** Simple**Keywords:** Decisive-only**Duration:** Indefinite**Prerequisites:** Hell-Soul Masquerade (x2), Empty-Scabbard Portent, The Orphan's Key

Thousand-Named Orphan was a masterful musician and lover, and it was said that he could steal anyone's heart. Clad in alien armor with its own demonic soul, he discovered a more literal expression of that gift. This Evocation may only be used in an environment conducive to Sozen's ominous phenomena. Dissolving into chiaroscuro and music, the wearer's hand flickers through an opponent's chest to steal his heart — the actual organ — as a difficulty 7 gambit. If the target has a Tie to someone or something that he believes the wearer has stolen from him, or vice versa, reduce the difficulty by the rating of the highest relevant Tie.

A stolen heart still functions; it continues to beat, and somehow its owner's blood still flows through his veins. But he feels the constant ache of its absence, suffering a -4 wound penalty instead of the normal penalty he would take based on his current damage. If the Exalt wishes, she may crush the heart in her orichalcum grip. Treat this as an unarmed attack against a trivial opponent (*Exalted*, p. 208), applying all damage directly to the heart's owner. When the wearer ends this Evocation or dies, the heart returns to its proper place in its owner's chest if he is still alive.

Creatures with no hearts are unaffected, while creatures with many hearts — or with little use for a heart,

such as zombies — may experience fewer or no consequences. Additional restrictions or penalties may apply in unusual circumstances, at the Storyteller's discretion. For instance, immaterial creatures' hearts can only be stolen if the wearer can attack immaterial foes, while the heart of the mountain-sized behemoth Mostath may simply be too large and heavy to take without the use of magic such as Nine Aeons Thew (*Exalted*, p. 266).

This Evocation can be used once per story. It can be reset by achieving a major character or story goal (*Exalted*, p. 170) involving a theft, kidnapping, or liberation by subterfuge in support of a Major or Defining Intimacy. The Dawn Caste anima power cannot reset this Evocation.

Mela's Coil

(Blue Jade Articulated Plate, Artifact •••••)

The early days of the Shogunate saw numerous short-lived Immaculate heresies. The jadesmith Aulan Kevia fell in with the adherents of Mela Ascendant. She forged Mela's Coil together with a star-eyed emissary of Heaven to celebrate this most martial of draconic incarnations, and wore it in battle against cataphracts and champions of the Five-Dragon Crusade. But despite the armor's power and potential, Kevia was slain by the crusader Righteous Fire, who took Mela's Coil to the Pagoda of Pasiap's Footstep as a prize.

It has since seen use by Immaculate champions in the Wyld Hunt to do battle with insect-winged devils, storm-riding raksha, and the many-winged war forms of the Lunar Anathema. When Righteous Fire fell in battle against the vulture-headed Devourer of Graves, his slayer deliberately incensed his ghost by casting the armor into the depths of the sea. The legend of the lost armor is whispered by Immaculates in both the Realm and Lookshy, and many have launched pilgrimages to reclaim the sacred relic and its miraculous aegis.

Mela's Coil is cunningly crafted to resemble the long, lean body of a dragon coiled around its wearer's torso. The vambraces and gauntlets are the dragon's forelimbs, the helmet its head. The dragon's eyes are hearthstone sockets.

Attunement: 6m**Type:** Heavy (Soak +11, Hardness 10, Mobility Penalty -0)**Tags:** None**Hearthstone slot(s):** 2**Era:** Five-Dragon Crusade



Evocations of Mela's Coil

Air Essence infuses Mela's Coil. Heavy as it is, the armor doesn't impair the wielder's grace or agility; it imposes no mobility penalty, and the wearer remains buoyant in water as though unarmored. This airy Essence also extends outward into a thin layer of fresh, clean air. This renders the wearer immune to drowning and to airborne poisons, diseases, and environmental hazards based on corrosive agents like acid.

The wearer may reflexively extend dragon-like claws from the armor's gauntlets. Treat these as razor claws (Light: +5 ACC, +10 DMG, +0 DEF, OVW 3; Tags: Lethal, Brawl, Concealable, Worn).

WIND-RIDER SWIFTNESS

Cost: 5m; **Mins:** Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisites: None

Borne forward by the wind, the Exalt flashes forward at her foe. This Evocation can be used against an enemy at medium range or closer. The wearer advances one range band towards him and may reflexively roll to rush him. This

counts as her movement action for the turn. If she attacks that opponent before the end of her next turn, her first such attack adds (Dexterity) bonus dice to its damage roll.

CLUTCHING DRAGON COIL

Cost: 2m, 1i; **Mins:** Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisites: Wind-Rider Swiftiness

Coils of blue jade unwind themselves from the armor to hold a foe close. This Evocation supplements a control roll when the Exalt initiates a grapple, adding (Essence) bonus dice.

If Clutching Dragon Coil is used the turn after rushing an enemy with Wind-Rider Swiftiness, then that Evocation's bonus dice are added on both the Initiative roll and the control roll for the grapple.

SPREAD THE DRAGON'S WINGS

Cost: 10m, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Dissonant, Resonant

Duration: One scene

Prerequisites: Clutching Dragon Coil

Emulating the Air Dragon, the armor unfolds a pair of blue jade wings. As long as the wearer has sufficient clearance for her 20-foot wingspan, she can fly as swiftly as a horse gallops. This functions as the five-dot version of the Wings Merit (**Exalted**, p. 167), including the penalty on actions taken in the air. While flying, she adds two bonus dice to all movement rolls.

This Evocation ends if the wearer is crashed. If she is in the air, she plummets to the ground, although the armor cushions her from suffering any falling damage.

Special activation rules: If the wielder knows Eagle-Wing Style (**Exalted**, p. 265) this Evocation awakens at no cost.

Dissonant: The precision and maneuverability of the armor's wings is equivalent to that of the Merit's three-dot version.

Resonant: The wearer ignores the Wings Merit's penalty on aerial actions.

PRINCE-OF-CLOUDS DESCENT

Cost: 3m, 3i, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisites: Spread the Dragon's Wings

Swooping down from above, the wielder strikes with terrible effect. The wielder moves down one vertical range band and horizontally up to two range bands. If this places her within close range of an opponent, she makes a nonranged **decisive** attack, adding (Strength) dice to the attack roll and doubling 10s on the damage roll. This counts as her movement action for the turn.

This Evocation can only be used once per scene. The wearer can reset it by ending her turn at least medium range or higher above all enemies while at Initiative 10+.

THOUSAND STORMS EXHALATION

Cost: 10m, 3i, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Resonant, Withering-only

Duration: Instant

Prerequisites: Clutching Dragon Coil

Her lungs expanding like a bellows, the wearer exhales a breath like a typhoon. She makes a single **withering** attack roll with (Stamina + [Athletics, Brawl, or Performance]) against every opponent in a 90-degree arc out to medium range. This can generally target one opponent at close range, three at short, and five at medium. Each target hit

suffers (15 + threshold successes on the attack roll) raw damage. The wearer gains Initiative only from the target that lost the most Initiative in the attack. Targets taking 5+ damage are knocked back one range band and fall prone.

This Evocation can be used once per combat.

An Essence 4 repurchase allows the wearer to spend two levels of anima to fill her storm-breath with lightning. Every opponent hit by the **withering** attack also faces a one-time environmental hazard with Difficulty 5, Damage 4L.

Resonant: This Evocation can be reset by defeating a significant opponent who's a proponent of a religious or philosophical system that contradicts one of the wearer's Major or Defining Principles.

ONE WITH THE BLUE JADE DRAGON

Cost: 10m, 1wp, 3a; **Mins:** Essence 5

Type: Simple

Keywords: Resonant

Duration: One scene

Prerequisites: Prince-of-Clouds Descent, Thousand Storms Exhalation (x2)

Resonant: This Evocation can only be awakened by a character resonant with jade.

Activating this Evocation requires that the wielder be at Initiative 15+ and both hearthstone sockets be filled. The Exalt vanishes for a moment behind an expanding sphere of wind and debris shot through by lances of blue light. This disperses to reveal a towering dragon of blue jade — a synthesis of the wearer and the dragon on the armor. This fusion uses most of the wearer's normal traits, but replaces her health track and dice pools with those of a lesser elemental dragon, as well as gaining access to its Charms — even those that lack the Eclipse keyword — and the Legendary Size and Soaring Dragon Flight merits. For actions that have no listed dice pool, she rolls (Essence – 1) dice instead. She still uses her base traits for determining her maximum dice from Charms and any other Charm calculations. Any items that are incompatible with her draconic form, such as armor or weapons, vanish into Elsewhere for the duration, but she can still use the Evocations of Mela's Coil. Use the relevant traits for Fakharu (**Exalted**, p. 521), with the following changes:

- It lacks the Censor's Geas, Clothed with Humanity, Dematerialize, Measure the Wind and Seven Venoms Exhalation Charms.

- All water-aspected effects become air-aspected. For instance, River-Drinking Renewal becomes Storm-Inhaling Renewal, consuming gale-force winds, downpours, and/or heavy fog instead of water; Drowning-in-Coils Constriction asphyxiates by pulling air out of the target's lungs; and Flowing Body Dispersal turns the dragon's body gaseous.
- The wearer gains the Defining Principle "I am the storm, raining destruction on my enemies" while she is in dragon form. When the Evocation ends, she gains that Principle at Minor, or increases it one level if she already has it.

Damage to the dragon's health track isn't applied to the wearer's health levels when this Evocation ends, but is instead transferred into battle damage taken by the armor, requiring a major project to repair. If not repaired, the damage to the dragon persists when this Evocation is activated again. If the dragon is Incapacitated, this Evocation abruptly ends, and the draconic carving is mangled beyond use, rendering this armor's Evocations inaccessible until repaired. This requires a superior repair project using the artifact repair rules (**Exalted**, p. 242).

This Evocation can only be activated once per story, unless reset by accomplishing a legendary social goal (**Exalted**, p. 134) that upholds a positive Defining Principle focused on religion, philosophy, morality, or ethics. The Dawn Caste anima power cannot reset this Evocation.

Unison (Moonsilver Reinforced Buff Jacket, Artifact •••••)

At first glance, Unison is an outfit of ordinary — if stylish — black clothing. Only when its master charges it with Essence does it appear as the formidable artifact it is. Unison is no mere accessory, but an extension of self, fashioned by the vanquished Lunar queen Kirka of the Empty Palace, whose famed Simhata Legions were slaughtered mercilessly by the countless forces of the raksha lords. Her lands, people, and wonders all lost to the Wyld, she seethed with rage at everything that had been taken from her and vowed vengeance against the Fair Folk. For decades she labored alone in her hollow subterranean fortress-manse to forge a suit of armor that would be an inextricable part of her being — something they could never take away from her without also taking her life. Together, Kirka and the armor she called Unison slew thousands of the Fair Folk's soldiers before death claimed her and severed their connection forever. The dormant artifact still covers her rotting corpse

in the entry hall of her manse, disconnected now from Creation by miles of bordermarches, forgotten by time.

Unison layers black silk and thin leather under a long hauberk of closely knit chain links that glimmer subtly in the light. This form-fitting chainmail is a dark, silver-gray alloy of moonsilver, steel, and liquid mercury from the Empty Palace's hearthroom, infused with the long-dead Lunar queen's blood. Fingerless chain gloves and a pair of sleek greaves complete the suit. As the wearer unlocks its true power, Unison transforms first itself and then its Exalt in a growing synchronization that culminates in perfect harmony of form. After having been attuned to it for a long time, its master starts to think of herself and the armor as literally one being, even when not wearing it.

Attunement: 5m

Type: Medium (+8 Soak, Hardness 7, Mobility Penalty -1)

Tags: Silent

Hearthstone slot(s): 1

Era: Fallen Tower Dynasty

Evocations of Unison

Unison enables three stages of transformation, called *miens*, that draw it increasingly closer to its master. When the wearer shifts from one mien to another, all motes committed to the old mien count towards the new mien's cost. All miens terminate at end of scene.

Argent Handshake Mien (3m): Like two strangers dancing the tango for the first time, Unison and its wearer take the first step in becoming partners as ordinary clothing transforms into battle armor. Upon rolling Join Battle, the wearer may enter this mien to give Unity +2 soak and +1 Hardness. In Argent Handshake Mien, Unison becomes familiar with its wearer, and sends its protective Essence coursing through her chakras to mingle with her own.

Quicksilver Host Mien (5m, 2i): Asserting its identity, Unison supplements the Exalt's power with its own wild, adaptable character. While in Argent Handshake Mien, the wearer may shift into this mien as a miscellaneous action. The armor becomes a skintight weave of compact rings like tiny scales — conforming flawlessly to the Exalt's body — and loses its mobility penalty. Its quicksilver surface allows its wearer to glide between breezes, increasing her Evasion by 1. She may revert to Argent Handshake Mien as a miscellaneous action.

Final Unity Mien (7m, 3i): The Exalt merges completely with the armor. Her armored body, made head-to-toe of Unison's distinctive moonsilver alloy, may show cosmetic characteristics of her anima banner or spirit shape, such as glowing Old Realm runes for an iconic

mandala or silvery feathers for a Lunar with an eagle icon. While in Quicksilver Host Mien, the wearer may shift into this mien as a miscellaneous action. The armor's Hardness increases by (Essence), and she adds (Essence) to her unarmed attacks' raw **decisive** damage. She cannot be knocked prone or knocked back by smash attacks. She weighs twice as much as usual and automatically sinks in water. She may revert to Quicksilver Host Mien as a miscellaneous action. Characters dissonant with moonsilver cannot enter this mien.

EVOLVING QUICKSILVER BODY

Cost: 2m or 2i; **Mins:** Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisites: None

Unity and its wearer act as one. When the wearer takes an action that upholds a Defining Intimacy, she gains a non-Charms bonus success. The armor's methods change depending on action — for a mental action, Unity supercharges the wearer's Essence flows, making her mind work faster, while for physical tasks it infuses her muscles with its Essence or changes its density.

In Quicksilver Host Mien, this can enhance actions that uphold Major Intimacies. In Final Unity Mien, it can enhance actions that uphold Minor Intimacies.

FLUID BATTLE EVOLUTION

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Evolving Quicksilver Body, Increasing Strength Exercise

This Evocation upgrades Increasing Strength Exercise (**Exalted**, p. 262). When the Solar enters Quicksilver Host Mien or Final Unity Mien, she may invoke the Charm reflexively.

SHARED PASSION OUTBURST

Cost: 1m, 1wp; **Mins:** Essence 2

Type: Reflexive

Keywords: Dissonant, Withering-only

Duration: One scene

Prerequisites: Evolving Quicksilver Body

The Exalt's passions become the armor's passions. Unison suffuses her strikes with more force and speed when it senses that they hold great import. To use this Evocation, the wearer must be in Quicksilver Host Mien or Final Unity

Mien. She chooses an Intimacy that represents her reason for fighting, and adds (Intimacy) to the Overwhelming rating of all her **withering** attacks for the rest of the scene.

Special activation rules: As long as the wearer isn't dissonant with moonsilver, this Evocation awakens at no cost when she upholds a Major or Defining Intimacy while in any of Unity's miens.

INDESTRUCTIBLE BODY ADAPTATION

Cost: —(7m or 5m); **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Adamant Skin Technique, Shared Passion Outburst

This Evocation upgrades Adamant Skin Technique (**Exalted**, p. 377). In Quicksilver Host Mien, its cost is reduced to seven motes. In Final Unity Mien, its cost is reduced to five motes.

UNLEASHED FURY MANTLE

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Shared Passion Outburst, Steel Heart Stance

This Evocation upgrades Steel Heart Stance (**Exalted**, p. 306). When the Solar uses it to overturn influence that would prevent her from engaging in combat, she waives its Willpower cost. This use of Steel Heart Stance doesn't count towards the once-per-story limit.

SOUL FUSION ARSENAL

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: Dissonant, Resonant

Duration: Permanent

Prerequisites: Shared Passion Outburst

When the wielder enters Final Unity Mien, she fuses her readied weapons with her armor-body; her hand becomes an extension of her sword's hilt or shield's grip, just as the armor is an extension of her soul. She cannot be disarmed and treats the fused weapons as unarmed attacks for the **decisive** damage bonus of Final Unity Mien.

Dissonant: Characters dissonant with moonsilver cannot awake this Evocation.

Resonant: The wearer can fuse a two-handed weapon to a single limb, letting her use it one-handed for as long as she remains in Final Unity Mien.

“**A**n excellent choice, agha,” said the scavenger lord, though it was not an excellent choice. “You have a keen eye for value,” though the woman clearly did not.

Dust motes floated through beams of the sun’s light, cutting through the gloom caused by spiked iron slats over the shop’s windows — red-rusted memories of Contagion and the Shogun’s Doom. The light scattered over ruined wares scavenged from a hundred tombs, piled high upon tables groaning from the weight, but this was the least of the lord’s shops, the glittering lure he used to tempt the discerning. Scavenge was Fourfold Erdem’s business, but today, business was poor.

The customer, such as she was, had been walking about Erdem’s shop for the better part of an hour, her mere presence driving away the sort of discerning patron Erdem desperately craved. She’d passed the dried herb mixture that resembled (but was not) bright morning, then over the adamant eye-lens that allowed a man to see clearly enough to count the knots on a ship’s rigging, even when that ship sat upon the horizon. Over the burnt-leather bag of cracked and steaming fire pearls, and over what looked like a dead, stuffed bright-blue gibbon laying face-up with a blue opal set in the middle of its forehead. Erdem had found that one in a many-chambered tomb otherwise devoid of treasure.

The woman fancied herself a warrior, though she did not have the look of the Exalted to Erdem’s keen eyes. The Chosen carried themselves with a certain fearlessness, and this warrior was too halting, too uncertain to choose even what she wanted among a vast quantity of treasure. Erdem had only piped up when the warrior had picked up a silver owl’s-head medallion, ignoring the burnished torc that would unfold as a snake to strike at the wielder’s command.

“That amulet — a steal at a hundred dinars! — detects the presence of evil,” Erdem continued. He was sure that was the amulet’s function, though he had never discerned the trick of employing it. “It belonged to a dear friend of mine, kept him safe in a profession full of treachery and pain, though not safe from the ravages of age. Thus, it passed to me, then to you.”

The warrior looked skeptical. “Evil?” she said. “What I call an evil price, you call good. How can it measure that?”

The scavenger lord chuckled ruefully. “You have caught me, agha. Perhaps it would be better to say that it detects the presence of evil intent. Should any wish harm upon you, the amulet will vibrate and chime with some intensity.”

Fourfold Erdem thought he had her with that, but sometimes life surprises you. The warrior shook her head and dropped the amulet carelessly on the table, brushing against the face-down stuffed gibbon. “A hundred dinars? More than I make in a month’s pay. It’s pretty, but I won’t pay without a demonstration, and I doubt you hate me enough, old man.”

The scavenger lord scowled at his bluff being called, walking forward across creaking floors and snatching up the amulet. “Don’t be so sure of that. Still, I don’t want you out of my shop badly enough to set it off.” He turned, preparing to take something else off the desk. “I can show you —”

A piercing chime filled the air, causing both of them to grimace. The amulet danced at the end of the leather thong Erdem gripped. They looked at each other in confusion, then to the table.

The gibbon looked at them, opal gem blazing blue from the creature’s forehead. It stood, unfolding from a crouch, mouth open in a silent scream. Then, it leaped.



Chapter Four

Wonders of the Lost Age

Natural Magics

Creation is full of rarities whose inherent potencies appear magical to the untutored. These exotic objects and substances are found in wild places far from the center of things, and efforts to acquire them are fraught with peril. The Resources costs given here are for purchasing existing wonders; mimicking their effects through artifice or sorcery requires greater expense.

BRIGHT MORNING (RESOURCES •••)

Colloquially known as vision dust, this purple powder is made from a mixture of exotic Eastern herbs, including the rare skullweed found only in shadowlands. When smoked, it creates a sense of euphoria. A psychedelic and an entheogen, it induces all manner of hallucinations and allows the user to perceive Essence flows and dematerialized characters. She takes a -3 penalty on all actions based on Perception or Wits due to her distorted awareness. One dose of the drug lasts for roughly three hours.

An overdose of Bright Morning is a dangerous way to intensify the user's communion with the spirit world, combining the drug's usual effects with the ability to touch and be touched by immaterial entities. Overdose acts as a poison with damage 1B/hour, duration 8 hours, penalty -3. The drug's usual effects persist for the normal duration after the overdose ends.

Using Bright Morning more than once per week or taking an overdose requires a (Stamina + Resistance) roll at difficulty (1 + previous uses that week) to avoid developing an Addiction to Bright Morning (**Exalted**, p. 167). Breaking the dependency requires a full month of abstinence; this demands a difficulty 3 (Wits + Integrity) roll if the drug is available.

DAWNFLOWER (RESOURCES ••• IN THE FAR EAST, •••• ELSEWHERE)

This golden blossom — also called firstflower or eastern gift — is said by Ixcoatl merchants to come from a single mile-high tree that's the first thing touched each morning by the rising sun's rays. It is difficult to procure even in the far East, and rarer still in more distant lands. Fresh dawnflower withers before it can be brought back to civilization, but even dried, it holds mystical potency.

Crushed to powder and used to draw a line on the ground, dawnflower bars the passage of demons, undead, and other creatures of darkness in the same way that lines of salt stop ghosts (**Exalted**, p. 506). Burned as incense, it strengthens thaumaturgical rites of exorcism (**Exalted**, p. 491), adding one bonus success on all rolls. Made into an oily paste to coat a weapon, it is a poison with Damage 2i/round (L in Crash), Duration 3 rounds, and a -3 penalty that only harms creatures of darkness.

DREAMSTONE (RESOURCES ••• FOR A SMALL STONE OR •••• FOR A LARGE STONE)

Most of these extraordinarily rare green opals come from open-pit mines near the city of Gem. Held while sleeping, they store and preserve one's dreams. Small, acorn-sized stones catch the night's first dream; larger, apricot-sized gems capture all of the night's dreams. Anyone may touch the stone to her forehead to dream the stored dreams the next time she sleeps, or hold the stone for a time in a peaceful spot to experience the dream as a waking vision. The stone preserves dreams until they're purged using a special meditative technique.

SEVEN BOUNTIES PASTE (RESOURCES •••)

No remedy in Creation has so great a reputation as seven bounties paste. Made from the roots of seven medicinal plants mixed with alcohol, this spicy, bitter red paste is typically mixed with rice and broth to make it palatable. Salubrious under any circumstances, it is a panacea



when administered by a trained physician, able to cure almost any mundane illness other than leprosy.

The seven bounties release their beneficent influence over a full seven days. Whenever the patient rolls against a disease's intervals, if the interval is one week or less, she adds two automatic successes on her (Stamina + Resistance) roll. If a physician treats her, he applies the same benefits to his (Intelligence + Medicine) rolls.

SWEET CORDIAL (RESOURCES ••••)

Syrupy and cloyingly sweet, this purple elixir is made from the glands of deep-sea fish from the far West, tubers from the Imperial Mountain, and orchids from jungles north of the Dreaming Sea. It is a powerful narcotic, leaving a character who consumes it in a drugged haze for half a day, but it is also a puissant remedy for physical harm. The recipient makes a difficulty 1 (Stamina + Resistance) roll, and if she is treated by a physician, he also rolls (Intelligence + Medicine) at difficulty 1. As long as one roll succeeds, the patient is healed of any infected wounds (**Exalted**, p. 235). If at least one roll nets 3+ successes, the patient heals one level of lethal or bashing damage.

Sweet cordial remains in the patient's system for a full month. Taken again during that time, it becomes toxic.

Instead of healing, the patient spends half a day tormented by maddening hallucinations, and must succeed on a difficulty 6 (Stamina + Resistance) roll or suffer one die of lethal damage for each success she failed by, ignoring hardness.

Miscellaneous Artifacts

Once, the world was a toybox of marvels fabricated by the First Age's master artificers. Those surviving today — whether intact or merely within modern artisans' power to repair — are but a fraction of what's been lost through millennia of war and neglect. Even the simplest and most common artifacts are rare in the Time of Tumult; ancient relics were often fragile or at the focus of disastrous events, while those that can still be created today must incorporate exotic rarities or sorcerous procedures in their manufacture.

Audient Brush (Artifact ••)

These ink brushes were employed by Old Realm calligraphers, and many remain in use by Dynastic bureaucrats, poets, and scholars. The brush's hairs are of shining silver; the shaft — wood, ivory, metal, or even jade — wraps around an orichalcum core. Attuned for one mote, the brush's silver hairs become soft as

rabbit's fur while remaining tough as metal. An attuned brush produces ink as desired; this is of finest quality, and changes color between brushstrokes at the owner's whim. It counts as exceptional equipment for Craft and Linguistics (**Exalted**, p. 580).

For three motes, an audient brush comes alive, functioning as a scribe for one scene. Hovering above the page, it transcribes all speech within the immediate area. The brush uses different handwriting and colors to distinguish each speaker, and can pull fresh sheets from a ream or open a book to blank pages. Its owner can instruct it to ignore certain speakers or strike statements from the record.

Clockwork Bird (Artifact •• or § •••)

These blue jade automata resemble songbirds small enough to fit in the palm of one's hand. Attuned for one mote, a clockwork bird moves as though alive. Though it can sing and flit to entertain its owner, it's most commonly deployed as messenger or courier. Given the name and location of a person in the same realm of existence, it flies unerringly to him at a speed of 100 miles per hour to deliver a message no more than one minute long, and/or a small, light object such as a parchment or necklace. Perching near the recipient, it conveys its message in its owner's voice — along with social influence, though not social Charms — repeating twice as needed, and listening for a return message to give its owner.

Much rarer versions of the clockwork bird, their feathers banded with orichalcum, trace back to the First Age and the inaccessible montane workshop of the god Vanileth, Shogun of Artificial Flight. Only the Solar Exalted were known to make more; even the Realm's finest artisans cannot replicate them. Ordinary clockwork birds, for all their prodigious memory, are scarcely smarter than actual songbirds. **Vanileth's birds** possess human intellect, great eloquence, and personal initiative, making them excellent — albeit unusual — envoys and secretaries. Their delicate clockworks are sorcerously hardened ice, kept frozen only by rarefied essence of air filling their innards to provide buoyancy.

Essence: 1; **Willpower:** 5; **Join Battle:** 7 dice

Health Levels: -1x2/-2x2/-4/Incap.

Actions: Senses: 6 dice; Persuade: 7 dice; Bargain: 6 dice; Inspire: 10 dice; Read Intentions: 6 dice; Stealth: 4 dice (see Tiny Creature below); Appearance 3, Resolve 4, Guile 4

COMBAT

Combat Movement: 9 dice

Evasion 4 (see Tiny Creature below), Parry 1

Soak/Hardness: 5/4

§ FIRST AGE ARTIFICE

By incorporating sorcery and other arcana into their work, First Age artificers achieved feats beyond the grasp of latter-day smiths. This, specifically, is what is meant by First Age artifice (**Exalted**, pp. 243-244). Most artifacts constructed even in the First Age employed the more straightforward techniques of contemporary artificers. First Age artifice was reserved for grand and sublime feats that couldn't otherwise be achieved.

Artifacts requiring Craft (First Age Artifice) include warstriders, airships, powered armor, miraculous infrastructure such as linked portals, sophisticated siege weaponry, automata with human-level intelligence, and anything else the Storyteller feels is incompatible with the setting of the Time of Tumult.

Out of game, this subsystem supports the setting conceit that many First Age marvels could neither be maintained nor replaced after the Usurpation, and allows Solar characters to repair and rebuild a few miraculous wonders from that era without being able to restore the glories of the First Age singlehandedly. It also ensures that certain artifact types are sufficiently difficult to construct that characters can't build them casually, and that they're very rare in the Time of Tumult without being outright impossible to create in play. These restrictions are fuzzy and ultimately rely on Storyteller judgment.

The section mark (§) denotes an artifact requiring Craft (First Age Artifice) to manufacture and repair. As a reminder, all crafting and repairs on such artifacts must be done with white craft points.

Not all sorcery-augmented craft requires First Age Artifice techniques. Often, as with lorestones (p. 117), a sorcerous working is used to create some exotic ingredient or mystical reagent. Such workings cost no experience.

Intimacies:

- Defining Tie: Its owner (Loyalty)

- Major Principle: "The beauty and power of speech is exceeded only by that of music."

MERITS

Automaton: Vanileth's birds are immune to poison, disease, fatigue, and fear (unless faced with magic such as the Dawn Caste anima power), and have no need to eat, drink, breathe, or sleep.

Languages: Vanileth's birds know all major languages and several dead First Age languages.

Mechanical Mind: Social influence cannot affect the Major and Defining Intimacies of Vanileth's birds, nor can they raise new Intimacies to Major or Defining.

Tiny Creature: Add +2 Evasion against any attack made by any foe larger than a housecat. In addition, characters of that size subtract two successes from any Awareness-based roll made to notice Vanileth's bird.

Lorestone (Artifact ••)

Each of these cold, fist-sized aquamarine orbs contains a First Age savant's knowledge of a particular subject — such as mathematics, geology, First Age cuisine, or the history of Meru — crystallized through a sorcerous working into an accessible form. Their manufacture is a lost art.

Spending three motes grants access to a lorestone's stored knowledge; closing her eyes, the user sends her mind's eye darting and swooping through clouds of information and imagery. For one scene, she gains a temporary specialty in that stone's particular subject and treats the stone as exceptional equipment (**Exalted**, p. 580).

Lotus-Blossom Cup (Artifact ••)

Named for its resemblance to a lotus flower, a chalice of this sort is carved from a small block of pristine white jade. One of the peach-sized mystic pearls of the deepest Western oceans — known for their power to change salt water to fresh — is fused across the cup's inner surface, giving it a nacreous gleam.

The lotus-blossom cup's virtue is purification; mundane poisons and drugs placed in it transmute into pure water. It likewise cleanses potables of the taint of disease. It's less efficacious against supernatural taint: Halve the duration of magical poisons and drugs, and halve the virulence and morbidity of magical diseases (round down).

Solar Seal (Artifact ••)

Forged to protect the privacy and integrity of the Exalted Host's communications, these artifacts appear as orichalcum signet rings or hand-held seals. Such a seal is blank unless attuned for one mote, when its owner's name appears on its face in Old Realm. She may change its image at will to any insignia she can rightfully claim as her own.

While sealing a document, the owner may identify an individual — either by name or a unique title, such as “the prince of Fajad” or “Cathak Cainan's personal secretary.” If anyone but the person thus identified breaks the document's seal, the message's contents vanish before they can be read.

Jade versions of this artifact, called **auspicious secret seals**, are used by a handful of Dynasts and Lookshyan magnates. Most are blue jade, but House Iselsi once

avored black jade seals that turned their writing to water, while Cathak herself carried a red jade seal that set a tampered message afire.

When an Exaltation passes to a new hero, these seals recognize both incarnations as the same person. A newly minted Solar can thus open her First Age incarnation's sealed correspondence without erasing it.

Stoneheart Coffer (Artifact ••)

Merchant princes transport their most fragile goods in these white jade boxes, while scavenger lords unearthing them in ancient ruins tremble with hope at what fabulous First Age riches they might contain. Lined with rainbow skins from immortal seven-colored serpents of the uttermost East, each is virtually indestructible, and their contents — from delicate glassware to ancient crumbling scrolls — share their high-indestructibility.

While the coffer is closed, even the roughest treatment or most extreme temperature leaves its contents undamaged. Breaking the coffer is a Strength 10+ feat, at difficulty 15 to slowly bash through or difficulty 20 to smash it open with one blow. Its magic doesn't ward off decay; ripe fruit won't bruise within but will go rotten.

Coffers range in size from petite jewel-boxes to a Dynast's traveling trunk. Each opens to a jade key, though keys to First Age coffers are usually long lost. Picking a coffer's lock is difficulty 7; making a new key is a major repair project requiring Craft (Artifact).

Ultimately Useful Tube (Artifact ••)

Normally, this artifact seems nothing more than a foot-long, finger-thick wooden tube. Closer examination shows one end is rimmed in red jade, the other in blue, while the shaft itself — cut from the timeless Liar's Tree south of Lake Grayglass — is inscribed with minuscule sigils in an unknown tongue. Requiring no attunement, its bearer can manipulate it in many ways. Used as a snorkel, it automatically adjusts its length between one and six feet to match the swimmer's depth, keeping out waves and spray. Used as a breathing tube or straw, it halves the duration of airborne or ingested toxins. One may even twist it to reveal holes allowing its use as an exceptional flute (**Exalted**, p. 580).

But the tube is also a weapon. With a simple tug, its bearer can stretch it to six feet to serve as a mundane staff. Stretched to three feet, it becomes a mundane blowgun; the Exalt spends one mote and blows to create and fire a poisoned needle. Blowing from the blue

end creates curare-coated darts; from the red, darts coated in arrow frog venom.

Staff: Medium (+2 ACC, +9 DMG, +1 DEF, OVW 1), Bashing, Melee, Reaching

Blowgun: Close ACC +4; Short +3; Medium +2; Long -1; Extreme -3; Subtle, Thrown (Medium), Poisonable

Winterbreath Jar (Artifact ••)

Sealed compartments in the walls of these jugs, amphorae, casks, or trunks of blue jade contain supernatural sources of cold — typically sorcerously condensed freezing fog from the White Sea or unmelting ice from the uttermost Pole of Air. Master artisans carve hundreds of hair-fine lateral channels inside the jade, their occult patterns confining and circulating that supernatural cold.

A winterbreath jar chills and preserves perishable contents at a constant temperature a few degrees above freezing. Their size varies; an average one holds three gallons of liquid, or a large melon or haunch of meat. Some have a hearthstone socket; slotting in an air hearthstone reduces the contents' temperature well below freezing. Winterbreath jars don't require attunement.

Arete (Orichalcum Artifact •••)

When Bleys Morning Sky lost his right hand in the Sunstrife Wars, the sorceress Firethorn — who had always loved Bleys, always unreciprocated — saw an opportunity. Bringing her forge to a mountain meadow, a place of sunlight and flowers, she crafted Arete to replace the missing hand, infusing it with all the grace she saw in Bleys' movements and all the beauty she saw in his soul. This would be her gift to him. Even if they would never be together, at least a part of Firethorn would always be with Bleys.

By the time Arete was complete, Bleys had visited Achim of the Thousand Herbs, the era's greatest surgeon, whose uncanny skill had coaxed his body into growing a new hand of flesh and blood and bone. After some consideration, Firethorn cut away her own hand and fixed Arete in its place.

The golden hand served Firethorn well through the Interregnum, when she stubbornly guarded her domain without aid from her peers. First Age scholars remarked on the perfection of her calligraphy in correspondence and treaties, while those who witnessed her in battle spoke of the uncanny grace with which the hand guided her sword and wove her spells. She trained

many students, but never wed nor named an heir. Like the rest of her panoply, she took Arete to the grave.

Evocations of Arete

Attuned for three motes, Arete functions as a normal right hand, with full sensitivity and range of motion.

While attuning an artifact weapon, the Exalt may link its attunement to Arete. This reduces the weapon's attunement cost by one mote and lets her ready it reflexively with Arete. Only one weapon can be linked to Arete at a time.

Arete's legend is one of discovering self-sufficiency. Its bearer gains +1 Resolve against instill actions that would create or strengthen an Intimacy focused on someone or something other than herself, and against inspire actions to inflame her with loneliness or yearning.

Due to its affinity for truth to one's nature, Arete shape-shifts with a Lunar wearer.

MUDRA OF PERFECTED SKILL

Cost: 4m; **Mins:** Essence 1

Type: Supplemental

Keywords: Dissonant, Resonant

Duration: Instant

Prerequisites: None

Arete focuses and magnifies its wearer's mastery of mortal skill, transforming it into something supernal. Once per scene, the wearer can reroll the lower of (Ability or Essence) failed dice, except for 1s, on a roll with an Ability this Evocation enhances in which Arete's movements are an essential element to success. The Exalt may employ this Evocation to climb a rope or play an instrument with transcendent grace, but not to leap a chasm or sing. It cannot enhance Craft rolls to create an artifact or manse, or Occult rolls to cast a spell or complete a sorcerous working.

Special activation rules: If the wearer isn't dissonant with orichalcum and rolls 5+ threshold successes on an action in support of a Major or Defining Intimacy, this Evocation awakens at no cost, enhancing the rolled Ability. Whenever the wearer does so for an Ability not yet enhanced by this Evocation, it henceforth enhances that Ability as well.

Dissonant: A wearer dissonant with orichalcum chooses an Ability to enhance when she purchases this Evocation. She may enhance additional Abilities by spending 2xp per additional Ability.

Resonant: The first purchase of this Evocation allows the wielder to enhance all of her Caste or Favored Abilities. She can reroll 1s, and does so before rerolling other failures.

COMPOSURE IN EXCELLENCE**Cost:** —; **Mins:** Essence 2**Type:** Reflexive**Keywords:** Dissonant, Resonant**Duration:** Instant**Prerequisites:** Mudra of Perfected Skill

What greater source of conviction can one have than one's own excellence? Whenever a roll supplemented by Mudra of Perfected Skill achieves 10+ threshold successes, the Exalt gains one temporary Willpower. This can exceed her permanent rating.

Special activation rules: As long as the Exalt isn't dissonant with orichalcum, this Evocation awakens at no cost when she rolls 10+ threshold successes on a roll enhanced by Mudra of Perfected Skill.

Resonant: Once per day, the Exalt may trigger this Evocation to gain Willpower with only (10 – Essence) threshold successes.

GRASP THE SELF**Cost:** —; **Mins:** Essence 3**Type:** Reflexive**Keywords:** Resonant**Duration:** Instant**Prerequisites:** Composure in Excellence

The Exalt clenches her orichalcum hand into a fist, the feel of cold metal reminding her of who she is and the sacrifices she's made to fulfill her potential. When the Exalt enters a Decision Point, if the social influence action was supported by a Major or Defining Intimacy that's focused on someone or something other than herself, she may reject the influence by abandoning that Intimacy instead of calling on another one to oppose it; she is who she is, and other attachments mean nothing to her in light of this truth. She must still pay the Willpower cost to resist. This Evocation may be used once per story, but may be reset by raising an Intimacy tied to something outside oneself to Major.

Resonant: This Evocation waives the Willpower cost of resisting in a Decision Point.

Carnelian Phoenix (Red Jade Artifact • • •)

This relic was forged for the legendary Dragon-Blooded warrior Eldra at the dawn of the First Age. Most of her exploits are lost to time. But even today, Realm musicians sing of her blazing charge against the Shadow-Riders of

PROSTHETIC ARTIFACTS

Amid the violence of the Age of Sorrows, even the Chosen suffer grave and terrible injuries. Without miraculous surgery or sorcery, the best option available is often a wondrous prosthesis forged from the magical materials. Indeed, there were places and times in the First Age where such prostheses were the height of fashion.

Artifact prostheses enable movement and sensation equivalent to flesh and blood. Some are held in place by straps and buckles, others by delicate enchanted pins, and some surgically grafted on.

Punches and kicks with artifact prostheses are treated as normal unarmed attacks. When prostheses offer martial augmentation — extending claws, uncoiling a direlash, crackling with fire or lightning — this manifests as a power or Evocation.

Prostheses that incorporate moonsilver or particularly sophisticated designs can resize themselves. Most, however, are bespoke, fitting only the person they're made for, as differences in body size and shape and the extent of each injury must be taken into consideration. Refitting a prosthesis to a new user is a superior repair project (**Exalted**, p. 241).

Lunar shapeshifters most often use moonsilver prostheses, which naturally change shape to match whatever form they take. Other prostheses are incompatible with non-human forms and vanish into Elsewhere, unless they have a power or Evocation that lets them shift with their master, as Arete does. Black and green jade often possess this property.

Wan, whose unwholesome steeds shied from her approach. Others tell of her crossing the Burning Sands to petition the Swan Dragon's aid, traversing the Pole of Fire itself unscathed.

Forged of overlapping red jade plates bare of ornamentation, Carnelian Phoenix itself tells no tale of its origins. This barding functions as medium artifact armor for an equipped steed. Its rider must commit five motes to attune it, making it light as a feather for any mount that wears it.

Attunement: 6m**Type:** Heavy (+11 Soak, Hardness 10, Mobility Penalty -2)**Tags:** None**Hearthstone slot(s):** 0**Era:** Gossamer Dawn Epoch

Evocations of Carnelian Phoenix

The mount wearing Carnelian Phoenix suffers no deleterious effects from extreme climates, whether frozen tundra or broiling desert. Charms that protect the rider from environmental damage, such as Element-Resisting Prana, extend their effects to the mount.

FIRE-SPURNING JADE CAPARISON

Cost: 2m; **Mins:** Essence 1

Type: Reflexive

Keywords: Dissonant, Resonant, Uniform

Duration: Until next turn

Prerequisites: None

The barding grants mount and rider resistance to fire. Each gains +4 soak and Hardness 4 against fire-based attacks, such as a firewand or the spell Flight of the Brilliant Raptor, and subtracts one die of damage from fire-based environmental hazards. If this Evocation was used on the Exalt's last turn, reduce its cost to one mote.

Special activation rules: As long as the rider isn't dissonant with jade, this Evocation awakens at no cost when she attunes Carnelian Phoenix.

Resonant: This Evocation's duration is one scene.

BONFIRE HOOF ASSAULT

Cost: 3m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Dual, Resonant

Duration: One scene

Prerequisites: Fire-Spurning Jade Caparison

The Exalt infuses her horse's hooves with fiery Essence, crackling with flame and leaving smoldering hoofprints. Thus imbued, her steed's kicks add two raw damage and +1 Overwhelming to **withering** attacks, and one damage die to **decisive** attacks.

Resonant: This Evocation's type is Reflexive.

CARNELIAN PHOENIX STREWS

FEATHERS IN HER WAKE

Cost: 3m, 3i; **Mins:** Essence 3

Type: Supplemental

Keywords: Perilous, Resonant

Duration: Until next turn

Prerequisites: Bonfire Hoof Assault

The Exalt's steed scatters fires across its trail. This Evocation supplements a move, rush, or disengage

action, leaving a trail of flames as an environmental hazard with Difficulty 5, Damage 4L/round that lasts for (Essence) rounds. Used with a disengage action, the flames impose a -(Essence) penalty on enemy rolls to contest that action, and anyone contesting the action immediately suffers the effects of the hazard.

When the rider supplements a disengage action with the four-mote version of Coursing Firebolt Flash (**Exalted**, p. 382), anyone contesting her disengage action suffers the same effects as they would from this Evocation.

Resonant: If the Exalt's disengage action goes uncontested, all opponents within close range suffer the effects of the hazard.

Dragon Tear Tiara (Artifact • • •)

This elegant black jade and starmetal circlet has a single hearthstone setting over the Exalt's caste mark. Its name is no poetic flourish; its manufacture requires a dragon's tears — tears of sorrow, of anger, and of joy.

Attuned for three motes, the tiara wonderfully refines its wearer's sensitivity to the flow of Essence. She double 9s on non-sorcerous Occult rolls — astrology, geomancy, detecting spirits, and so on; this improves to double 8s if she has another Charm or ability that gives her double 9s. Any Occult or Perception Charms that enhance her ability to perceive the unnatural gain the Mute keyword. Any such Charms with a duration of one scene or longer are extended to Indefinite as long as she wears the tiara, unless they have Willpower or anima costs.

The Golden Hounds (Orichalcum Artifact • • •)

In Joyous Lance's youth, mounted raiders attacked her village. Unable to fight, her parents and neighbors dead or dying, she seized her infant brother Sand and ran with him for safety. Heart hammering and racing, she was pressed beyond endurance as she fled and dodged — until she Exalted, and left her galloping pursuers far behind.

Years later, upon learning that Sand's caravan was raided by the Fair Folk, Joyous Lance raced a thousand miles to his rescue, but lost his trail when his captors outpaced her into the Wyld. Ever after, she could not stand still. She cozened from Ruvia, god of roads, his ever-swift sandals, and had them forged into the soles of orichalcum boots that could outrace any quarry and trace any spoor. Thus shod, she vanished into the Wyld to rescue her brother.

Sleek and aerodynamic, these orichalcum and simhata-leather boots gleam brighter when in motion, eventually flashing and throwing sparks when their wearer moves with preternatural haste. They cost three motes to attune.

Evocations of the Golden Hounds

The Golden Hounds' strength resides in speed. Each time the Exalt moves a range band, she gains +1 *Celerity*, up to a maximum of (Athletics). Her *Celerity* is added as non-Charisma bonus dice on all combat movement rolls. At the start of her turn, her *Celerity* resets to zero if she hasn't moved any range bands since the start of her last turn. Attacking resets *Celerity* to zero after the attack.

The Golden Hounds still remember Joyous Lance's hunt through the Wyld. If the wearer knows Integrity-Protecting Prana (**Exalted**, p. 303), she gains the Charm's benefits at no cost as long as she is running and takes no other actions, except Perception- or Wits-based actions.

FLASHING BLOODHOUND PURSUIT

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: None

Sign and spoor assault the Exalt's senses as she moves faster, magnified by her haste. She adds (Celerity) non-Charisma dice to tracking rolls and to Awareness rolls opposing Stealth, ignoring any penalties from moving at great speed.

OUT OF DEATH'S JAWS

Cost: 2m, 1i; **Mins:** Essence 2

Type: Reflexive

Keywords: Perilous

Duration: Until next turn

Prerequisites: Flashing Bloodhound Pursuit

The Golden Hounds were forged to bear others out of danger. In order to use this Evocation, the Exalt must move into close range of an ally. She may reflexively take a defend other action to protect him (**Exalted**, p. 196), using her (Evasion + Celerity) instead of her Parry. If she successfully defends her ward, both she and he may reflexively move one range band in the same direction. This doesn't count as either character's move action.

OUTRACE STEEL AND STONE

Cost: 6m, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Resonant

Duration: One scene

Prerequisites: Out of Death's Jaws

Focusing on her speed, the Exalt becomes an avatar of haste. She gains the following abilities:

- At Celerity 2+, she may place movement actions in a flurry without taking the usual penalties.
- At Celerity 3+, using a drag action against a grappled foe only uses up one round of control.
- She can spend 1i to add (Celerity) to her Evasion against one attack.

Resonant: The Exalt adds (Celerity) to Evasion at all times without needing to spend Initiative.

VIOLENT LIGHTNING PRACTICE

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Outrace Steel and Stone, and either Charm this Evocation enhances

This Evocation enhances the following Charms:

- One With Violence (**Exalted**, p. 278) adds (Celerity) to the extra Initiative.
- When the wearer incapacitates an opponent using Lightning Strikes Twice (**Exalted**, p. 281), she regains one temporary Willpower.

Illusion-Shattering Mirror (Artifact • • •)

This elegant hand mirror has a reflective surface of polished orichalcum set in a moonsilver frame. Attuned by committing five motes, its reflection reveals the truth behind false images. This is automatically successful against mundane disguises. Against magical disguises and illusions, the mirror's bearer gains (Essence) bonus successes on the roll to oppose them. If the effect doesn't provide a way of rolling to see through it, she may instead roll (Perception + Awareness) against a difficulty of its user's (Essence) to see through it.

Spending five motes and one Willpower, the bearer can confront a cloaked character with the mirror at close range, showing him his own true image. This requires a successful (Wits + Presence) roll against the target's Guile. If successful, illusion magic veiling that character

shatters like glass, mundane disguises melt away, and personas (**Exalted**, p. 400) and similar magical alternate selves are forced into dormancy for the rest of the scene. If any of the target's Principles go against something she knows to be true, they are inescapably revealed as false, allowing the target to discard them entirely if she wishes. This can only be used on a character once per scene.

The mirror cannot reveal or impede physical shapeshifting, as that is the truth of the target's appearance, nor the resplendent destinies woven by Sidereal Astrology.

Jade Steed (Artifact . . .)

This green jade statue is a life-sized representation of a horse, perfect in every detail. Attuned for four motes, it comes to life as an animated jade steed that needs neither food, water, air, nor sleep, and knows no fear. The steed has near-human intelligence and can understand and follow spoken commands. It has a horse's traits (**Exalted**, p. 567), but with 11 soak, Hardness 7, and its attacks have Overwhelming 3. Weighing nearly a ton, it sinks in water like a stone; wooden planks can rupture beneath its tread.

Clockwork mounts, their moonsilver springs and gears concealed beneath orichalcum plates, have been found in First Age ruins. These are functionally identical to their jade counterparts.

Resplendent Satchel of Healing (Artifact . . .)

While these medical artifacts were first manufactured for the Anathema, most in use today trace back to the Shogunate. Each is an orichalcum-inlaid green jade case one foot long, one foot wide, and three inches deep, engraved either with the mark of the Twilight Caste or Sextes Jylis' sigil. All share the same contents — moonsilver and orichalcum acupuncture needles, starmetal diagnostic tools, jade surgical instruments, bandages of wood spider silk, vials of First Age panaceas, and other wondrous paraphernalia. While using the satchel's contents, the Exalt adds a non-Charm bonus success on Medicine rolls that use these tools, reduces the mote cost of all non-Excellency Medicine Charms by one (to a minimum of one), never suffers penalties from inadequate equipment, and can staunch and sterilize wounds without a roll. Attuning the satchel costs one mote.

At the end of each story, the Exalt must roll (Wits + Medicine) at difficulty 3 to renew any supplies the satchel is running short of and to purge it of insalubrious Essence. On a failed roll, she must restock the satchel

with a successful roll using any appropriate Ability (Survival to gather rare herbs, Bureaucracy to trade for necessary supplies, Larceny to steal them from a rival physician, etc.) before she can reattune to the satchel.

Second-Shadow Drum (Soulsteel Artifact . . .)

Long ago, the Northern sorcerer Ash of Buyan constructed this hourglass drum to command hungry ghosts. Over its intricate frame, carved beneath the waning moon from yew wood secured by soulsteel nails, he stretched his twin brother's skin. When the drum is pounded, its music exerts an unholy sway over hungry ghosts and the *po*, or lower soul, from which hungry ghosts derive.

Evocations of the Second-Shadow Drum

The Second-Shadow Drum costs two motes to attune. A musician with Occult 3+ or an Occult specialty in the undead, and Performance 3+ or a Performance specialty in drums, treats hungry ghosts as having a Minor Tie of obedience toward her for as long as she plays, and she suffers no penalty when making influence rolls targeting multiple hungry ghosts. She can also awaken the following Evocations, **which only function at night** in Creation:

SHADOW-SOUL ENTHRALLMENT RHYTHM

Cost: 4m; **Mins:** Essence 2

Type: Simple

Keywords: None

Duration: One song

Prerequisites: None

The drummer attunes her rhythm to another's heartbeat to arouse that person's lower soul. While the Exalt plays the drum, a chosen human who can hear her is considered to have a Minor Tie of obedience toward her for purposes of social influence rolls promoting feelings or actions tied to base passions such as gluttony, bloodlust, jealousy, or greed.

SLEEPWALKER DRUMMING METHOD

Cost: 6m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: None

Duration: One night

Prerequisites: Shadow-Soul Enthrallment Rhythm

This slow, subtle rhythm wakes the lower soul while the conscious mind still sleeps. The Exalt makes a persuade roll against a sleeping human as if he had a Major Tie of

obedience toward her. If successful, the sleeper's lower soul takes command of his body and sleepwalks to the Exalt, who can then make a single spoken persuade action. Because the lower soul is the seat of passion without reason, any of the sleeper's Intimacies with no emotional content are suppressed for purposes of this influence. The sleeper must fulfill the task before waking if possible. Taking damage or entering life-threatening danger wakes the sleeper. He remembers nothing of what he did under the influence of this Evocation.

SOUL-DISGORGING SYNCOPATION

Cost: 10m, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: None

Duration: One night

Prerequisites: Sleepwalker Drumming Method

The Exalt's driving, insistent rhythm rises to a crescendo that beckons the lower soul from a living body. She rolls (Manipulation + Performance) against the Resolve of a willing, restrained, or unconscious human within short range. On a failure, this roll can't be retried that night. If successful, the target's lower soul boils forth from his mouth as a hungry ghost (**Exalted**, p. 503). This hungry ghost obeys any command from the Exalt that neither conflicts with the target's Major or Defining Intimacies nor prevents it from returning to the target before sunrise. Lacking the higher soul's reasoning power, it remembers sensory data but not abstract ideas, limiting its ability to provide coherent information if interrogated. The target remains comatose until the hungry ghost returns. Mortals die if the hungry ghost is destroyed; more powerful characters such as Exalts and sorcerers instead suffer seven dice of Hardness-ignoring aggravated damage as their dispersed lower soul reforms within them.

Brass Legionnaire (Artifact)

In the latter days of the First Age, Mizhra Starshaper forged five legions of brass soldiers for the Southern despot Her Blazing Majesty. Constructed without hearts, they policed districts and crushed rebellions with cold, clinical practicality. Knowing no personal loyalty, they obeyed anyone who spoke their command codes. When Her Blazing Majesty sought safety from the Usurpation behind the protection of her Brass Legionnaires, this proved her doom, as her own Dragon-Blooded lieutenants ordered the automatons to murder her as she slept.

After the Usurpation, the Brass Legions were disbanded and ordered destroyed, for fear that their maker had — like many artificers and sorcerers — left behind some

cunning mechanism for revenge. But certain ambitious or thoughtful Dragon-Bloods quietly failed to follow through, keeping the remaining legionnaires in reserve for the wars to come. Most were cached in hidden places across the South, used only rarely and in secret.

Come the Contagion, the remaining legionnaires — immune to disease and fae glamour — proved indispensable in holding the line against the Fair Folk, but at great cost. Of the surviving Brass Legionnaires, some sought Dragon-Blooded officers who held their command codes, others persisted at their last assigned tasks as best they could, and the rest hid themselves away and shut down until maintenance and repairs could be made.

At most, a few hundred Brass Legionnaires remain intact and active throughout Creation. The Realm and Lookshy each have dozens cached away, while a handful of Threshold princes and sorcerers maintain tiny retinues of such soldiers. One is rumored to make its way as a mercenary, serving in battle in exchange for maintenance, repairs, and hints of officers who might give it proper instruction.

Brass Legionnaires are efficacious but mechanical soldiers. They follow instructions, fight in formation, and contain a library of tactical and strategic maneuvers meant for independence in the field. But their intellect — though the pinnacle of potential for non-sorcerous artifice — is limited, as is their memory. Most have forgotten more than any modern soldier ever learned, yet retain less than the average soldier knows. Moreover, they lack human initiative. Without orders, they default to seeking an officer who knows their command codes.

A handful of legionnaires break these limits due to meddling from sorcery, spirit magic, or the Wyld. Possessing increased intelligence and free will, these are individuals rather than tools; for Merit purposes, treat them as two-dot Retainers rather than Artifacts. They can still be maintained and repaired normally, but their mental evolution may not endure incapacitating damage even if repaired, at the Storyteller's discretion.

The earliest Brass Legionnaires are nigh-perfect replicas of human anatomy, distinguished only by metal skin and hematite eyes. Each successive series' members appear cruder and more abstract, with the last wave minimalist metal armatures. Despite these unexplained changes in semblance — did their creator go mad, grow obsessed with function over form, or simply lose interest? — the final models are as efficacious as the first. All carry mortal weapons; their armor is innate.



Essence: 1; **Willpower:** 7; **Join Battle:** 7 dice

Health Levels: -0x2/-1x3/-2x3/-4x4/Incap.

Actions: Command actions: 5 dice; Feats of Strength: 12 dice (may attempt Strength 7 feats); Senses: 7 dice; Stealth: 5 dice; Strategic maneuvers: 5 dice; Threaten: 10 dice; Appearance 2, Resolve 3, Guile 1

COMBAT

Attack (spear): 10 dice (Damage 13L)

Attack (short sword): 12 dice (Damage 11L)

Attack (self bow): 9 dice at close range (Damage 11L)

Attack (unarmed): 9 dice (Damage 11B)

Combat Movement: 7 dice

Evasion 3, Parry 5

Soak/Hardness: 14/8

Intimacies:

- Defining Principle: "A Brass Legionnaire exists to serve its commander."
- Minor Principle: "Creation is a strange place, full of constant change."
- Minor Tie: Fellow Brass Legionnaires (Fidelity)

MERITS

Automaton: Brass Legionnaires are immune to poison, disease, fatigue and fear (unless faced with magic such as the

Dawn Caste anima power), and have no need to eat, drink, breathe, or sleep.

Brazen Legion: Built and blessed for mass combat, battle groups of Brass Legionnaires have Might 2.

Command Codes: A Brass Legionnaire automatically obeys orders from someone who knows its original unit's command codes — elaborate, obscure Old Realm passphrases. Without codes, social influence and command actions suffer a -5 penalty. Any influence that directly contradicts orders issued via command codes is unacceptable to a Brass Legionnaire.

Glamour Resistance: Brass Legionnaires are immune to Fair Folk powers that target Resolve or have the Psyche keyword.

Languages: Typical Brass Legionnaires know Old Realm and two or three other languages. For newly reactivated legionnaires, these are often dead languages predating the Contagion.

Mechanical Mind: Social influence cannot affect a Brass Legionnaire's Major and Defining Intimacies, nor can it raise new Intimacies to Major or Defining.

Wyld Resistance: Brass Legionnaires resist Wyld taint as per Chaos-Resistance Preparation (**Exalted**, p. 295).

MAINTENANCE AND REPAIR

For every week of operation in battle or similarly strenuous conditions, a Brass Legionnaire requires a roll to perform maintenance. This is an (Intelligence + Craft

MYRIAD MANUFACTURE

While marvels such as daiklaves or warstriders are always unique (p. 12), some artifacts, such as Brass Legionnaires, exist as part of a greater whole. In the First Age, Creation-wide webs of miraculous infrastructure permitted artificers to manufacture such artifacts in batches. Without that infrastructure, creating artifacts on such a scale is impossible.

[Artifacts]] roll at a difficulty of (3 + the legionnaire's current wound penalty), and requires one scene to complete. On a failed roll, the legionnaire must either wait another day before a character can retry the maintenance roll, or take one unpreventable die of **decisive** lethal damage if it presses on without delay.

Damage dealt to a Brass Legionnaire can be cleared from its health track with a repair project (**Exalted**, p. 242). Repairing a single level of damage is a major project. The difficulty of the Craft (Artifacts) roll and the time needed to complete repairs depends on the type of damage level being restored.

Damage Level	Difficulty	Time
-0	2	One hour
-1	3	One day
-2	4	One day
-4	5	Three days

If a legionnaire has been incapacitated, a superior project with goal number 30 is required to repair it.

Collar of Dutiful Submission (Artifact • • • •)

Carved from white jade and starmetal, its innards a bewildering mesh of god's hair and demon's sinew, this ancient torc isn't meant to be worn by its owner. Instead, it locks into place when fixed around another's throat — a difficulty 6 gambit in combat — then tightens painfully, either on the owner's command or whenever the wearer attacks or disobeys the owner. On each turn, the collar's wearer must succeed on a difficulty 5 (Stamina + Resistance) roll or suffer a level of bashing damage. If he wishes to take another action, he must use a flurry. The collar relents only when the owner tells it to stop or the wearer falls unconscious. While attuned, it cannot be removed except by the owner as long as she lives, or with an appropriate spell or working of the Solar Circle.

Attuning to the collar costs three motes. Attunement lapses immediately if the collar is over (Essence x 10) miles away from the owner.

Shadow-Casting Jewel (Artifact • • • •)

A cage of moonsilver and soulsteel rings encircles this hen's-egg-sized black Underworld diamond, cut beneath a lunar eclipse. Its bearer may pay ten motes, one Willpower and spend her entire turn reciting an incantation etched on its rings to call forth a flare of blinding light. The shadows thus cast by all other creatures within short range immediately come to life and attack their owners!

A shadow is rolled into battle with its owner's Attributes, Abilities, and equipment — though lacking Charms, Evocations, and other magical abilities — and -0 health levels equal to the jewel-wielder's Essence. Its only Intimacy is an unbreakable, unalterable Defining Tie of bloodthirsty rage toward its owner; social influence that would dissuade it from attacking its owner is unacceptable. A shadow vanishes if slain or if the character who cast it dies.

After use, the Shadow-Casting Jewel must be recharged by an entire night's exposure to the new moon's unlight before it can be activated again.

Sorcery-Capturing Cord (Artifact • • • •)

These slender, yard-long ropes are threaded with orichalcum and moonsilver, giving them wondrous strength and resilience. A sorcerer standing in a sorcery spell's path may bind the spell's Essence in a knot, trapping it until the knot is released. The bearer must be initiated into the circle of the spell to be captured, and must succeed on a reflexive (Dexterity + Occult) roll against the enemy sorcerer's spellcasting roll. If successful, the spell is swallowed by the knot like water down a drain.

Untying a knot unleashes the stored spell as though shaping it normally, using ([the lower of Dexterity or Intelligence] + Occult). If she attempts to shape a spell of a circle she isn't initiated into, it is distorted or botches — Storyteller's choice.

A sorcery-capturing cord can hold a single spell. Looking at a pre-existing knot, one can determine the captured spell's circle with a difficulty 3 (Intelligence + Occult) roll, and the specific spell with (Circle x 2)

threshold successes. All-Encompassing Sorcerer's Sight and similar Charms reveal this information automatically. Destroying the cord releases a distorted or botched version of the stored spell in a random direction.

Wings of the Raptor (Moonsilver Artifact ••••)

While it's said that Teremi Salo cut the first Wings of the Raptor from a wind dragon's hide, these feathered cloaks were usually sewn with moonsilver thread from the skins of hybroc or strix. The cloak's moonsilver clasp has a socket for a single hearthstone. Attuning the cloak commits one mote.

Evocations of the Wings of the Raptor

Unless the Exalt is dissonant with moonsilver, she unlocks Raptor Takes Flight for no experience cost when she first attunes to the Wings of the Raptor.

RAPTOR TAKES FLIGHT

Cost: 10m, 1wp; **Mins:** Essence 1

Type: Simple

Keywords: Dissonant

Duration: Indefinite

Prerequisites: None

The cloak unfurls into feathered wings with a 20-foot span. As long as the wearer has sufficient clearance, she can fly as though she had the five-dot version of the Wings Merit (**Exalted**, p. 167).

For each of the following Charms the Exalt knows, reduce the cost of Raptor Takes Flight by two motes: Soaring Crane Leap, Unbound Eagle Approach, Eagle-Wing Style. A Lunar with a flying form reduces the cost by five motes.

Treat Raptor Takes Flight as Eagle-Wing Style for purposes of activating Bonfire Anima Wings.

Dissonant: The wings' precision and maneuverability are equivalent to the Merit's three-dot version.

WIND-AND-FALCON UNITY

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Raptor Takes Flight

Wearer and wings move in harmony. This Evocation permanently upgrades its prerequisite, removing the -3 precision penalty from the Wings merit.

Special activation rules: This Evocation awakens at no cost when the wielder, who must have been attuned for at least one story and is aerially engaged with a dangerous foe, defeats that foe or emerges from Initiative Crash.

GOD-EAGLE RULES THE SKY

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Wind-and-Falcon Unity

The Exalt flies with an eagle's swiftness and a wind-god's grace. This Evocation permanently upgrades Raptor Takes Flight. The wearer gains +1 Dodge and two bonus dice to combat movement while flying. She moves at 80 miles per hour outside of combat.

On activating Raptor Takes Flight, the wearer has the option to immediately launch herself one range band into the air.

Resonant: Only a wielder resonant with moonsilver can awaken this Evocation.

The Golden Viper (Artifact § •••••)

With arts lost to time, the First Age's mighty sorcerer-artisans breathed life into inanimate matter, creating a bewildering menagerie of clockwork creatures to act as servants, companions, ornaments, and weapons. Second Age artificers have sought to replicate these miracles, crafting golems, homunculi, and simulacra animated by Essence or bound spirits, but these automatons are either of animalistic intelligence or dangerously free-willed. Of those few sapient automata to survive into the Time of Tumult, the Golden Viper may be the most notorious.

The Golden Viper is a lifelike serpent four feet long and two inches thick, its jewel-crusted orichalcum scales covering starmetal bones, moonsilver musculature, and ichor condensed from the invisible radiance of the moon's dark face. The automaton moves and acts of its own accord, requiring neither Essence nor attunement. It takes as its master the first person to address it after its last master's death, acting in all ways as a familiar. It serves in two capacities: advisor and assassin.

Aside from its vivid construction, the Viper is as subtle as any mundane serpent, and its bite deadlier. Its venom turns victims to statues of gold. Further, it drinks the knowledge and experiences of everyone it kills this way. The only gap in its knowledge is that it recalls nothing of the First Age... or so it claims. Its intellect is prodigious beyond mortal measure, albeit cruel and cynical, and none of its masters remain innocent in the face of its generous wisdom.

Essence: 1; **Willpower:** 8; **Join Battle:** 8 dice

Health Levels: -0x2/-1x3/-2x3/-4x2/Incap.

Actions: Lore: 11 dice (see Ten Million Memories below); Occult: 9 dice; Read Intentions: 9 dice; Senses: 9 dice (see Killer's Nose below); Social Influence: 9 dice; Stealth: 7 dice (see Tiny Creature below); Appearance 4, Resolve 5, Guile 3

COMBAT

Attack (Bite): 12 dice (Damage 9L + poison)

Combat Movement: 8 dice

Evasion 3 (see Tiny Creature below), Parry 1

Soak/Hardness: 8/4

Intimacies:

- Defining Principle: "The ends justify the means."

- Defining Tie: Its owner (Dispassionate Loyalty)

- Major Principle: "Compassion is weakness, as is mercy."

SPECIAL ATTACKS

Aureate Venom: For one Willpower, the Golden Viper's bite inflicts a dose of poison, with damage 3i/round (L in Crash), a duration of 6 rounds, and a -3 penalty. Mortal victims have an effective Stamina of 0 to resist the poison. When a victim dies, he turns to solid gold and the Viper gains all of his memories.

MERITS

Automaton: The Golden Viper is immune to poison, disease, fatigue, and fear (unless faced with magic such as the Dawn Caste anima power), and has no need to eat, drink, breathe, or sleep.

Forgotten Era Defense: The Golden Viper treats inquiries regarding the First Age as unacceptable influence.

Killer's Nose: Double 9s on scent-based Perception rolls, or double 8s on rolls to detect an assassination target whose scent it's tasted.

Languages The Golden Viper knows all major languages and countless tribal tongues.

Mechanical Mind: Social influence cannot affect the Golden Viper's Major and Defining Intimacies, nor can it raise new Intimacies to Major or Defining.

Ten Million Memories: When introducing a fact, the Golden Viper has access to relevant specialties and backstories from everyone it's ever killed.

Tiny Creature: Add +2 Evasion against any attack made by any foe larger than a housecat. In addition, characters of that size subtract two successes from any Awareness-based roll made to notice the Viper.

The Veil That Holds Back Time (Artifact •••••)

This sheet of pale gauzy fabric, three yards on a side, scarcely conceals whatever it covers. Said to have been woven from the cocoon of what would become the Butterfly Star, its gossamer fabric is delicate enough that an infant could tear it. The veil has one simple, subtle power: Anything it covers is unaffected by the passage of time, utterly immune to decay. A living creature is frozen between one breath and the next: alive but unmoving, unthinking, undreaming, not perceiving the passage of moments or centuries. Lifting or disarranging the veil returns what it covers to the natural flow of time. A living being must be immobile — either willing, paralyzed, or unconscious — to be affected, lest his struggles rend the veil and destroy its magic.

Siege Weapons

Armies in Creation employ siege weaponry ranging from catapults and ballistae to reality-warping god-weapons of the First Age. These use the same traits and tags as ordinary weapons (**Exalted**, p. 580), but are a separate class of weaponry, marked with the Siege tag. All siege weapons count as heavy weapons.

Mundane Siege Weapons

Accuracy: Close -5, Short -3, Medium +4, Long +2, Extreme +0; **Damage/Overwhelming:** +15/3

Artifact Siege Weapons

Accuracy: Close -4, Short -2, Medium +5, Long +3, Extreme +1; **Damage/Overwhelming:** +20/5

Slow, heavy siege weapons engineered for strategic rather than tactical use have the Bombard tag. Bombard weapons take a -4 penalty on attacks against enemies that aren't battle groups or Legendary Size, but add +4 dice on feats of demolition.

An artillerist rolls ([Intelligence or Perception] + War) to attack with siege weapons. (A ship's siege weapons use Sail instead of War.) Strength isn't added to their **withering** damage. The artillerist can only enhance this attack with offensive Charms that either:

SIEGE ENGINES AND DEMOLITION

Using a siege engine to attack an object or structure is rolled as a feat of demolition (*Exalted*, p. 229). The feat is rolled with ([Intelligence or Perception] + [Sail or War]), as appropriate. Mundane siege engines can be used to attempt feats requiring Strength 10+, while artifact siege engines can attempt Strength 15+ feats beyond those described in the core book.

- Enhance Sail or War rolls (as appropriate);
- Add dice to firing rolls, such as Immortal Commander's Presence (*Exalted*, p. 420); or
- Are explicitly compatible with attacks made using any Ability.

In addition to the artillerist, a siege weapon requires a battle group to crew it. Aiming, reloading, or attacking with the siege weapon counts as the battle group's turn for the round. A character can attempt to use a siege engine by herself, but must pay two Initiative for each attack and incurs a -5 penalty on attack rolls. If it has the Slow tag, she cannot flurry reloading it.

A siege engine is ordinarily too heavy to move in combat. Attempting to reposition one is a feat of strength (*Exalted*, p. 229) that requires Strength 7+, a rating usually possessed only by beasts of burden or Chosen using powerful magic. The feat can't be placed in a flurry, and counts as a movement action. Success lets her haul the siege engine one range band. A character only needs to succeed on such a roll once per scene — after that, she can use her turn to move the siege engine without needing a roll.

Ballista: Resembling a giant crossbow, a ballista fires javelin- or spear-sized bolts with incredible force. Lethal, Siege (Long), Piercing, Slow

Catapult: These wooden siege engines use an arm to fling huge stones. Bashing, Siege (Long), Bombard, Slow, Smashing

Fire Projector: These large, four-barreled firewands are often mounted on the bows of ships or atop caravans as a short-range weapon. Add +4 dice on feats of demolition against flammable targets. They're too short-ranged to employ in broadside stratagems (*Exalted*, p. 245). Lethal, Siege (Short)

Fire Cannon: These ornately decorated brass or iron cannons belch tremendous gouts of flame. Add +4 dice



on feats of demolition against flammable targets. Lethal, Siege (Medium), Bombard, Slow

Harbor Cannon: The heaviest of siege weapons invented in the Second Age, harbor cannons are almost exclusively the province of Southern satrapies, Realm citadels, and Lookshy. These massive engines are mounted in shore batteries; nothing smaller than a First Age warship could support one at sea. They fire stone or brass cannonballs using vast quantities of fire-dust (Resources •••• per shot, or ••••• outside the



South), reaching the critical mass at which the dust explodes rather than combusts. Reloading a harbor cannon requires three rounds and cannot be flurried. Lethal, Siege (Extreme), Bombard, Slow

Lightning Ballista (Artifact § • • • •)

Lightning ballistae were among the foremost siege weapons of the First Age, great engines of brass and silver with inner workings of intricately wrought

orichalcum and blue jade. When fired, the ballista releases a powerful blast of lightning that sears and scorches whatever it hits, turning flesh and wood to ash and melting steel or stone.

In order to operate the engine, it must be powered by a hearthstone; a few enterprising sorcerers have circumvented this, such as by binding willing air elementals into a ballista. A hearthstone powering the weapon doesn't provide increased mote recovery to its master, although it still provides its other effects.

Attunement: 5m; **Tags:** Lethal, Siege (Long)

Hearthstone slot(s): 1

Special: Attacking requires the Evocation Stormblast Barrage, though feats of demolition don't.

STORMBLAST BARRAGE

Cost: 10m, 1wp; **Mins:** Essence 1

Type: Simple

Keywords: Dual

Duration: Instant

Prerequisites: None

After spending a turn aiming, a lightning ballista's master may use this Evocation to make a single unblockable **withering** or **decisive** attack roll against all characters in a line out to long range, friend or foe. On a **withering** attack, the firing character makes a separate damage roll for each character hit by the attack, but cannot gain more than (higher of Essence or 3) Initiative from damage dealt to any one enemy. On a **decisive** attack, she divides her Initiative evenly among all enemies hit by the attack (round up) to determine the damage rolled against them, ignoring Hardness. Battle groups take (her full Initiative) in damage, and do not count against the total Initiative she must distribute.

After a scene in which this Evocation is used, the lightning ballista must receive maintenance before it can be fired again. This is a difficulty 3 roll for a character using Craft (First Age Artifice), or difficulty 6 for a character using Craft (Artifacts). A failed roll cannot be retried until a full day has passed.

Special activation rules: This Evocation awakens at no cost when a character attunes to a lightning ballista.

Implosion Bow (Artifact §)

These fearsome weapons are First Age relics whose workings remain beyond the full understanding of any present-day engineer or savant. Resembling a ballista mounted upon a heavy gimbaled pedestal, these mechanisms appear to be made from a dark, glossy, wine-red wood with elaborate inlays and fittings of the five magical materials and diamond-like adamant. An implosion bow fires a spherical pulse of space-warping Essence that collapses in on itself upon impact, creating a disintegrating vortex that draws in both light and matter.

An implosion bow must be powered with a hearthstone. This stone doesn't provide increased mote recovery to its master, although it still provides its other effects.

Attunement: 5m; **Tags:** Aggravated, Siege (Long)

Hearthstone slot(s): 1

Special: Attacking requires the Evocation Collapsing Point of Destruction, though feats of demolition don't.

COLLAPSING POINT OF DESTRUCTION

Cost: 15m, 1wp; **Mins:** Essence 1

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisites: None

After a turn spent aiming, an implosion bow's master can use this Evocation to fire on a point out to long range. She rolls a single unblockable **decisive** attack roll against all characters within short range of the impact point, both allies and enemies. Battle groups and trivial characters are automatically hit, regardless of their Defense, on any result but a botch.

Each character hit suffers base **decisive** damage equal to the attack's threshold successes. Divide the attacker's Initiative evenly among them to determine the total damage, rounding up. An enemy that takes any damage is knocked prone and dragged one range band towards the center of the vortex. An enemy that dodges the attack by 3 successes or fewer suffers a tactical disadvantage even though they're able to avoid the blast, suffering (Essence) dice of unsoakable **withering** damage. The artillery gains all Initiative reaped by this attack. As long as one enemy is hit, the attacker is reset to base Initiative (plus any gained by making this attack).

The bodies of enemies incapacitated by an implosion bow's blast are destroyed utterly, drawn into the collapsing vortex and disintegrating within, leaving behind only artifacts and other indestructible items. Scenery, mundane structures, and unattended objects within range are also drawn into the vortex, suffering uncountable damage (**Exalted**, p. 205), leaving behind difficult terrain.

This Evocation can only be used once per scene unless reset by remaining in place without taking any movement actions for three consecutive rounds as the implosion bow recharges. If the attuned character suffers Initiative Crash, any built-up power is lost, and she must spend another three rounds motionless to reset this Evocation.

After a scene in which this Evocation is used, the implosion bow must receive maintenance before it can be fired again. This is a difficulty 3 roll for a character using Craft (First Age Artifice), or difficulty 6 for a character using Craft (Artifacts). A failed roll cannot be retried until a full day has passed.

Special activation rules: This Evocation awakens at no cost when a character attunes to an implosion bow.

Vehicles

Horizon Endeavor (Orichalcum Warship, Artifact §)

One of the greatest sailing vessels ever built amid the First Age's shipyards, the legendary warship *Horizon Endeavor* has appeared in naval wars and odysseys throughout Creation's history, and vanished from history's pages just as often. The pirate-empress Zala Firemane sailed it into battle against the hell-leviathan Rahabaris, which the Lintha Armada had called forth to torment the West. Laughing Mirror wove fate to reshape the rivers of Diamond Grass Province so that *Horizon Endeavor* could fight at the Battle of Five Suns. More recent legends claim that the Lunar elder Leviathan or the Scarlet Empress herself piloted it against the dread fae prince Balor, but these tales are as preposterous as those that claim it dates back to the Niobraran War.

Horizon Endeavor is a triple-masted ship of the line, but its resemblance to seafaring vessels of the Time of Tumult is like that of the eagle to the hen. Its hull is orichalcum-clad yet light enough to float gracefully over waves, while its masts are carved from indestructible timbers felled at the Old Realm's Easternmost edge and rigged with sails spun from cloth-of-jade. The ship's lowest decks house a marvelous device capable of drawing in water through a spiral of black jade blades to propel the ship forward even in a dead calm. Hatches along the side of its hull spring open to reveal red jade dragon cannons capable of setting entire fleets ablaze, while the ship's tidecutter bolts soar silently beneath the sea to sink enemy ships.

Attunement: 10m

Speed: Current +1, empty cargo holds +1, Essence propulsion engine +4, legendary sails +8

Maneuverability: +2; Hull: -0x10/-1x4/-2x4/-4x4/Incap.

Cargo: *Horizon Endeavor* can carry up to 300 men in its below-decks barracks, and has cargo holds capable of carrying several thousand tons. Some legends claim the cargo holds can bear any weight that will fit within them, such as the tale of Cormorant Black smuggling away the entire seraglio-palace of the Four Corners Suzerain, but these are most likely exaggerations.

Horizon Endeavor carries the following integrated armaments:

Red Jade Dragon Cannons: When the prayers inscribed on these ornate jade dragon-statues are recited aloud, they spew great gouts of flame, setting enemy ships ablaze. Three of them line each side of the ship, with a seventh on the bow. A broadside with the dragon cannons deals one point of hull damage and sets wooden ships ablaze, rolling an additional die of hull damage against them at the end of each round. A captain can direct her crew to put out the fires as a special naval stratagem rolled with (Wits + Sail) that costs two Momentum. If that ship's captain loses the opposed roll for that stratagem, the ship remains aflame, although it doesn't take damage from the fire that round. Outside of naval combat, the cannons are siege engines with the Lethal, Siege (Long), and Bombard tags.

Tidecutter Bolts: Spiked steel bolts carved with spiraling grooves, tidecutter bolts twist through the water like augers when fired from the pressurized cylinders of orichalcum-banded steel mounted under the ship's bow below the water line. A broadside with tidecutter bolts deals two points of hull damage. Bonus dice added by a prior Concealment stratagem are converted to successes on the broadside stratagem roll, as the bolts launch silently and almost invisibly under the water. *Horizon Endeavor*'s armory holds a vast but finite store of bolts. If the Storyteller deems them exhausted after multiple naval battles over the course of the story, she may require a major repair project to restock its supply.

Chariot of Aerial Conquest (Orichalcum Airship, Artifact §)

The Chariot of Aerial Conquest is a wondrous battle-airship of a lost age, when the Chosen waged war amid the skies and imposed their will through terror. It resembles a five-sided howdah large enough to bear over two dozen men, but is plated with armor of orichalcum and jade that renders it impervious to all but the deadliest attacks. It requires that a hearthstone be socketed into the crystalline control arrays at the fore of the ship to provide an uninterrupted flow of geomantic power. Using a hearthstone to power the Chariot denies its master its mote regeneration, but doesn't impede its other effects.

Once fully powered, a screen of blue jade in the foremost side turns transparent, allowing the pilot to see outside as she directs the ship, flying as high as thirty yards off the ground. In combat, it can fly up to long range above the ground and allows the pilot to roll movement actions with (Wits + Sail + Maneuverability). All occupants benefit from full cover, although enemies can use custom

gambits to disable or breach the Chariot. Each of the Chariot's other four sides can be lowered to board or debark while landed; they also feature armored arrow-slits that can be opened in flight, providing heavy cover for archers who fire through them. Once the Chariot has lifted off, its propulsion is silent. Blue jade alloyed in its hull camouflages it by blending with the color of the sky, making it impossible to notice without a difficulty 4 (Perception + Awareness) roll until it begins landing.

Attunement: 5m

Speed: Geomantic engine +15

Maneuverability: +3; **Hull:** -0x3/-1x3/-2x3/-4/Incap.

Cargo: The chariot can carry two tons of cargo, or forty standing men in tight quarters.

Hearthstones

CROSSWIND STONE (AIR, STANDARD)

Keywords: None

When this gray-streaked blue gem is socketed into an attuned artifact, its bearer may call up short, choppy gusts of wind to obstruct enemy projectiles for one scene as a miscellaneous action, imposing a one-die penalty on ranged attacks against her. Unexpected attacks ignore this penalty. She can also use the winds to blow out candles, scatter papers, or cause equally minor disturbances within short range.

EIDERDOWN GEM (AIR, STANDARD)

Keywords: None

This striated gray-and-white stone feels as light as a soap bubble. When socketed into an attuned artifact, it softens gravity's grip on the bearer. She adds one bonus die to all movement pools when flying or gliding. When she falls from a height, calculate falling damage as though she'd fallen one less range band.

GEM OF THE WIND-BLADE (AIR, STANDARD)

Keywords: None

When this orange-streaked blue stone is socketed in an attuned melee or thrown artifact weapon, it increases the weapon's maximum throwing range by one, though not beyond Long. Set into a melee weapon that cannot normally be thrown, it grants the Thrown (Short) tag.

PURIFYING MERCY STONE (AIR, STANDARD)

Keywords: Steady

This clear jewel purifies the air within short range of its bearer, filtering out mist, smoke, poison gas, and foul odors. Visible vapors clearly delineate the globe of clear air's outer edge. The hearthstone only functions

in a gaseous atmosphere; it doesn't create air underwater or underground.

FAR-SEEING STONE (AIR, GREATER)

Keywords: Dependent

The bearer of this cat's-eye gem can conjure a blazing electric-blue eye from inside the stone. It moves as she directs, and she sees through it as if it were her own. The magic eye is immaterial and incapable of attacking; uses the Exalt's Join Battle, combat movement and Evasion; and has (Essence) soak and Hardness, and one health level. It can't travel more than one mile from the stone.

GEM OF SAPPHIRE AND EMERALD (AIR, GREATER)

Keywords: Dependent, Linked

This gemstone's appearance varies depending on the angle from which it's viewed — blue or green, bright or dull, clear or opaque. Socketed in an attuned artifact, it grants access to the following Evocations:

Frozen Sorcery: Emerald

Cost: 10m, 1wp; **Mins:** Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisites: None

With a warding gesture, the bearer halts a just-cast Terrestrial Circle spell that either targets her directly or encompasses her within its initial area of effect, freezing the magic in its tracks. She may attempt to shatter the frozen spell as a miscellaneous action that can't be flurried. This requires a (Wits + Occult) roll against difficulty (caster's Essence + 3). A success shatters the frozen spell, countering it. If she doesn't attempt this action or fails the roll, the spell thaws out at the beginning of her next turn, before she acts, and goes off as intended. This Evocation can only be used once per scene.

Frozen Sorcery: Sapphire

Cost: 20m, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisites: Frozen Sorcery: Emerald

This Evocation functions as Frozen Sorcery: Emerald, except that it freezes a spell of the Celestial Circle, the difficulty is (caster's Essence + 5), and it can only be used once per story. This resets at the end of any scene in which the bearer defeats, suborns, or makes peace with an enemy sorcerer. The Dawn Caste anima power cannot reset this Evocation.

ROOT-OF-THE-EARTH GEMSTONE (EARTH, STANDARD)**Keywords:** None

An attuned artifact socketed with this dark blue stone is as light as ever in the Exalt's hands, but becomes as heavy as a boulder whenever she sets it down. Just shifting it a little ways is a Strength 5+, difficulty 7 feat of strength, while dragging it over a distance is a Strength 7+, difficulty 12 feat. (For an unattuned character to pull the stone from its socket is more difficult still — Strength 10+, difficulty 16). If an active opponent is prone, pinning him down with the socketed artifact is a difficulty 5 gambit, though the difficulty may vary with circumstances or for nonhuman opponents of unusual size or form.

STONE OF COMFORT (EARTH, STANDARD)**Keywords:** Steady

This smooth white hearthstone offers stability to souls caught in the midst of inward strife. Within a one-mile radius, all characters gain two non-Charm bonus dice on Willpower rolls to resist Derangements, and the cravings of addicts are quelled.

STONE OF THE RAM'S HORN (EARTH, STANDARD)**Keywords:** None

When this furrowed brown orb is socketed into an attuned artifact weapon, it grants the power to strike with enormous force. That weapon gains the Smashing tag. If it already has Smashing, reduce the Initiative cost of its smashing attacks by one.

CARYATID ORB (EARTH, STANDARD)**Keywords:** None

When this white cabochon is slotted into an attuned hearthstone socket, it grants the opportunity to awaken the following Evocation:

*Body of Marble***Cost:** 3m; **Mins:** Essence 1**Type:** Reflexive**Keywords:** None**Duration:** One scene**Prerequisites:** None

The Exalt is sheathed in a second skin as hard and glossy as polished marble. She gains three soak and Hardness 3. When she takes **decisive** damage, the stony shell flakes away as the Evocation ends. This Evocation may only be used once per scene. It can be reset by recovering from Initiative Crash.

GEM OF CRUSHING MIGHT (EARTH, GREATER)**Keywords:** None

When this piebald orb's bearer sockets it in an attuned artifact weapon and commits one mote, it

imbues her attacks with overwhelming force. She ignores two points of Hardness on her **decisive** attacks with that weapon.

SPIRIT-GROUNDING STONE (EARTH, GREATER)**Keywords:** Wild-Born

This gold-speckled brown stone abhors the evanescence of the spiritual world. All spirits that find themselves within one mile of the stone become material at no cost, though Essence 4+ spirits may pay a Willpower point to remain immaterial for the duration.

ARDOR-IGNITING GEMSTONE (FIRE, STANDARD)**Keywords:** None

This orange jewel glows brighter when its bearer seeks to share her passions with others. While socketed in an attuned artifact, if the Exalt attempts an inspire action while she is in the throes of the same emotion that she seeks to evoke, she gains two bonus dice.

GEMSTONE OF SHATTERING FORCE (FIRE, STANDARD)**Keywords:** None

A vermilion line bisects this gray-brown gemstone. Socketed in an attuned artifact, it magnifies the bearer's knack for destruction, adding one bonus die to feats of destruction. If it's set in a weapon that's used to stunt a feat of demolition, the bonus die becomes an automatic success.

JEWEL OF SWIFT-STRIKE (FIRE, STANDARD)**Keywords:** None

While this yellow gem is socketed in an attuned artifact weapon, the wearer rerolls one non-success on an attack roll if she moved one or more range bands immediately before attacking.

PASSION-UNBINDING STONE (FIRE, STANDARD)**Keywords:** Steady

Within a mile of this sparkling amber jewel, folk struggle to master their passions. Oaths are casually sworn and as easily broken; strangers and spouses fall in and out of love; teahouses can barely clean up after each impromptu revel or brawl before the next begins. Inspire rolls receive an automatic success. Guile takes a -1 penalty when used to conceal emotions.

TRANCE-SCORCHING SARDONYX (FIRE, STANDARD)**Keywords:** Dependent

When this striped red and black orb is socketed in an attuned artifact, its bearer can call upon its inner fire to burn away unnatural lethargy. She gains +2 Resolve against magical effects that induce sleep, apathy, forgetfulness, or other passive mental or emotional states.

GEM OF PERFECT MOBILITY (FIRE, GREATER)**Keywords:** Dependent

Tiny lights race through this coruscating crimson jewel. When placed in an attuned hearthstone socket, it grants the opportunity to awaken the following Evocations:

*Flashing Heel Swiftmess***Cost:** 6m; **Mins:** Essence 1**Type:** Reflexive**Keywords:** Perilous**Duration:** Until next turn**Prerequisites:** None

The Exalt's movements become too fast to be natural. She treats her Initiative as three points higher to determine when she acts, and add three bonus dice on both her disengage and rush rolls and on rolls to oppose other characters' disengage or rush rolls.

*Darting Hand Quickness***Cost:** 3m, 2i; **Mins:** Essence 2**Type:** Reflexive**Keywords:** Perilous**Duration:** Instant**Prerequisites:** Flashing Heel Swiftmess

Like a flame, the Exalt is in constant motion. She may reflexively take any Dexterity action other than an attack, regardless of Initiative order. This Evocation may only be used once per scene, unless reset by succeeding on an opposed Dexterity roll against a non-trivial enemy with 5+ total successes.

SAPPHIRE DUCK STONE (WATER, STANDARD)**Keywords:** Steady

Feathery white striations run through this blue gemstone. Within a two-mile radius, non-aquatic mortals and animals gain increased buoyancy, floating easily atop even the most turbulent waters. Even non-swimmers are unlikely to drown, saving lives among sailors and fisherfolk; pearl divers require heavy ballast to perform their duties. Within the affected area, attempts to swim downward suffer a -2 penalty, while swimming for the surface adds two bonus dice. Restrain or drag actions to hold someone underwater cost an additional turn of control.

STONE OF AQUATIC PROWESS (WATER, STANDARD)**Keywords:** None

This slick, colorless gem so resembles water that it's invisible when immersed. When mounted in an attuned hearthstone socket, the stone offers the opportunity to awaken the following Evocations:

*Aquatic Adventurer's Spirit***Cost:** —; **Mins:** Essence 1**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** None

Like an otter, the Exalt is as comfortable in water as on land. She adds two non-Charm dice to aquatic movement actions, and measures how long she can hold her breath in minutes instead of rounds. Armor socketed with the hearthstone gains the Buoyant tag.

*Benthic Depths Adaptation***Cost:** —(3m, 1i); **Mins:** Essence 2**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Aquatic Adventurer's Spirit

The Exalt calls the ocean's floor home. She measures how long she can hold her breath in hours instead of rounds, and neither the cold nor pressure of the deep can harm or impede her. Furthermore, whenever she successfully dodges an attack underwater, she may spend three motes, one Initiative to move a single range band downward.

STONE OF THE VANISHER (WATER, STANDARD)**Keywords:** Steady

When this cloudy gray stone is socketed in an attuned artifact, its bearer's image fades like mist from pursuers' minds. On any roll to investigate her, track her, or contest her efforts to go to ground, change the highest successful non-10 die to a 1.

BLOODSTONE (WATER, GREATER)**Keywords:** Dependent, Manse-Born

Socketed in an attuned artifact, this red-speckled green gem protects and purifies its bearer's blood. She gains the Natural Immunity and Toxin Resistance merits (**Exalted**, pp. 164-165), and doubles 7s against nonmagical diseases and poisons. In addition, her wounds never get infected, nor do they bleed — even severed limbs won't cause blood loss.

FIGHTING-THE-TIDE GEMSTONE (WATER, GREATER)**Keywords:** None

Pale streaks crisscross throughout this sea-green stone. When socketed in an attuned artifact weapon, its bearer is as indifferent as the tide to an opponent's fury. The first time each round that she successfully parries an attack, she takes no onslaught penalty from that attack.

FAERIE-RING JEWEL (WOOD, STANDARD)**Keywords:** Wild-Born

Within a two-mile radius of this many-colored pastel stone, fungi grow with far greater rapidity and vigor than normal. Mushrooms and toadstools alike grow thickly in every pasture and glade; fallen timber and abandoned houses become encrusted with shelf fungi, molds, and mildews, rotting away with unusual swiftness. Rolls to forage for fungi — whether for food, drugs, or poisons — gain double 9s.

GEM OF THE SHIELD-SISTER TREE (WOOD, STANDARD)**Keywords:** None

When this gray-dappled green orb is socketed in an attuned artifact, living vegetation twists and bends of its own accord to protect the bearer. When the bearer takes cover (**Exalted**, pp. 198-199) behind living vegetation, light cover protects as heavy, while heavy protects as full.

IVY-HILT GEMSTONE (WOOD, STANDARD)**Keywords:** None

This black stone is shot through with interwoven green lines. When socketed in an attuned artifact weapon, the bearer can commit one mote to cause vines to grow from the weapon and cling to her fighting hand, raising the difficulty of disarm gambits against it by +2.

STONE OF THE EMERALD ROOSTER (WOOD, STANDARD)**Keywords:** Steady

Sunlight strikes rainbows from this green jewel. Its bearer's passions guide and strengthen her on her journeys. While traveling on a task related to a Major or Defining Intimacy, she needs no rest to regain Willpower each night.

STONE OF RESILIENT BAMBOO (WOOD, STANDARD)**Keywords:** None

This stone gleams the pale green of young bamboo leaves. When its bearer sockets it in an attuned artifact and commits one mote, it helps shrug off minor injuries. She adds two to her soak, can parry lethal attacks unarmed without a stunt, and halves healing times for bashing damage.

GEM OF INCOMPARABLE WELLNESS (WOOD, GREATER)**Keywords:** Dependent, Linked

This cluster of emerald crystals continually changes shape, with new crystals budding and subsuming the old. Endless vitality suffuses its bearer, mending her wounds with unnatural swiftness. If she commits three motes to the stone, she regains one bashing health level per ten minutes, one lethal health level per hour, and one aggravated health level per day. Fatal diseases or lethal deprivation, such as starvation, dehydration, or drowning, only render her unconscious. Even dismemberment or cremation merely fills her

health track with lethal or aggravated damage, respectively, from which she will eventually regenerate. This power only terminates if the Exalt loses attunement to the stone, or if it becomes inert or is destroyed.

JEWEL OF THE SHINING HEART (SOLAR, STANDARD)**Keywords:** None

This golden stone transforms its bearer's righteous passions into action. When attuned, the bearer chooses a Defining Intimacy and treats it as a relevant specialty for any action that upholds it, as long as it remains at Defining intensity. Once per story, she may switch to a different Defining Intimacy.

LANTERN-SOUL DIAMOND (SOLAR, STANDARD)**Keywords:** Manse-born

While this clear, colorless hearthstone is socketed in an attuned artifact, the Exalt can spend five minutes of meditation to funnel the entirety of her bonfire anima into its depths. Thus charged, the stone blazes with the colors of the Exalt's anima, shedding light as brightly as any lantern. At any time, she may expend this charge either to raise her anima by one level, or to pay one level of anima as part of a Charm or Evocation cost.

JEWEL OF HERO'S PANOPLY (SOLAR, GREATER)**Keywords:** Dependent, Linked

While this glittering white gem is socketed in an artifact, reduce that artifact's attunement cost by two, to a minimum of one.

KEY OF MASTERY (SOLAR, GREATER)**Keywords:** Dependent, Linked

When a sorcerer places this diamond-bright jewel in an attuned hearthstone socket, she gains the opportunity to awaken the following Evocation:

*Purity of Sorcerous Focus***Cost:** —; **Mins:** Essence 1**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** None

The sorcerer gains new insight into a spell of the Terrestrial Circle, imprinting its Essence upon the stone. The chosen spell provides all the benefits of a control spell for as long as the stone remains attuned. The sorcerer can switch to a different spell once per story.

At Essence 3, the sorcerer can instead imprint a spell of the Celestial Circle. At Essence 5, she can choose a spell of the Solar Circle.



BLOOD-DRINKING JEWEL (ABYSSAL, GREATER)

Keywords: Dependent

This crimson gem fuels its bearer's power with blood. When mounted in an attuned artifact weapon's hearthstone socket, if the Exalt has awakened any Evocations for that artifact or any other hearthstones socketed therein, this hearthstone gains a pool of five motes, usable only to activate those Evocations. This pool begins empty and can only be filled by dealing **decisive** lethal damage to non-trivial opponents with the socketed weapon, gaining one mote per level of damage.

STONE OF HATRED (ABYSSAL, GREATER)

Keywords: None

This red and black stone feels icy cold unless its bearer thinks of an enemy, at which point it turns unbearably hot. Socketed in an attuned artifact weapon, it focuses the bearer's enmity; the weapon's attacks deal aggravated damage to any opponent for whom the bearer holds a Major or Defining intimacy of hatred.

KEY TO THE DREAM PALACE (LUNAR, STANDARD)

Keywords: Linked

One side of this black opal is round and smooth, the other a fantasia of minuscule turrets, domes, and spires. Everyone who's touched the stone in the past day shares a collective

dream when they sleep. Within the walls of a fabulous black opal palace, they live dream-lives of unimaginable opulence and partake in diverse decadent diversions — dressing like princes, dining like queens, engaging in courtly dalliances and intrigues, perusing otherworldly lore meaningless in the real world. These dreams are experienced lucidly and recalled as clearly as waking life. The palace and its inhabitants are unaffected by dream-influencing magics less potent than Celestial or Solar Circle spells and workings.

MOUNT-AND-RIDER ONYX (LUNAR, STANDARD)

Keywords: None

This stone's surface is a tangled interweaving of black and white. Socketed in an attuned artifact, it allows bearer and steed to fight as one. Increase the bearer's mounted combat **withering** bonus (**Exalted**, p. 203) by one and increase the difficulty of unhorse gambits against her by one.

TWIN CRESCENT STONE (LUNAR, STANDARD)

Keywords: None

While this moonstone is socketed in an attuned one-handed artifact weapon, the Exalt can create a duplicate of the weapon from moonlight and shadow as a miscellaneous action. The duplicate functions exactly as the original, granting the benefits of dual wielding. It dissolves if either it or the original is wielded by another.

JEWEL OF THE RABBIT'S SWORD
(SIDEREAL, STANDARD)**Keywords:** Wild-born

This chartreuse gem's facets seem to change in number and shape each time they're viewed. The stone counters ill fate with luck; once per day, its bearer may spend one Willpower to reroll all 1s for a single action until no 1s remain.

EXORCIST'S JEWEL (SIDEREAL, GREATER)**Keywords:** None

This white stone is speckled red, gold, and black. Mounted in an attuned hearthstone socket, it wards off spiritual possession, allowing the bearer to reject any such invasion of body or soul by spending one Willpower. Thus mounted, it also grants the opportunity to awaken the following Evocation:

*Spirit-Evicting Strike***Cost:** 5m, 1wp; **Mins:** Essence 2**Type:** Simple**Keywords:** Decisive-only**Duration:** Instant**Prerequisites:** None

The jewel's power can free another of possession with a gambit made using a weapon the hearthstone is socketed in, with difficulty equal to the possessing spirit's (Essence). Success ejects the possessor and stuns it momentarily, inflicting a -3 penalty on all its dice pools until the bearer's next turn.

SEVEN LEAPING DRAGONS STONE
(SIDEREAL, GREATER)**Keywords:** Manse-Born

This gold-tinged orange jewel grants innate understanding of how Essence flows through martial stances and katas. While socketed in an attuned artifact, the bearer gains two Initiative when she uses a Form's special activation rules to assume it reflexively.

STONE OF ONE VOICE (SIDEREAL, GREATER)**Keywords:** Steady

Glimmering lines and arcs dance through this milk-blue stone. All humans within four miles of the stone find they possess the ability to speak and understand Old Realm, even if they lack the Lore or Occult prerequisite. This understanding is unconscious and automatic, though those who make the effort can learn the language permanently with time, as can children raised there.



The Mnemon legion pushed Jiara's army onto the defensive. Impressed that Perfect Soul commanded such a disciplined force, Mnemon Galanet surveyed their retreat. Even in defeat, they did not break before Mnemon's troops and Exalted commanders.

One Anathema interposed himself between Galanet and the retreating army as she advanced to cut them down as they fled. The Khidara heir's battle-champion, Volfer, she recalled. Had she been on foot, she might have been afraid, for he had a fearsome reputation. However, she nestled within a thirty-foot suit of red jade armor and had decades of training and battlefield experience.

The Anathema were on their back foot, fighting defensively; to send one man against a warstrider meant desperation. He swaggered forward and made a rude gesture upwards.

Galanet turned her foot in the fuselage; the warstrider dug its heels in, turning up hills of dust around them. Together they poured forth fiery Essence, transforming bare earth into a molten hellscape. Flowing lava slew straggling infantry and made the Forsaken's approach undesirable. He didn't stop. *No*, she thought with a touch of bitterness, *why would he?*

She swung her massive iron blade. The harness' restraints and the warstrider's bulk hampered her movements, but after years of practice, Galanet knew the blade's width well enough to predict its path. Volfer pitched away from the strike. He rebounded from his dodge, plummeted towards the war-machine's leg joint and dislocated it. The harness wrenched, the whole body lurching forward as the warstrider tumbled to one knee.

Galanet loosed another torrent of flame down the sword that exploded into a wide circle. Over the fire's roar echoed a cry of pain. Volfer burst from the flames — body now alight with brilliant Anathematic Essence — landed on the blade, and charged up its length. Galanet's thoughts raced. Her other hand was occupied by the massive

spiked shield she'd used to bull aside infantry, so knocking the Forsaken away was out of the question. She released the flames once more and this time watched them consume him. He spat the most profane curses.

Dirt from her swelling anima gathered across the fuselage's interior, flaking away from the leather straps of the harness as she moved. Winded, she blinked away mud-sweat as it dripped into her eyes.

Outside, Volfer persisted, flesh charred and clothing in ashes. The demon-sword in his hands pulsed with an unholy light reflected in his maddened stare, its bruise-purple aura bleeding into the red-gold anima surrounding him. Absorbing that miasma, his flesh shifted and twisted, becoming bulkier and knotted with muscle. He let out an anguished war cry. He leaped from joint to joint until Galanet heard the heavy sound of a body hitting the war-machine's torso.

As Volfer appeared in the viewing slit, they made eye contact: his pupils were tiny dots, his face contorted into a furious sneer, his flesh blackened. The smell of burnt skin and hair rolled off of him. Galanet recoiled. In a thick voice, the Forsaken screamed something she didn't comprehend and jammed his swollen arm through the slit, reaching for her, blood and sweat dripping from his fingertips. Cursing, he smashed his glowing, corrupt daiklave against the fuselage. Cracks spread through the jade.

Clearing panic from her mind, Galanet tossed the massive sword aside and plucked Volfer off the warstrider. He writhed in her massive red grip. She spared a moment of satisfaction to smile at him before flinging him away.

Snapping the leg joint back into place and levering the warstrider upright, Galanet looked across the smoldering field of dead and wounded. The Jiaran forces were retreating into rocky, wooded hills. It was too late to destroy them all. But she could still catch a few more.

She strode off in pursuit.



Chapter Five

Warstriders

Among the most powerful and awe-inspiring weapons of warfare ever forged by the Exalted in the First Age, warstriders are tremendous piloted armors, thirty feet tall or higher, built from one of the magical materials. Wonders even in their own time, a warstrider allows its operator to go into battle against titanic behemoths on even footing or trample over armies and fortifications like a tremendous siege machine.

Compared to the scarce few forged in the Age of Sorrows, almost all warstriders were created in the First Age. In that time, the Solar Exalted worked with the Dragon-Blooded and the other Exalted, rather than fleeing from them, and together they attained the greatest heights of power ever attained by artifice. Most warstriders fielded in the modern day are Artifact •••••, categorized as noble warstriders by savants. Artifact N/A warstriders, or royal warstriders, are as rare as they are world-shakingly powerful. Creating a warstrider requires the Craft (First Age Artifice) Ability (**Exalted**, p. 243).

A warstrider's pilot must attune to it like any other artifact (**Exalted**, p. 594), committing fifteen motes to bond with its Essence. More powerful warstriders may carry steeper attunement costs. In addition, a warstrider requires a greater hearthstone be placed in one of its sockets to power it. Without the stone, it cannot operate at all. The pilot doesn't regain motes from the hearthstone used to power the warstrider, but the hearthstone's other effects remain active.

Warstrider Evocations

As powerful as a warstrider's sheer physical might and incredible resilience are, the true extent of its puissance lies in its Evocations. Just as with daiklaves, every warstrider is a singular and legendary weapon of war, possessing unique Evocations reflecting its nature and history. Awakening these Evocations is the same as awakening them from any other artifact (**Exalted**, p. 611). Warstrider Evocations have all the incredible power appropriate to an artifact of their rating, but generally operate on a much larger scale than weapon or armor Evocations. These Evocations

may manifest the metaphysical power of the warstrider's Essence, like most Evocations do, or they can represent awakening ancillary warstrider systems such as mounted lightning ballistas, light-warping camouflage, or blue jade wings capable of flight.

Piloting a Warstrider

A warstrider's pilot operates it from within a fuselage in its torso. In most warstriders still operational in the Second Age, the pilot dons a harness connected by leather straps to the warstrider's frame. The harness mimics the pilot's motions to control the warstrider's arms and legs. Ancient warstriders constructed at the height of the First Age may have more elegant or esoteric control mechanisms — levitating crystals that orbit the pilot, complex control interfaces of solid light, liquid metal that molds itself to the pilot's body — but still operate on the principle of emulating the pilot's movements.

As a result, taking an action while piloting a warstrider is essentially the same as taking that action normally. The pilot uses her own dice pools and may enhance her actions with Charms as usual. The exception to this are traits that the warstrider possesses independently of its pilot: its Strength, soak, Hardness, and damage track. She uses these in place of her own ratings, and cannot enhance them directly with magic: Increasing Strength Exercise cannot increase a warstrider's Strength, nor can Spirit Strengthens the Skin increase its soak. However, the pilot can still apply magic that enhances Strength-based rolls or defends against damage, as long as it doesn't directly improve her Strength, soak, or Hardness ratings, or grant her bonus health levels. She uses her own Strength to determine the maximum dice she can add to a roll with Charms (**Exalted**, p. 251), or for any calculations involved in a Charm such as Fire and Stones Strike or Hammer on Iron Technique.

Operating a warstrider is a complex and strenuous task. The pilot must tug and pull against her harness's straps with every motion, imposing a -3 penalty on physical actions. The training required to master

piloting is represented through two specialties: an Athletics specialty in operating warstriders, and a Lore specialty in warstriders. Completing this training allows the character to pilot the warstrider with no penalty. Piloting a warstrider is equivalent to wearing heavy armor for purposes of Martial Arts styles and other Charms incompatible with armor.

Strapping into or leaving a warstrider's fuselage is a lengthy process, much like donning or doffing armor (**Exalted**, p. 591). Strapping in to a warstrider requires at least one other character's assistance, and takes ten minutes. Detaching from the fuselage takes only five minutes and can be done alone. Both can be rushed in desperate circumstances, with the usual effects. Whirlwind Armor-Donning Prana (**Exalted**, p. 376) or comparable magic reduces the time required for this to a single minute, or ten rounds in combat.

Warstrider Strength

Warstriders possess immense might, capable of scattering armies with a single attack or battering down fortress walls. However, drawing upon the full physical strength of a warstrider depends on the pilot's own strength and expertise. Operating a warstrider at all requires a minimum of Strength 2, while accessing its full power requires both Strength 4+ and the two specialties of piloting training. A pilot treats her warstrider's Strength rating as even higher for feats of strength (**Exalted**, p. 229), both for determining which feats she can attempt and for her dice pool.

Pilot Strength	Warstrider Strength	Feats of Strength
2	5	10
3	6	12
4+ (untrained)	6	12
4+ (trained)	7	15

Soak, Hardness, and Damage

A warstrider's pilot uses her Initiative as usual for all purposes in combat. Her warstrider provides her with its own soak and Hardness ratings, which are treated as bonuses from armor. Most have soak 15, Hardness 10, although individual warstriders may have different values based on their design and purpose. A warstrider has its own damage track, completely separate from the pilot's health track. Most have five -0 levels, five -1 levels, ten -2 levels, and ten -4 levels, though individual warstriders may be more or less durable.

WARSTRIDERS AND CRIPPLING INJURIES

A warstrider's pilot can use the rules for accepting a crippling injury (**Exalted**, p. 201) to divert levels of decisive damage from her warstrider's damage track by letting it disable one of the warstrider's limbs, sensors, or ancillary systems. Doing so still counts against her once-per-story limit. Restoring a severed limb or damaged system is a superi- or repair project with difficulty 5, a goal number of 25 successes, and an interval of one day (**Exalted**, p. 242) by default.

A warstrider's pilot cannot be targeted by **decisive** attacks, nor does she take damage from environmental hazards, area of effect attacks, or similar perils; these damage the warstrider instead. An enemy can use the breach frame gambit (p. 143) to open a gap that allows him to attack the pilot. Warstriders are immune to poison, disease, and non-magical environmental hazards.

Weaponry and Combat

Weapons sized for warstrider use are immense: swords with twenty-foot blades, bows carved out of full-grown trees, or throwing darts the size of harpoons. Attacks made with warstrider weaponry are unblockable unless parried using an artifact weapon or defensive magic. Although their armaments are rarely forged from the magical materials, they use artifact weapon traits to represent their massive scale (**Exalted**, p. 594). This has no attunement cost, but also confers no other benefits associated with artifact weaponry, such as hearthstone slots, special weapon traits, or Evocations. Artifact weapons large enough for warstriders to wield are incredibly rare, requiring vast amounts of magical materials to create. They use the same traits as normal artifact weapons, their Evocations providing the edge over mundane warstrider weaponry. A warstrider's unarmed attacks aren't considered barehanded for purposes of Charms such as Adamantine Fists of Battle.

On each turn in combat, the pilot of a warstrider receives a special reflexive action called a *devastating action*. The devastating action may be used to reflexively make an attack against either an enemy battle group or all trivial opponents (**Exalted**, p. 208) within range of the pilot's weapon. This doesn't count as the pilot's combat action for the round, allowing her to make another attack. The pilot may reflexively invoke one Simple-type Charm that creates an attack, such as Blazing Solar Bolt, with her devastating action.

Mobility

The massive tread of a warstrider's legs is capable of covering far more ground than a person on foot. Each warstrider offers a Speed bonus on any combat movement rolls or tests of speed the pilot makes. The default Speed bonus is +2. Warstriders designed for scouting or mobility may have bonuses as high as +5, while heavier models may offer a lower bonus or none at all. In addition, warstriders don't need to take a disengage action to move away from foes of human size or smaller. This never applies to battle groups.

Outside of combat, if the Storyteller uses range bands to track movement or positioning, a warstrider is capable of crossing three range bands each round. For longer overland travel, a warstrider is capable of covering $(50 + [\text{Speed} \times 10])$ miles in ten hours.

Legendary Size

A warstrider's massive size confers overwhelming advantages in combat against any enemy that lacks Legendary Size.

- Attacks made by smaller-sized enemies do not inflict onslaught penalties on the pilot's Defense. Magically inflicted onslaught penalties still apply.
- The pilot cannot be reduced below Initiative 1 by a **withering** attack made by a smaller character unless it has a damage pool of 10+ dice even after subtracting the warstrider's soak. The attack still awards the attacker the full amount of Initiative rolled.
- Warstriders cannot take more **decisive** damage from a single attack made by a smaller character than the attacker's (Strength + 3). Levels of damage added by magic don't count against this limit.
- Warstriders cannot be grappled by smaller enemies unless they use magic such as Dragon Coil Technique. Likewise, smaller foes require such power to resist the warstrider's (Strength + [Brawl or Martial Arts]) rolls to establish a grapple's duration.
- A warstrider's size makes it impossible to knock back with smashing attacks, and more difficult to send flying with magical attacks (**Exalted**, p. 274)
- The pilot can engage other enemies with Legendary Size, such as tyrant lizards, on an equal footing. Neither one applies Legendary Size's benefits against the other.

Limitations of Scale

The titanic size of a warstrider is a mighty boon, but also carries drawbacks. It takes a -4 penalty on any physical action that targets an object or character that's human-sized or smaller, such as attacking a lone enemy, or attempting a feat of strength to force open a door without taking out the surrounding walls.

The -4 penalty also applies on any Awareness-based rolls to notice characters or things of human size or smaller. Attempting Stealth in a warstrider is nigh-impossible, subtracting four successes from the pilot's roll. Warstriders created to be stealthy scouts or deadly assassination models typically have unique features or Evocations that mitigate this penalty.

In addition, even the lightest warstrider weighs thousands of pounds. Its immense weight may cause it to sink into soft surfaces such as mud, be unable to cross over a bridge without breaking it, or face similar complications. Magic such as Graceful Crane Stance can bypass this limitation.

Maintenance and Repairs

A warstrider operating in the field requires considerable upkeep. To qualify to perform maintenance or repairs, a character must have Craft (First Age Artifice) 1+, which itself requires Craft (Artifacts) 5, Lore 5, Occult 5, and Terrestrial Circle Sorcery, making such savants extremely rare in the Second Age. Characters who lack access to First Age Artifice can attempt to perform upkeep using Craft (Artifacts), but at +3 difficulty. The specialized tools and materials needed to perform warstrider maintenance or repairs are a Resources •••• purchase, and fill a two-horse wagon or medium-sized workshop.

For every ten hours of operation, a warstrider requires a roll to perform maintenance. This takes a single scene to complete, and is an (Intelligence + Craft) roll at a base difficulty of 3. If the warstrider has taken enough damage to incur wound penalties, the penalty's value is added to the difficulty. If a pilot chooses to press on without the required maintenance, the warstrider takes a single die of **decisive** damage, which cannot be prevented by any means.

Repairing a warstrider (**Exalted**, p. 242) clears levels of damage from its track. Repairing a single level of damage is a major project. The Craft roll's difficulty and the time needed to complete repairs depends on the type of damage level being restored.

Damage Level	Difficulty	Time
-0	3	One hour
-1	4	One day
-2	5	Three days
-4	6	One week

A warstrider whose damage track reaches Incapacitated is rendered completely inoperable. Restoring it to function requires either a superior repair project (for five-dot warstriders) or a legendary repair project (for Artifact N/A warstriders). The extended action has difficulty 5, a goal number of 50 successes, and an interval of one week. This restores only the Incapacitated level, requiring further repairs to clear the damage track. Repairing damage to a warstrider doesn't require a sorcerous working, unlike most First Age Artifice (**Exalted**, p. 243). However, restoring a ruined warstrider from a lost age to operational condition would require sorcerous workings as usual.

Fighting Warstriders: Special Gambits

A lone warrior facing off against a warstrider faces an almost insurmountable challenge if she chooses to directly engage it in combat. **Withering** and **decisive** attacks still work against them, but the significant defensive benefits they provide mean that simply building up to high Initiative and making a **decisive** attack won't always be the best strategy. Unlike the gambits presented in the core (**Exalted**, p. 200), these custom gambits are designed specifically to oppose warstriders. Players should describe how their character enacts a particular gambit — whether this involves scaling the warstrider's frame to sabotage it, using Athletics Charms to leap through the air and deliver blows with artifact weapons, turning the environment against the warstrider, or other tactics. The pilot or her allies may use magic such as Craftsman Needs No Tools to mend the effects of these gambits.

Block Vision (difficulty 3): This gambit obscures the slots in a warstrider's helm that allow its pilot to see, or the visual sensors of a more advanced warstrider. The pilot is effectively blinded, taking a -3 penalty on all actions that depend on vision. The pilot may use a miscellaneous action to clear the obstruction.

Disable Arm (difficulty 5): This gambit targets one of a warstrider's arms, temporarily disabling it in some fashion. The warstrider drops anything the disabled arm was holding. The pilot cannot move or use the

disabled arm, and takes a -3 penalty on actions requiring both arms unless it still has two functioning arms. Restoring it to functionality is a miscellaneous action that costs 5 Initiative.

Disable Leg (difficulty 6): This gambit knocks one of a warstrider's legs off-balance or renders it unusable. Its pilot must succeed on a difficulty 5 (Dexterity + Athletics) roll or fall prone. Even if the pilot succeeds, he takes a -3 penalty on movement rolls while that leg remains disabled. The pilot can restore a leg's function on his turn by paying 2 Initiative. This counts as his move action for the turn. If all of a warstrider's legs are disabled, it automatically falls prone and cannot take move actions unless its pilot spends 5 Initiative and her entire turn to right the warstrider.

Breach Frame (difficulty 9): This gambit pries open the armored plating that covers a warstrider's fuselage (or otherwise breaches its frame), creating an opening through which the pilot can be directly attacked. For the rest of the scene, any character may pay one point of Initiative to make a **decisive** attack directly against the pilot.

"I WANT ONE"

Players that want to begin the game with a warstrider bought using character creation Merits should discuss their plans with both the Storyteller and the other players. If the Storyteller is planning to start the chronicle with courtly intrigue or a secret martial arts tournament, then having a warstrider gathering dust on the sidelines doesn't help anyone. In a "Heroes wandering from town to town"-style game, a warstrider's logistical issues will clash with the chronicle's narrative structure. Storytellers, if this is the case, take that player's interest in having a warstrider into account, and find a way to let them fulfill it later on in the chronicle.

Talk with other players about sharing the investment a warstrider requires, and make sure taking one won't detract from the rest of the table's fun. Not only must it be purchased as a Merit, but it also requires a greater hearthstone to power it. Routine maintenance requires specialized equipment that can only be comfortably purchased with Resources 4+, as well as the skill of a character who either has Craft (First Age Artifice) or can overcome the steep penalty for not having it. Instead of trying to twist your character into being able to do all these things, let the other members of your Circle find ways that their character concepts can support your idea.

All-Conquering Colossus (Orichalcum Warstrider, Artifact §)

Mirshaan the Immortal Chrysanthemum was counted among the greatest slayers of the enemies of the gods in the Divine Revolution, but found little satisfaction in the peace that followed. Yearning for the thrill of past battles, she swore an oath never to stay in one place until she'd slain every peril that still remained to the world. Many of Creation's greatest lovers sought to win her heart, for she was ferocious and beautiful, yet none could dissuade her from her pursuit. She laughed at the thousand-page love poem of Arahant Ikal Orinaya, and her rebuke sent Intemperate Mongoose flying into a mountain when he thought he could impress her by stealing her kill. In the end, Mirshaan's heart could only be conquered by Ulyana Thunder-Daughter, her Circle's Twilight. Longing to be reunited with her Dawn, Ulyana devoted herself to the creation of All-Conquering Colossus, hoping that her gift could win back Mirshaan.

The mighty warstrider is a walking fortress of orichalcum, its joints and other lightly armored segments reinforced with red jade. Every inch of its armor is inscribed with elegant Old Realm calligraphy — Ulyana's prayers to Venus and Mars to protect her beloved. She completed her creation with black ichor drawn from the tomb of an enemy of the gods slain by Mirshaan, baptizing the warstrider with it to temper its armor unto invincibility.

It took Ulyana decades to complete her masterpiece, and decades more to find her beloved Mirshaan while striding across the world in the Colossus. Finally they were reunited, but the Immortal Chrysanthemum did not recognize her Circlemate behind the warstrider's helm, thinking it some new terror that had stumbled out of the Wyld to destroy Creation. They clashed in battle, and to their surprise, Mirshaan found herself unable to defeat this foe. By the second sword-stroke, she knew she could not win. By her third, she recognized Ulyana's handiwork in All-Conquering Colossus. The battle ended in an embrace, and the two were wed.

All-Conquering Colossus has wrestled with behemoths and trampled the strongholds of renegade god-kings. Mirshaan's ceaseless urge to battle the foes of Creation is manifest in the divine might of its Evocations, while Ulyana's devotion to her beloved is reflected by the warstrider's unassailable defensive puissance. All-Conquering Colossus was lost when the Fair Folk invaded Creation, piloted by a lone Chosen in a desperate

STANDARD ARMAMENTS

Greatsword: +1 ACC, +14L DMG, +0 DEF, OVW 6, Reaching, Two-Handed

Short Swords: +5 ACC, +10L DMG, +0 DEF, OVW 4

Unarmed: +5 ACC, +10B DMG, +0 DEF, OVW 3, Grappling, Natural, Smashing

last stand against an endless horde of nightmare monstrosities. Savants from the Realm have sought the lost warstrider, but the Wyld has yet to surrender its final resting place.

Attunement: 20m

Soak: 16; **Hardness:** 12

Damage track: -0x5/-1x10/-2x10/-4x10

Speed bonus: +0

Hearthstone slot(s): 3

Era: Wondrous Dawn Era

Evocations of All-Conquering Colossus

All-Conquering Colossus grants its pilot 1 Initiative every time its Hardness negates the damage of a **decisive** attack. In addition, its pilot adds +3 Overwhelming on **withering** attacks against battle groups and enemies with Legendary Size.

UNSTOPPABLE SUNFIRE PROMINENCE

Cost: 3m, 1wp, 1i per +1 Hardness; **Mins:** Essence 2

Type: Reflexive

Keywords: Decisive-only, Perilous, Resonant

Duration: Until next turn

Prerequisites: None

Arrows glance off the Colossus' gleaming orichalcum armor like birds that have lost their flock. The bolts and stones of siege engines break against it, and the jaws of the mightiest behemoths cannot close on it. This Evocation can be used after being hit by a **decisive** attack. The pilot rolls (Initiative/2, round up). If her enemy has the Legendary Size merit, she rolls her full (Initiative) instead. For each success, she may spend one Initiative to gain +1 Hardness against the attack. This bonus isn't compatible with any other effects that increase her Hardness.

Resonant: As long as the pilot takes no **decisive** damage from the attack, she gains a point of temporary Willpower.



HEAVEN-FORGED TITAN ATTACK

Cost: 7m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Unstoppable Sunfire Prominence

All-Conquering Colossus strikes with god-force, the seething infinite power of the cosmos. No army raised against it can triumph, nor even the mightiest foes withstand its wrath. This Evocation is a **decisive** attack with any combat Ability. To use it, the pilot must be at Initiative 12+. Against an enemy with Legendary Size or a battle group, the tremendous force of her blow doubles the attack's total damage and knocks that foe back a single range band. The shockwave of the warstrider's attack shatters the ground below her enemy, creating difficult terrain beneath him.

Against smaller foes, this attack doesn't target a single enemy, but all such characters within close range of a point within her weapon's range. She makes a single attack roll, but a separate damage roll against each enemy. The base damage against each enemy equals the number of threshold successes the attack rolled over that character's Defense. She divides her Initiative evenly among all

attacks (round up), and doesn't reset until she's completed all of them. The shockwave of her attack also turns the targeted range band to difficult terrain.

Resonant: If Heaven-Forged Titan Attack is used as the pilot's devastating action (p. 141), she waives this Evocation's Willpower cost and her Initiative doesn't reset to base after completing her attack.

STAR-SEIZING GRASP

Cost: 2m, 1wp; **Mins:** Essence 2

Type: Supplemental

Keywords: None

Duration: Until the grapple ends

Prerequisites: Heaven-Forged Titan Attack

Once the All-Conquering Colossus lays its hands upon a foe, there is no force in Creation that can break its grasp. This Evocation supplements a grapple gambit against an enemy with Legendary Size or a higher Strength rating than the warstrider. Every threshold success on the Initiative roll for the gambit adds one non-Charm bonus die on the pilot's (Strength + [Brawl or Martial Arts]) roll to establish control of the clinch. On a successful clinch, the pilot doesn't pay the gambit's Initiative cost. Instead, it's subtracted from the grappled enemy's Initiative.

Resonant: Attacks made by non-battle group enemies without Legendary Size do not cause the warstrider to lose rounds of control over the supplemented clinch.

BEHEMOTH-BREAKER MIGHT

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Dragon Coil Technique, Star-Seizing Grasp

All-Conquering Colossus has strength enough to wrestle a dragon's coiling thew or choke the life from an immortal behemoth. This Evocation upgrades Dragon Coil Technique. When the Solar uses it to successfully grapple an enemy with Legendary Size or a higher Strength than her warstrider, the clinch effects she can choose from (**Exalted**, p. 201) are enhanced as follows:

Savage: Even the greatest titans can be taught humility. An enemy that takes damage from a **decisive** savaging attack or is crashed with a **withering** savaging attack loses the benefits of Legendary Size on defense against all attacks made against it until the end of the pilot's next turn.

Restrain/Drag: When the Solar restrains a grappled enemy, she smashes it into the ground, shattering the earth beneath it and creating difficult terrain below it. If she drags the enemy, she leaves a trail of difficult terrain in its wake. If the enemy is already in difficult terrain, either created with this Evocation or otherwise, the pilot instead rolls (Essence) dice of bashing damage against her enemy. This damage ignores Hardness.

Throw/Slam: When the Solar throws or slams a grappled foe, she rolls (Strength + [Brawl or Martial Arts]) to slam that enemy into another foe or an object. If she targets another foe, she uses the same roll as her attack against the grappled target. On a success, the damage of the throw or slam is split evenly between both enemies, rounded up, and the maximum rounds of control the pilot can exchange for damage rises to (her Strength x2). On a failed attack roll, this resolves like a normal throw or slam. If she slams an enemy into an object, she treats her roll as a feat of strength. Each level of **decisive** damage adds one non-Charm success on the roll, as do every three points of **withering** damage.

CRASHING METEOR IMPACT

Cost: —(+4m); **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Behemoth-Breaker Might, Shockwave Technique

This Evocation upgrades Shockwave Technique (**Exalted**, p. 281). When the Solar uses it to throw an enemy with Legendary Size, she may pay an additional four motes to throw that enemy out to extreme range, creating an impact shockwave that damages all characters within medium range, rather than short, of the point of impact. If she throws it into a structure, landmark, or other obstacle large enough to prevent it from flying four full range bands, it takes damage as though it had suffered a fall (**Exalted**, p. 232) from a height equal to the number of range bands it was thrown, and still creates a shockwave. For example, throwing an enemy two range bands into the side of a mountain would damage it as a fall from medium height.

CRUSHING HAND OF THE COLOSSUS

Cost: —(2i); **Mins:** Essence 3

Type: Permanent

Keywords: Decisive-only

Duration: Permanent

Prerequisites: Behemoth-Breaker Might

Drawing upon All-Conquering Colossus' memories of past victories against titanic foes and legendary behemoths, the Solar unleashes the warstrider in an overwhelming tide of golden Essence and annihilating force. When the Solar takes her devastating action (p. 141), she may pay two Initiative to use it to attack an enemy with Legendary Size, instead of a battle group or trivial enemies.

INDOMITABLE ETERNAL NOVA

Cost: 6m, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Clash, Decisive-only

Duration: Instant

Prerequisites: Unstoppable Sunfire Prominence

All-Conquering Colossus and its pilot withstand an attack as one, their Essence shining in an overwhelming blaze of invincibility. This Evocation can be used to clash a **decisive** attack, rolling (Stamina + Resistance) against the attacker's roll. If the pilot wins the clash, her enemy's attack is wasted against the unbreakable aegis of All-Conquering Colossus. He rolls his Initiative, and loses one Initiative for each die that shows a failure. The pilot doesn't gain this Initiative. Indomitable Eternal Nova disarms the attacking weapon if it's an artifact, and destroys the weapon otherwise.

GOD-METAL FORTRESS STANCE

Cost: 5m, 3a; **Mins:** Essence 3

Type: Simple

Keywords: Perilous, Resonant, Uniform

Duration: Until next turn

Prerequisites: Indomitable Eternal Nova

All-Conquering Colossus shines with the searing radiance of its pilot's bonfire anima, shifting its armor into a defensive configuration like a garra bird closing its wings around the anima's flame. The pilot gains +2 Defense and adds (Essence) to All-Conquering Colossus' Hardness. For each attack that she either successfully defends against or is hit by without taking any damage, this bonus increases by +1 Defense and +2 Hardness. On the pilot's next turn, as long as she took no **withering** or **decisive** damage at all since using this Evocation, she instantly flares back to bonfire and rolls Join Battle with (Stamina + Resistance), adding the rolled successes to her Initiative.

God-Metal Fortress Stance can only be used once per scene, unless reset by recovering from Initiative Crash.

Resonant: The pilot may pay one Willpower to remove the Perilous keyword from this Evocation, allowing her to use it while she is in Initiative Crash. Rolling Join Battle automatically resets her to base Initiative (if she isn't already higher) and ends the crash.

EMBRACE OF THE CELESTIAL AEGIS

Cost: 5m, 5i, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: Perilous

Duration: One scene

Prerequisites: Crushing Hand of the Colossus, God-Metal Fortress Stance

The calligraphy etched across All-Conquering Colossus' armor begins to shine with blue and red Essence, tracing out the prayer of love forged into the warstrider. The sign of Mars, Maiden of War, flares red on its right hand; the sign of Venus, Maiden of Serenity, shines blue on its left. The Solar's **decisive** attacks double 10s on their damage roll, and she adds +1 to her base Initiative on resetting for every 10 she rolls for damage. This doesn't stack with other effects that increase base Initiative. Even if a **decisive** attack overcomes her warstrider's Hardness, she subtracts its (Hardness/2, round up) from the raw damage of the attack. Against enemies with Legendary Size, she subtracts its full Hardness instead. This Evocation ends if the Solar is crashed.

STARFALL ESCHATON HAMMER

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

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisites: Crashing Meteor Impact

Ulyana never loved her wife more than the day Mirshaan bested the Vritra of Infinite Coils, hurling the behemoth clear through the aerial war-palace of the traitor Teshim

Umberyes. To use this Evocation, the Solar must be grappling a Legendary Size enemy with 6+ rounds of clinch control and be within (Strength) miles of a manse, airship, or other powerful magical structure to hurl her foe into with a **decisive** throw. At the Storyteller's discretion, appropriately dramatic scenery can also be the point of impact, such as a volcano that erupts when the warstrider sends a gigantic foe crashing into it. There's no limit to how many rounds of control the Solar can forfeit to increase the damage of the throw, and she doubles 7s on the damage roll.

If the Solar deals 5+ levels of **decisive** damage to her enemy, the force of its impact unleashes a devastating shockwave, destroying whatever it was thrown into — manses erupt in an explosive overload of geomantic Essence, airships fall out of the sky, and so on. If the Storyteller determines this structure is too resilient to be destroyed outright, such as the Imperial Manse or an Artifact N/A warship, it is instead badly damaged and in need of significant repairs (**Exalted**, p. 242). This shockwave extends out to long range from the thrown enemy's point of impact, and extends four vertical range bands upwards into the sky. All characters caught in this blast must roll against a difficulty 6 environmental hazard with a damage equal to half the total levels of **decisive** damage the Solar rolled on her throw, rounded down. Trivial characters, mundane objects and structures, and surrounding geography suffer as much massive collateral damage as the Storyteller cares to describe. If the Solar has a positive Tie to a character, object, or anything else caught in the blast, it is spared from the damage.

Starfall Eschaton Hammer can only be used once per season, unless reset by using All-Conquering Colossus to defeat a behemoth, an enemy Exalt piloting a warstrider, an army of potent supernatural creatures, or a similarly mighty foe on a massive scale that threatens one of the Solar's Defining Ties. The Dawn Caste anima power cannot reset this Evocation.

Special activation rules: This Evocation awakens at no cost when the Solar succeeds in clinching an enemy with Legendary Size that threatens one of her Major or Defining Ties.

Cathedral of Sublime Annihilation (Orichalcum Warstrider, Artifact §)

Even at the height of the First Age's splendor, monstrous forces assailed Creation, threatening to crush the world. Some came from the chaos beyond reality's

edge, others from dark and vasty depths under the world, and yet more from places that the Second Age has no name for or language to describe. The warstrider Cathedral of Sublime Annihilation was created to stand against such a threat — the face-snaked legions that marched under the pennant of the Scorpion Empire. The legendary marksman Seres Ebonheart fought against them to protect his sunlit kingdom, but was ultimately forced to retreat, his dominion consigned to the rapacity of time. The defeated Seres did not swear vengeance, for his only anger was with himself. He set about forging the warstrider as punishment and purification, rededicating himself to Creation's defense with every day of toil. The completed Cathedral of Sublime Annihilation marched on the monstrous incursion force like the inevitable judgment of heaven, and drove them from the world in a cataclysmic barrage of sunfire artillery.

As much weapons platform as warstrider, the Cathedral of Sublime Annihilation bristles with thunderbolt ballistae, implosion bows, and other wondrous First Age siege engines. Its frame is boxy and dense compared to other warstriders to accommodate its weaponry and the autonomous systems that service them, but moonsilver gyros built into its

joints allow it to move with grace and precision in battle. However, it doesn't surrender its power easily: Mastering this warstrider's arsenal requires awakening its Evocations, drawing on one's spiritual communion with the Cathedral of Sublime Annihilation to unleash its full force.

Attunement: 15m

Soak: 15; **Hardness:** 10

Damage track: -0x5/-1x5/-2x10/-4x10

Speed bonus: +2

Hearthstone slot(s): 2

Era: War of Lost Years

Evocations of Cathedral of Sublime Annihilation

When the pilot of the Cathedral takes an Aim action to make a ranged attack at medium range or longer (**Exalted**, p. 196), she retains the +3 bonus dice without needing to spend two rounds aiming. Its mechanisms allow the pilot to ready weapons reflexively. They also reflexively reload weapons with the Slow tag (**Exalted**, p. 590), allowing them to be used together with Charms that create multiple attacks in a single turn.



STANDARD ARMAMENTS

Crossbow: Close ACC -1; Short +5; Medium +3; Long +1; +16L DMG, OVW 4, Crossbow, Piercing, Powerful

Firedust Cannon: Close ACC +1; Short +5; +18L DMG, OVW 5, Flame

Unarmed: +5 ACC, +10B DMG, +0 DEF, OVW 3, Grappling, Natural, Smashing

GOD'S EYE RETICULE

Cost: 4m; **Mins:** Essence 2

Type: Reflexive

Keywords: Dual, Resonant

Duration: Until next turn

Prerequisites: None

This Evocation activates Cathedral of Sublime Annihilation's long-range sensors, a dozen eye-like spheres wrought from starmetal and blue jade. These add (Essence) bonus successes on the pilot's vision-based Awareness rolls and extend the range of warstrider Archery weapons she wields by one range band, out as far as extreme range. Her **withering** attacks at extreme range have an Accuracy of +1, instead of -1.

Resonant: This Evocation's duration is extended to one scene.

BLAZING EYES OF ANNIHILATION

Cost: 4m; **Mins:** Essence 2

Type: Reflexive

Keywords: Dissonant, Dual, Resonant

Duration: Instant

Prerequisites: God's Eye Reticule

Beams of golden light shine from Cathedral of Sublime Annihilation's many optic sensors, converging into a single point to illumine the pilot's foes. When she makes an Archery-based attack against a battle group or an enemy with Legendary Size, she may invoke this Evocation to reflexively aim at it. If she uses it to enhance a **decisive** attack that incapacitates a non-trivial enemy or deals enough damage to a battle group to reduce its Size, she adds (Perception) to the base Initiative she resets to. This doesn't stack with other magic that increases her base Initiative.

Special activation rules: As long as the pilot isn't dissonant with orichalcum, this Evocation awakens at no cost the first time she Joins Battle against a battle group or Legendary Size foe that's caused harm or destruction to one of her Major or Defining Intimacies or defeated her previously in battle.

Resonant: In addition to adding +3 dice on an attack roll, the pilot's aiming also adds 3 dice to the raw damage of a **decisive** attack, or to the damage of a **withering** attack after soak has been subtracted.

FAR-REACHING SUNFIRE FURY

Cost: -(+1wp); **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: God's Eye Reticule

Channeling her senses through Cathedral of Sublime Annihilation, the pilot lines up a truly devastating shot. This Evocation upgrades the Solar Charms Force Without Fire, Revolving Bow Discipline, and Heavens Crash Down (**Exalted**, pp. 256, 258-260). The Solar may pay one Willpower to extend the range of an enhanced Charm to long, or to extreme range if God's Eye Reticule is active.

IRON SHRIKES TAKE FLIGHT

Cost: 3m, 3i; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Dissonant

Duration: Instant

Prerequisites: Any two Evocations

The armored plates along Cathedral of Sublime Annihilation's arms slide back, unleashing a deadly storm of flechettes. This Evocation is a **decisive** (Dexterity + Archery) attack against all characters in a single range band out to short range — enemies and allies alike. If God's Eye Reticule is active, it can be used out to medium range instead. The pilot makes a single attack roll against all targeted characters, but rolls (Essence) dice of lethal damage separately against each enemy hit by the attack. This damage ignores Hardness. Battle groups suffer additional damage, adding threshold successes as dice of damage. This attack doesn't include the pilot's Initiative, nor does it reset her to base Initiative.

An Essence 3 repurchase lets the pilot use this Charm reflexively to make a counterattack against any foe that attacks her from within range. Every 1 on that enemy's attack roll adds one bonus die to her attack roll, and to the base damage rolled against that enemy (but not others caught in the flechette storm).

Dissonant: Iron Shrikes Take Flight can only be used once per scene, unless reset by making three separate Archery attacks with another weapon or weapons.

GUARDING STAR INTERCEPTION

Cost: —(+2m, 2i); **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Blazing Eyes of Annihilation, Searing Sunfire Interdiction

Cathedral of Sublime Annihilation lays down a blazing barrage of suppressing fire, holding even the mightiest foes at bay. This Evocation upgrades Searing Sunfire Interdiction (**Exalted**, p. 259). The Solar may pay an additional two motes and two Initiative to invoke the Charm reflexively as her devastating action for a turn (p. 141), and can target an enemy other than a battle group or trivial opponent.

In addition, the Willpower cost of Searing Sunfire Interdiction is waived against battle groups and trivial opponents. This applies both to devastating actions and regular uses of the Charm.

LIGHTNING BALLISTA FUSILLADE

Cost: 10m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Dissonant, Dual, Resonant

Duration: Instant

Prerequisites: Any three Evocations

Awakening this Evocation activates lightning ballistas integrated into Cathedral of Sublime Annihilation. Its orichalcum pauldrons pivot back and unfold, revealing a pair of shoulder-mounted lightning ballistas that draw power directly from its geomantic core. The pilot may use this Evocation to make a **withering** or **decisive** (Dexterity + Archery) attack with both ballistas that is unblockable, unleashing a line of lightning out to long range that strikes all characters — including allies — caught in it.

A **withering** attack uses the traits of an artifact siege weapon (p. 127) with the Lethal and Archery (Long) tags. The pilot makes a separate **withering** damage roll against each hit enemy, but cannot gain more than (Essence) Initiative from damage dealt to any one enemy.

On a **decisive** attack, she divides her Initiative evenly among all enemies hit by the attack to determine the damage rolled against them (round up), ignoring Hardness. Battle groups take her full (Initiative) in damage, and do not count against the total Initiative she may distribute.

Dissonant: A character who's dissonant with orichalcum can only use Lightning Ballista Fusillade once per scene, unless reset by spending two rounds aiming. If she is crashed, she must begin aiming again.

Resonant: The pilot can invoke this Evocation reflexively as her devastating action (p. 141), as long as her attack includes at least one battle group, trivial opponent, or enemy with Legendary Size. This explicitly allows her to attack non-trivial foes.

ALL-CONSUMING IMPLOSION BOW

Cost: 5m, 5i, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Any four Evocations

Once the pilot awakens this Evocation, she can unfold the Cathedral's right forearm with a single swift mudra, reconfiguring it into an implosion bow. Using this Evocation requires a turn spent aiming at a point out to long range (extreme range if God's Eye Reticule is active). The pilot fires a spherical pulse of warped space that collapses in on itself at the point of impact, creating a disintegrating vortex that draws in light and matter. She rolls a single unblockable (Dexterity + Archery) **decisive** attack roll against all characters within short range of the impact point, both allies and enemies. Battle groups and trivial characters are automatically hit, regardless of their Defense, on any result but a botch.

Each character hit suffers base aggravated **decisive** damage equal to the attack's threshold successes. Divide the attacker's Initiative evenly among them to determine the total damage, rounding up. An enemy that takes any damage is knocked prone and dragged one range band towards the center of the vortex. An enemy that dodges the attack by 3 successes or fewer suffers a tactical advantage even though they're able to avoid the blast, suffering (Essence) dice of unsoakable **withering** damage. The artillery gains all Initiative reaped by this attack. As long as one enemy is hit, the attacker is reset to base Initiative.

The bodies of enemies incapacitated by an implosion bow's blast are destroyed utterly, drawn into the collapsing vortex and disintegrating within, leaving behind only artifacts and other indestructible items. Scenery, mundane structures, and unattended objects within range are also drawn into the vortex, suffering uncountable damage (**Exalted**, p. 205) and leaving behind difficult terrain.

This Evocation can only be used once per scene unless reset by remaining in place without taking any movement actions for three consecutive rounds. If the attuned character suffers Initiative Crash, any built-up power is lost, and she must spend another three rounds motionless to reset this Evocation.

Resonant: The pilot can invoke this Evocation reflexively as her devastating action (p. 141), as long as her attack includes at least one battle group, trivial opponent, or enemy with Legendary Size. This explicitly allows her to attack non-trivial foes. As long as she doesn't attack any non-trivial enemies other than battle groups or Legendary Size foes, she waives the Initiative and Willpower costs of this Evocation.

REALITY-STABILIZING CANNONADE

Cost: 5m; **Mins:** Essence 4

Type: Reflexive

Keywords: Dissonant, Dual, Perilous

Duration: One scene

Prerequisites: All-Consuming Implosion Bow

Cathedral of Sublime Annihilation's fuselage is lit by the glow of solid-light targeting displays overlaying the pilot's field of vision. Every targeting reticule spins like a prayer wheel, sustaining the natural order of Creation through her sanctioned violence. The pilot adds (Essence) to the Overwhelming rating of all **withering** attacks against Fair Folk or other creatures of the Wyld, and her **decisive** attacks deal aggravated damage to them. If she incapacitates such a foe that's powerful enough to pose a meaningful challenge to her while in the Wyld, the destruction of its Essence imposes order on the surrounding chaos out to short range. Bordermarches and middlemarches solidify into the reality of Creation, while the deep Wyld reverts to a middlemarch. As long as the pilot or another native of Creation is present to perceive these stabilized patches, they persist indefinitely, but they fade within days once left unobserved by the real.

If the pilot knows the Solar Charms Chaos-Repelling Pattern or Order-Affirming Blow (**Exalted**, p. 330, 334), these Charms are enhanced while she pilots the warstrider, even if this Evocation isn't active. The range of Chaos-Repelling Pattern extends to medium and its mote cost is waived. Order-Affirming Blow can be used for five motes and one Willpower, and can be conveyed either through the warstrider's touch or any of its ranged attacks.

Special activation rules: This Evocation awakens at no cost when the pilot slays a powerful creature of the Wyld. If she does so while in the Wyld, this Evocation's effect stabilizes reality around the slain fae at no cost.

Dissonant: This Evocation's duration is reduced to one tick. The pilot may pay one Willpower to extend its duration to a scene.

GODSIGH OF NOONDAY TRIUMPH

Cost: 15m, 3a, 1wp; **Mins:** Essence 5

Type: Simple

Keywords: Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: Reality-Stabilizing Cannonade

Eight wing-like blades unfurl from Cathedral of Sublime Annihilation's armor, locking into place to form a ring that frames the warstrider from behind, drawing in the Essence of the world. A halo of gathered Essence shines around it, strobing rapidly through the spectrum as this Evocation builds charge, until it's finally unleashed in a catastrophic sunfire blast capable of leveling battlefields. The world around the pilot dims as she charges this Evocation, as light itself is absorbed into the warstrider. To use this Evocation, the pilot must be at Initiative 20+ and have spent three consecutive rounds aiming. She may shorten this to two rounds using Blazing Eyes of Annihilation or comparable magic.

She rolls an unblockable **decisive** (Dexterity + Archery) attack that extends out to long range, or extreme range if God's Eye Reticule is active. This blast rises two vertical range bands, striking aerial enemies as far as medium range from the ground, and is three horizontal range bands wide. Every enemy whose Defense is beaten suffers the pilot's (Initiative/2, round up) dice of damage. Trivial opponents and battle groups suffer her full (Initiative) damage. Structures and scenery are leveled, and the blast ignites an environmental hazard with Difficulty 4, Damage 3L/round that burns across its entire area until end of scene, or longer if terrain and weather conditions are amenable to a wildfire's spread.

Godsigh of Noonday Triumph can only be used once per story, unless reset by piloting Cathedral of Sublime Annihilation to defeat a foe powerful enough to pose a major threat to the pilot and her allies that she knows has caused irreparable harm to one of the pilot's Defining Intimacies, such as slaughtering the inhabitants of a town she's sworn an oath to protect. The Dawn Caste anima power cannot reset this Evocation.

Dissonant: Characters dissonant with orichalcum can't awaken this Evocation.

Resonant: The range of this attack extends to (Essence) miles. This is always sufficient to reach extreme range, although the exact number of range bands it spans is left to the Storyteller's discretion.

STANDARD ARMAMENTS

Trident (Melee): +3 ACC, +12 DMG, +1 DEF, OVW 4, Piercing

Trident (Thrown): Close ACC +5; Short +4; +12L DMG, OVW 4, Piercing

Unarmed: +5 ACC, +10B DMG, +0 DEF, OVW 3, Grappling, Natural, Smashing

Crusading Spear of the Depths (Black Jade Warstrider, Artifact §)

When the Exalted Host of the First Age went to war against the Niobaran League in the early days of their reign, they needed vessels and weapons capable of descending into the Undersea to strike at the heart of their enemy's civilization. Crusading Spear of the Depths was forged to answer this call to arms, forged in the temple-atelier of the Sidereal artificer Oadenol. She bestowed it on Karesha Coral-Breaker, a Dragon-Blooded hero whose prowess in battle had caught the seer's eye.

Karesha and Crusading Spear fought valiantly against benthic monstrosities and Niobaran legions, staining the Undersea red in their descent. She met an honorable end in battle, outnumbered on all sides by the armies of the Spoken. With her last breath, she drew upon the warstrider's final Evocation, twisting the seas themselves to destroy both herself and her enemies.

Crusading Spear of the Depths was lost after Karesha's death, drifting up from the Undersea and snagging on a reef, where coral covered it over an age. It was found and salvaged by the Shogunate's Jade Lion Dynasty, but suffered irreparable damage in the internecine strife that toppled that dynasty. To this day, it remains entombed in a Shogunate ruin. Some in Heaven whisper that Oadenol spoke a secret prophecy regarding one worthy of inheriting the warstrider, and that any other who tries to claim it is as doomed as their predecessors.

Attunement: 15m

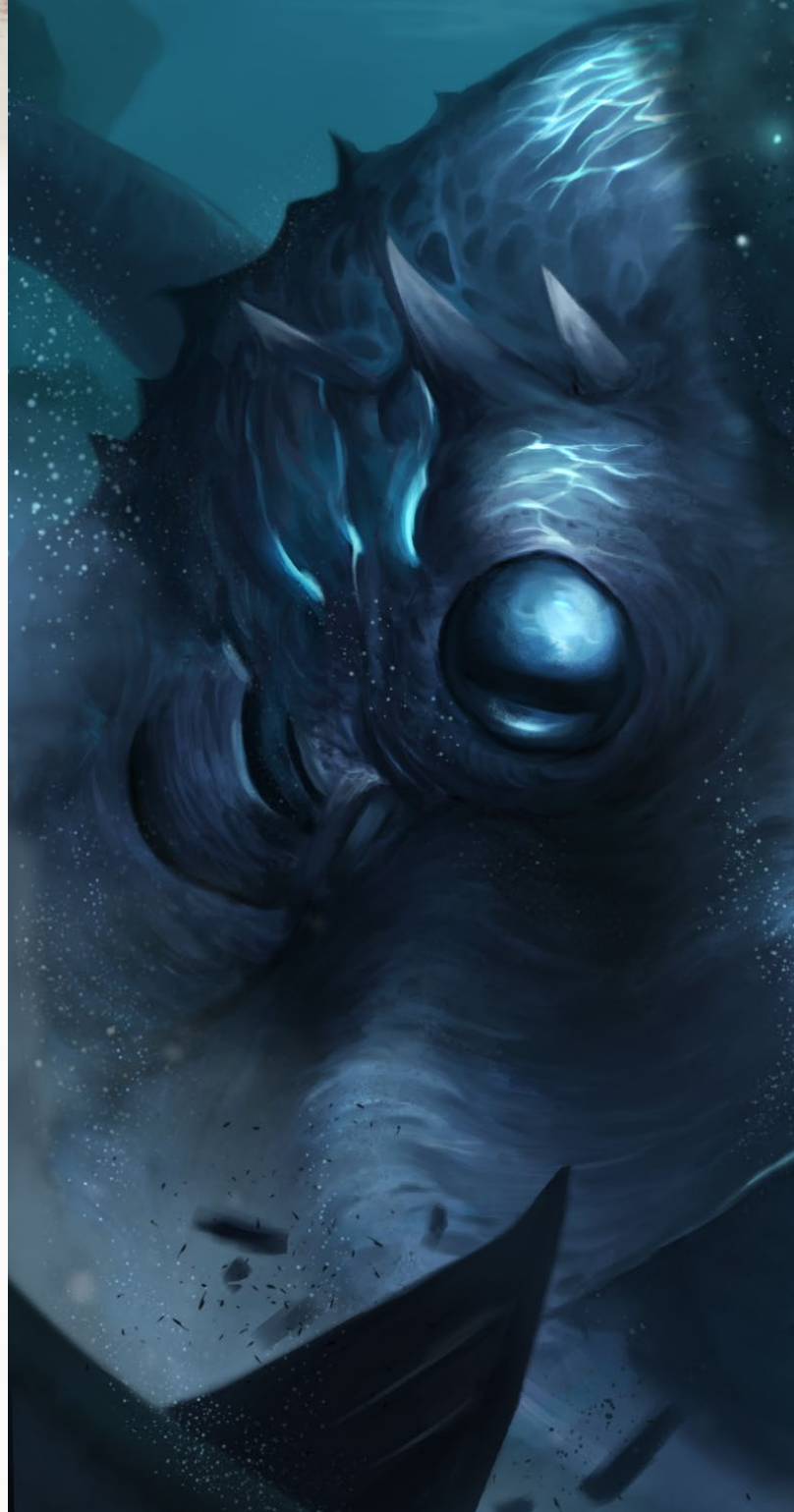
Soak: 15; **Hardness:** 20

Damage track: -0x5/-1x5/-2x10/-4x10

Speed bonus: +2 (+3 underwater)

Hearthstone slot(s): 3

Era: Niobaran War



Evocations of Crusading Spear of the Depths

Crusading Spear of the Depths is capable of operating underwater, suffering no environmental penalties or other difficulties for being underwater or partially submerged. Its Speed bonus improves to +3, and its pilot can use her reflexive move action to swim one range band horizontally or vertically without needing to roll. Blue jade filtration systems



built into the fuselage draw breathable air out of water, allowing the pilot to survive indefinitely while submerged.

DEPTH-PLUMBING DESCENT

Cost: 3m, 1i; **Mins:** Essence 2

Type: Reflexive

Keywords: Dissonant, Perilous

Duration: Instant

Prerequisites: None

Crusading Spear of the Depths plunges into the water in a mighty dive, the elemental affinity between black jade and water driving her swiftly downwards through it. When the warstrider enters water, the pilot may use this Charm to enhance her reflexive move action to descend two range bands. Alternatively, when she successfully defends against an attack while underwater, she may use this Charm to descend one range band, away from her attacker.

Special activation rules: As long as the pilot isn't dissonant with jade, this Evocation awakens at no cost

when she enters the water in Crusading Spear of the Depths to pursue an enemy.

DARK DEPTHS HUNTER

Cost: 3m; **Mins:** Essence 2

Type: Supplemental

Keywords: Resonant

Duration: Instant

Prerequisites: Depth-Plumbing Descent

Blessed with the fluid grace of black jade, Crusading Spear of the Depths exceeds other warstriders in limber motion and covert stalking. The stealth penalty for piloting a warstrider (p. 142) subtracts dice instead of successes from the supplemented action. If the warstrider is underwater, it instead ignores the penalty entirely.

Resonant: This Evocation can also supplement any movement action the pilot takes while underwater, converting dice added by the warstrider's Speed bonus to automatic successes.

DEEP-SEA ECHO SENSE

Cost: 1m, 1wp; **Mins:** Essence 2

Type: Reflexive

Keywords: Dissonant, Resonant

Duration: One scene

Prerequisites: Depth-Plumbing Descent

The black jade of Crusading Spear of the Depths pulses as it descends into the seas, creating underwater echoes that are relayed to the pilot's fuselage through intricate starmetal wires. The pilot ignores all penalties from lack of light, blindness, or similar visual obstructions, and doubles 8s on hearing-based rolls.

Special activation rules: As long as the pilot isn't dissonant with jade, this Evocation awakens at no cost when she descends into a body of water in Crusading Spear of the Depths in the course of making progress towards a major character or story goal (**Exalted**, p. 170).

Resonant: This Evocation's duration is extended to Indefinite.

RIPTIDE TRIDENT ATTACK

Cost: 2m, 1i; **Mins:** Essence 2

Type: Simple

Keywords: Dual, Perilous, Resonant

Duration: Instant

Prerequisites: None

There is no escape from Crusading Spear of the Depths. The pilot makes Thrown attack, creating a thick tendril of water that trails from her weapon in flight, connecting

it to the warstrider's arm. Whether the attack hits or misses, the thrown weapon returns to the warstrider's hand. If she deals any **decisive** damage or 5+ **withering** damage, her weapon lodges in that foe's hide or armor, drawing him to her when the weapon returns. This forces that foe into close range with the warstrider.

Resonant: Using this Evocation while underwater increases the attack's range by one band, potentially out to extreme range. The trident in this warstrider's standard armaments has Accuracy +3 at medium range.

CRASHING WAVE ASSAULT

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

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisites: Riptide Trident Attack

Crusading Spear of the Depths strikes in a flowing cascade of violence, hitting with the force of a tsunami. To use this Evocation, the warstrider's pilot must first use Riptide Trident Attack to drag an enemy from short range or further into close range with her. On her next turn, she may use this Evocation to make a close-range **decisive** attack against that enemy using Brawl, Martial Arts, or Melee. She adds her warstrider's (Strength) to the attack's raw damage and doubles 10s on the damage roll.

Crashing Wave Assault can only be used once per scene, unless reset by successfully landing a **decisive** attack enhanced by Riptide Trident Attack while at Initiative 15+.

Resonant: As long as the **decisive** attack deals 3+ levels of damage, the enemy is knocked back one range band and falls prone. If the warstrider knocks them from land into water, they're hurled two range bands instead.

HUNTING SIKA GOD-ARMOR

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

Type: Reflexive

Keywords: Resonant

Duration: One scene

Prerequisites: Dark Depths Hunter, Deep-Sea Echo Sense

Fins of black jade unfold from Crusading Spear of the Depths' armor, channeling Water Essence into a swift current that speeds the warstrider through the seas. The pilot doubles 9s on all movement actions she makes while swimming, and can rush underwater enemies from medium range. On a successful rush through water, she automatically moves one range band closer to her target on each of his next two turns, in addition to her normal movement.

Resonant: This Evocation's duration is extended to one hour. While the pilot is swimming or striding over ocean floors, the warstrider's overland speed increases to her (Stamina x 10) miles per hour. If she renews this Evocation at the hour's end, she waives the Willpower cost.

SEVENFOLD TIDAL BINDING

Cost: —(+1i, 1wp); **Mins:** Essence 3

Type: Permanent

Keywords: Decisive-only, Dissonant

Duration: Permanent

Prerequisites: Riptide Trident Attack

This Evocation upgrades Riptide Trident Attack. When the pilot uses it to make a **decisive** attack against a foe while both of them are underwater, if the attack deals damage, she may pay an additional point of Initiative and one Willpower to anchor the chain of tidal force to her foe. Instead of dragging him to close range, that foe remains in his current location, but is tethered to Crusading Spear of the Depths. As long as he remains bound, he suffers a -3 penalty on all movement actions and must disengage to move in any direction except towards the warstrider. Any Initiative he pays to disengage is gained by the pilot. Additionally, when the warstrider's pilot takes a movement action, she may attempt to drag the chained enemy with her, making opposed (Strength + Athletics) rolls. On a success, he is pulled one range band in the direction the warstrider moved; on a failed roll, he remains in place, the chain lengthening as the warstrider moves away.

The bound enemy or his allies can attempt to destroy the tidal chain with a difficulty 5 gambit; this requires an artifact weapon or a stunt involving offensive magic to disrupt the tether of tidal force. The tidal chain has an Evasion of the pilot's (Essence + 2). Alternatively, the bound enemy may break the chain by moving completely out of the water, or by moving out to long range from the warstrider and then succeeding on an opposed (Strength + Athletics) roll as a miscellaneous action that counts as her movement for the turn.

An Essence 4 repurchase grants this Evocation the Stackable keyword, allowing the warstrider's pilot to have up to (Essence + 2) enemies chained to her at one time. When she attempts to drag multiple characters with her movement, she makes a single (Strength + Athletics) roll, opposing the individual roll of each bound foe.

Special activation rules: As long as the pilot isn't dissonant with jade, she can awaken the first purchase of this Evocation at no cost by using Riptide Trident Attack against a non-trivial enemy, then incapacitating him with a **decisive** attack on her next turn.

TIDE-SPUN STEEL AEGIS

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

Type: Simple

Keywords: Resonant

Duration: One scene

Prerequisites: Sevenfold Tidal Binding

Dark blue Water Essence shines from one of Crusading Spear of the Depths' hands as it makes an ocean-shaping mudra, causing water to take on the solidity of jade. This Evocation manipulates the Essence of water to create a barrier of solid, impenetrable water within medium range that's one range band high and one range band wide, which provides full cover to those behind it (**Exalted**, pp. 198-199). Characters wishing to move into the walled-off band must first move one range band vertically or horizontally around the barrier, and then use another movement action to move behind the barrier's location. The pilot may position this barrier vertically or horizontally within a body of water, and can even place it on the water's surface, allowing others to walk across it as though it were solid ground. If the pilot wishes, she may create a barrier that's permeable in one direction, allowing characters to pass through it, but not back.

A character may attempt to force his way through the barrier with a Strength 5+, difficulty 6 feat of strength as a miscellaneous action. Destroying the entire barrier is a Strength 10+, difficulty 15 feat. At the Storyteller's discretion, magical **decisive** attacks with an area of effect that includes the barrier, or magic that specifically manipulates and controls water, can destroy the barrier. These barriers may pose an obstacle to passing ships; a ship's captain may attempt to navigate around one as an obstacle (**Exalted**, pp. 244-245) requiring a single successful (Wits + Sail) roll at difficulty 4 to maneuver around. Failure inflicts a point of hull damage as the ship collides with the barrier.

Resonant: This Evocation gains the Stackable keyword. Multiple activations can be used to extend the original barrier, as long as each new segment is contiguous with an existing portion of the barrier. The Willpower cost of subsequent activations is waived. As long as at least one barrier remains intact, the pilot may activate this Evocation as a reflexive action once on each of her turns.

DEPTHS-SEALED VAULT TECHNIQUE

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

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Tide-Spun Steel Aegis

A current of spiritual force flows from the warstrider's gauntlets into water around or near a foe, shaping it into a prison-sphere of solid water. The pilot rolls an unblockable Thrown gambit against an enemy within short range who's either submerged in water, or within short range of an amount of water sufficient to fully contain him. Success causes the water to swirl around the enemy, solidifying into a globe of solid water. The imprisoned character must hold his breath or begin drowning immediately (**Exalted**, p. 232). This sphere is identical in most regards to the barriers created with Tide-Spun Steel Aegis, but it cannot be passed through with a feat of strength. Instead, the imprisoned character or one of his allies at close range can attempt to destroy the prison with a difficulty 6 gambit against its Defense, which is the pilot's (Essence + 1), or a Strength 10+, difficulty 20 feat of demolition.

If the pilot uses this Evocation against an enemy she's chained using Seven-Fold Tidal Binding, that enemy remains bound to her within his prison, which the warstrider can drag with its movements as usual. The imprisoned foe cannot make (Strength + Athletics) rolls to resist being pulled along, nor can he attempt a gambit to sever the chain from within the sphere.

Depth-Sealed Vault can only be used once per scene. If the imprisoned enemy is incapacitated, either by drowning or other sources of **decisive** damage, this Evocation is reset.

Resonant: The pilot's attacks can pass through the sphere as though it were normal water, letting her attack the imprisoned foe while enjoying the benefits of full cover against him.

OCEAN-PARTING BLOW

Cost: —(3m, 1wp); **Mins:** Essence 4

Type: Permanent

Keywords: Decisive-only, Dissonant, Resonant

Duration: Permanent

Prerequisites: Crashing Wave Assault, Hunting Siaka God-Armor

Channeling her martial instincts through Crusading Spear of the Depths, the pilot becomes one with the surrounding waters, drawing power from the ebb and flow of Water Essence to unleash a devastating tide of violence. While the warstrider is underwater, its pilot may pay three motes and one Willpower to use her devastating action (p. 141) to make a **decisive** attack against all enemies that are underwater and within close range of a single point, even if this includes non-trivial opponents. She makes a single roll, dividing her Initiative evenly among all enemies hit by the attack to determine the raw **decisive** damage rolled against them. She need not allocate

Initiative to battle groups or trivial opponents, who instead take her full (Initiative) in damage. This damage ignores Hardness. Once she's completed the attack, she resets to base as usual.

Ocean-Parting Blow can only be used once per scene, unless reset by crashing a non-trivial enemy with a **withering** attack.

Special activation rules: As long as the pilot isn't dissonant with jade, this Evocation awakens at no cost when she uses Crusading Spear of the Depths to defeat an aquatic foe powerful enough to present a significant challenge to her and the warstrider in combat.

Resonant: As long as the pilot successfully incapacitates at least one non-trivial enemy with her attack, she gains one Willpower.

SLAYING THE SEVEN LEVIATHANS

Cost: 8m, 2i, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: Crashing Wave Assault, Seven-Fold Tidal Binding (x2)

Crusading Spear's black jade gauntlets shine darkly with Water Essence as the pilot retracts the chains of tidal force that bind her enemies, creating a perfect moment to destroy them all in a single strike. To use this Evocation, the pilot must have chained at least one enemy with Sevenfold Tides Binding, and her Initiative must be higher than that of every foe she's chained. She draws in the tidal chains, pulling all bound enemies into close range of her before unleashing a **decisive** attack — using Brawl, Martial Arts, or Melee — against all of them. She makes a single attack roll, using half of her Initiative (round up) to determine the base damage of the attack. If there's an obstacle between a chained enemy and the warstrider that prevents him from being dragged into close range, such as the flotsam of a shipwreck or a coral reef, he instead smashes into that object, suffering damage as though he'd fallen from medium range (**Exalted**, p. 232).

If the pilot uses Ocean-Parting Blow, she may reflexively invoke this Evocation as her devastating action instead of making a regular **decisive** attack.

Special activation rules: As long as the pilot isn't dissonant with jade, this Evocation awakens at no cost when she has at least three non-trivial enemies bound with Sevenfold Tidal Binding at the same time, as long as her Initiative is higher than all of theirs.

Resonant: The pilot adds +3 to her base Initiative upon resetting for each non-trivial enemy incapacitated by this attack.

OCEAN-TWISTING MAELSTROM

Cost: 10m, 3a, 1wp; **Mins:** Essence 5

Type: Simple

Keywords: Dissonant, Resonant

Duration: Instant

Prerequisites: Depths-Sealed Vault Technique, Ocean-Parting Blow

Karesha Coral-Breaker's sacrifice lives on eternally in the Essence of Crusading Spear of the Depths. The warstrider is imbued both with a soldier's dutiful self-sacrifice and the power to ensure that if its pilot falls, the ocean itself will fall with her. Crusading Spear of the Depths must be underwater and its pilot must be at Initiative 20+ to activate this Evocation. The water around her out to medium range begins to swirl around her in a spherical vortex that steadily builds in force. Taking a move action prevents this Evocation from building to completion, as does suffering Initiative Crash or taking **decisive** damage. On the pilot's next turn, if she was able to sustain this Evocation, the sphere of water collapses in on itself, creating a one-time environmental hazard that encompasses all characters currently within medium range of her, including Crusading Spear of the Depths itself. It has a difficulty of her (Essence + 1) and Damage (Initiative). Aquatic battle groups, trivial opponents, and enemies who are in Initiative Crash do not receive a roll to resist the hazard. As long as any character other than the warstrider fails his roll, this resets the pilot to base Initiative.

Ocean-Twisting Maelstrom can only be used once per story, unless the pilot makes a significant sacrifice to protect or uphold one of her Major or Defining Intimacies. If the damage from this Evocation incapacitates Crusading Spear of the Depths, this automatically counts as a significant sacrifice. The Dawn Caste anima power cannot reset this Evocation.

Dissonant: Characters dissonant with jade cannot awaken this Evocation.

Resonant: The sphere of oceanic destruction extends out to long range. As long as at least one non-trivial enemy is incapacitated by the hazard's damage, the pilot doesn't reset to base Initiative.

Emerald Chevalier (Green Jade Warstrider, Artifact §)

Emerald Chevalier is one of the few warstriders forged after the fall of the First Age. During the Shogunate, when warring dynasties of Dragon-Blooded clashed in internecine strife, the young daimyo Ghasara Steel-Petal sent the greatest savants of her kingdom to scour Creation for relics and remnants of the past. She commanded her court's Dragon-Blooded artificers to forge a new weapon from these scavenged wonders, raising up a mighty warstrider that she might trample her enemy's legions. Ghasara was unmatched with the lance on horseback, and so they fashioned the warstrider in the image of a woman riding a horse — its upper body is human-shaped, like that of other warstriders, but its lower body is four-legged and equine.

Daimyo Ghasara rode Emerald Chevalier to crush the forces of rival daimyos: trampling over routed armies, charging through defenses and fortifications, forcing defeated foes to kneel before the warstrider and swear fealty to her. In the end, she was undone by her own victory. While the rival daimyos had each been able to guard the boundaries of their own dominions, Ghasara could not defend the vast breadth of her newfound holdings. She perished in futile struggle against an invading coalition of nomads. Emerald Chevalier, pushed beyond its limits and denied maintenance too long, finally collapsed under her, and a nomad's dart pierced her brain while she struggled to unstrap from the fuselage.

When word of Daimyo Ghasara's death spread, other Dragon-Blooded fought bitterly over Emerald Chevalier, battling both the encamped nomads and one another to seize it. Legend and history disagree on who finally claimed the warstrider, but it matters little. The damage to Emerald Chevalier was beyond the capabilities of Shogunate sorcery and artifice to repair, and the wonders from which it had been forged were irreplaceable. Savants agree it is most likely still interred in some Shogunate ruin or other, awaiting a master who can reforge it anew.

Attunement: 15m

Soak: 15; **Hardness:** 10

Damage track: -0x5/-1x5/-2x10/-4x10

Speed bonus: +3

Hearthstone slot(s): 1

Era: Steel Petal Dominion

STANDARD ARMAMENTS

Lance: +1 ACC, +14 DMG, +0 DEF, OVW 5, Piercing, Reaching

Shortbow: Close ACC -1; Short +5; Medium +3; Long +1; +10 DMG, OVW 3

Unarmed: +5 ACC, +10 DMG, +0 DEF, OVW 3, Grappling, Natural, Smashing

Evocations of Emerald Chevalier

Emerald Chevalier is a quadrupedal warstrider, giving it an improved Speed bonus compared to most, and allowing the pilot to add its Speed bonus on any rolls to maintain its balance. In addition, this makes Emerald Chevalier more difficult to take out with the disable leg gambit (p. 143). It is capable of wielding lances one-handed and can make impaling attacks (**Exalted**, p. 203).

ETERNAL CATAPHRACT EMPOWERMENT

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: Dissonant, Resonant

Duration: Permanent

Prerequisites: None

The vital power of Wood Essence courses through Emerald Chevalier and its pilot, suffusing both with unyielding vigor. Piloting Emerald Chevalier, even over extended periods, doesn't cause the pilot to grow tired or accrue fatigue penalties — on the contrary, she treats time spent piloting the warstrider as though it were time spent sleeping, gaining the usual benefits of rest (**Exalted**, p. 169).

Special activation rules: As long as the pilot isn't dissonant with jade, she awakens Eternal Cataphract Empowerment upon attuning to the warstrider.

Resonant: The pilot also adds the higher of (Essence or 3) bonus dice on any rolls she makes to resist poison, disease, fatigue, or similar physical ailments.

LANCE OF FLOURISHING TRIUMPHS

Cost: 3m; **Mins:** Essence 2

Type: Supplemental

Keywords: Dual, Resonant

Duration: Instant

Prerequisites: Eternal Cataphract Empowerment

Emerald Chevalier builds force with every hoofbeat, charging down a foe with an unstoppable strike. This

Evocation enhances an impaling attack (**Exalted**, p. 203). A **withering** impaling attack adds the bonus dice to post-soak damage rather than raw damage. A **decisive** impaling attack ignores Hardness and doubles 10s on the damage roll. If her attack crashes the enemy or deals 3+ levels of **decisive** damage, the force of the blow sends him flying back one range band to fall prone.

Resonant: This Evocation's mote cost is waived if used to enhance the warstrider's devastating action (p. 141).

INDOMITABLE CHARGER FOCUS

Cost: 4m; **Mins:** Essence 2

Type: Reflexive

Keywords: Resonant

Duration: Instant

Prerequisites: Lance of Flourishing Triumphs

Her senses sharpened by vital Essence drawn from Emerald Chevalier, the pilot speeds towards a foe with unerring precision. She may use this Evocation on her turn to flurry a rush action with an aim action against the same character. She doesn't suffer any of the usual penalties for making a flurry.

Resonant: If the warstrider's pilot succeeds on her rush roll, she converts the bonus dice added from aiming to non-Charms automatic successes.

LEGENDARY ARMOR-RIDER INVOCATION

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Coursing Firebolt Flash, Indomitable Charger Focus

For one who has mastered it, there is no steed greater than Emerald Chevalier. This Evocation enhances the Solar Charms Coursing Firebolt Flash, Sometimes Horses Fly Approach, and Soaring Pegasus Style (**Exalted**, pp. 382, 385), allowing the Solar to use them to enhance Emerald Chevalier's movement even if it's rolled using Athletics.

SWIFT-BLOSSOMING AEGIS

Cost: 5m, 1i; **Mins:** Essence 2

Type: Reflexive

Keywords: Dissonant, Perilous

Duration: One scene

Prerequisites: Eternal Cataphract Empowerment

Emerald Chevalier channels its momentum into vital force, sustaining the warstrider and its pilot against all attacks as long as it remains in motion. The pilot gains +1 Defense and adds (Essence) to Emerald Chevalier's

soak. To maintain this Evocation's benefit, the pilot must move at least one range band on each of her turns. If she goes a turn without moving, this Evocation ends.

Dissonant: This Evocation can only be used once per scene.

SHIMMERING WIND-STREWN PETALS STRIDE

Cost: 7m, 2a, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Dissonant

Duration: Instant

Prerequisites: Indomitable Charger Focus

The pilot's anima banner unfurls behind Emerald Chevalier like a blossoming tree's branches, shedding petals of anima in her wake. She rolls to rush an enemy within long range, doubling 7s on her roll. On a successful rush, she moves one range band towards that enemy on each of his next three turns in addition to normal movement. If Thousand-League Charge is active, she may rush an enemy from extreme range, pursuing him over his next four turns.

When Emerald Chevalier's pilot activates this Evocation, she can activate Indomitable Charger Focus to reflexively aim at the rushed enemy. Unlike normal, the benefit lasts until the pilot reaches close range, applying to her first attack against him. If she doesn't attack on the turn she moves into close range, or if she attacks another character before him, this benefit is lost.

Dissonant: This Evocation can only be used once per scene, unless reset by crashing or incapacitating a non-trivial enemy with an impaling attack, or dealing enough damage with one to a battle group to reduce its Size.

THOUSAND-LEAGUE CHARGE

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

Type: Reflexive

Keywords: Dissonant, Resonant

Duration: One scene

Prerequisites: Shimmering Wind-Strewn Petals Stride

Emerald Chevalier's legs shine with a beryl nimbus of Wood Essence, suffusing the warstrider with inexorable vitality that fuels its speed. The dice added by the warstrider's Speed bonus are converted to non-Charm successes. Whenever the warstrider's pilot succeeds on a rush, or reflexively moves towards a character as part of a rush, she strips a single point of Initiative away from that character and adds it to her own. To maintain this Evocation's benefit, the pilot must move at least one range band on each of her turns. If she goes a turn without moving, this Evocation ends.

Dissonant: This Evocation can only be used once per scene.

Resonant: This Evocation's duration is extended to Indefinite for as long as the pilot maintains constant movement. During that time, the warstrider's overland speed (p. 142) is multiplied by the pilot's (Essence + Stamina).

MIGHT OF THE AUGUST COLOSSUS

Cost: 5m, 2i; **Mins:** Essence 3

Type: Simple

Keywords: Dissonant, Perilous

Duration: One scene

Prerequisites: Thousand-League Charge

Emerald Chevalier's arms ripple with incredible might as Essence streams from them, growing in intensity as the warstrider builds speed. Emerald Chevalier gains a bonus dot of Strength that's added to all Strength-based rolls and **withering** damage rolls, as well as to its Strength total for determining what feats of strength it can attempt. In addition, Emerald Chevalier's pilot adds one die to the raw damage of all **decisive** attacks she makes for each dot of Strength granted by this Evocation. At the start of each subsequent turn, Emerald Chevalier gains another dot of Strength, up to a maximum bonus of the pilot's (Essence). This doesn't stack with other magic that adds bonus dots of Strength, such as Increasing Strength Exercise. To maintain this Evocation's benefit, the pilot must move at least one range band on each of her turns. If she goes a turn without moving, this Evocation ends.

Dissonant: This Evocation can only be used once per scene.

SOUL OF LIVING ARMOR

Cost: 2m; **Mins:** Essence 3

Type: Reflexive

Keywords: Decisive-only, Perilous

Duration: Instant

Prerequisites: Swift-Blossoming Aegis

As Emerald Chevalier's pilot masters the warstrider, they become one, their vital Essence commingling. Whenever Emerald Chevalier suffers **decisive** damage, its pilot may use this Charm to divert up to (Stamina) levels of damage to her own health track. She manifests sympathetic injuries, suffering bruising or lacerations that mirror the harm done to the warstrider. She can't reduce the damage transferred to her in any way.

Dissonant: The pilot cannot use this Evocation to transfer aggravated damage to her own health track.

Resonant: If using this Evocation reduces the total damage to Emerald Chevalier to zero, the pilot gains one Willpower.

STAMPEDING TITAN DEVASTATION

Cost: —(5m, 1wp); **Mins:** Essence 4

Type: Permanent

Keywords: Perilous, Resonant

Duration: Permanent

Prerequisites: Might of the August Colossus

Entire armies are crushed as Emerald Chevalier tramples across the battlefield, its hooves falling like hammer-blows. Its pilot may pay five motes and one Willpower to use her devastating action (p. 141) to trample over a single range band as she crosses it. This also counts as her movement action for the round. The warstrider tramples all characters in the range band it moves through, rolling a single unblockable **decisive** attack with (Dexterity + [Athletics or Ride]). She makes a separate damage roll for each character hit by the attack, rolling (Essence) dice of bashing damage, ignoring Hardness. Threshold successes are added as dice of damage. Against battle groups and trivial opponents, the pilot doubles these extra successes. This attack doesn't include the pilot's Initiative, nor does it reset her to base Initiative. It doesn't count as her combat action for the round, allowing her to make a **withering** or **decisive** attack as usual on her turn if she wishes.

Stampeding Titan Devastation can only be used once per scene, unless resetting to base Initiative after landing a successful **decisive** attack at Initiative 20+.

Resonant: The pilot may use her devastating action to trample across two range bands when she uses this Evocation.

CREATION-PIERCING LANCE

Cost: 6m, 1lhl, 1wp; **Mins:** Essence 5

Type: Reflexive

Keywords: Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: Stampeding Titan Devastation

Emerald Chevalier's pilot pours her life force into the warstrider, overloading its geomantic core with the unquenchable flame of her vitality to unleash its final Evocation. After successfully landing a **decisive** impaling attack against a battle group or an enemy with Legendary Size, she may use this Evocation to double 7s on the damage roll.

The force of the blow punches through her enemy in a pulse of spiritual force. This extends in a line up to one range band for every five Initiative the pilot had when she made the attack, even through multiple bands of extreme range. Each character caught in the shockwave whose Evasion is beaten by the original attack roll suffers dice of **decisive** bashing damage equal to the total levels of damage dealt to the original target.

Creation-Piercing Lance can only be used once per story, unless reset by accomplishing a legendary social goal (**Exalted**, p. 134) by defeating an enemy that the pilot has a negative Major or Defining Tie towards. The Dawn Caste anima power cannot reset this Evocation.

Special activation rules: This Evocation awakens at no cost when the pilot Joins Battle against a Legendary Size enemy or battle group that she has a negative Defining Tie towards that poses a significant threat to her in battle.

Dissonant: Characters dissonant with jade cannot awake this Evocation.

Resonant: Instead of unleashing a line-shaped pulse, the pilot may unleash a shockwave that strikes all characters in an 180-degree arc out to one range band, plus an additional band for every 10 Initiative she has when she attacks.

Godspeed Vanguard (Orichalcum Warstrider, Artifact §)

In the early days of the Exalted's reign, the Chosen of the Sun warred against each other to establish dominion over Creation. Godspeed Vanguard is a relic of this ancient conflict, created in the jungle-manse of the devil-eating queen Yamira, but it was stolen out from under her nose by the hero-thief Kaleidoscopic Dog. Built for long-range scouting and covert engagement, Godspeed Vanguard's armor is noticeably lighter than other warstriders, permitting improved speed and agility. Kaleidoscopic Dog and her Circle used it as an assassination weapon, mounting lightning blitzes against rival Solars' strongholds or using sky-bending sorcery to orchestrate aerial drops onto the center of battlefields. In the end, however, the wisdom of the Circle's Eclipse prevailed, and Godspeed Vanguard was surrendered as part of negotiations to secure peace among the Solar Host.

STANDARD ARMAMENTS

Short Swords: +5 ACC, +10L DMG, +0 DEF, OVW 4

Boomerang: Close ACC +5; Short +4; Medium +3; Long +0; +12L DMG, OVW 4, Cutting

Unarmed: +5 ACC, +10B DMG, +0 DEF, OVW 3, Grappling, Natural, Smashing

Throughout the remainder of the First Age, Godspeed Vanguard was enshrined as a memorial of peace, though still deployed in times of need. The last of these came in the dark days following the Usurpation, when the Dragon-Blooded rose up and slaughtered almost the entire Solar Host. Six Lightning Hokh was one survivor, a Night Caste who had Exalted only nine days before the night of the uprising, and escaped the fateful Calibration Banquet by dint of his youth. Surviving the killings hidden in Godspeed Vanguard, he used the warstrider to flee to Creation's rim. Six Lightning Hokh vanished

from the record of history and legend, a testament to his prowess in the subtle arts. Godspeed Vanguard's fate likewise remains unknown, though many quested for it during the Shogunate.

Attunement: 15m

Soak: 10; **Hardness:** 8

Damage track: -0x5/-1x5/-2x5/-4x10

Speed bonus: +4

Hearthstone slot(s): 2

Era: Sunstrife Wars

Evocations of Godspeed Vanguard

Godspeed Vanguard's pilot gains +1 Evasion.

FLEETING SHADOW SCOUT

Cost: 4m; **Mins:** Essence 2

Type: Reflexive

Keywords: Mute, Resonant

Duration: Instant

Prerequisites: None



Godspeed Vanguard masters light and tames shadow, shrouding itself behind both. This Evocation adds the warstrider's Speed bonus on a (Dexterity + Stealth) roll to establish concealment in combat. The penalty she suffers for attempting stealth in combat (**Exalted**, p. 203-204) is reduced by her Essence.

This Evocation is compatible with Transluminial Stride, allowing the pilot to take her next turn at any point on the next round if she beats all enemies who oppose her stealth roll.

Resonant: This Evocation's duration is extended to one scene.

TRANSLUMINAL STRIDE

Cost: 2m, 1wp; **Mins:** Essence 2

Type: Reflexive

Keywords: Dissonant, Resonant

Duration: Instant

Prerequisites: None

Armored hatches along Godspeed Vanguard's legs open and retract, revealing Essence-powered jets of sunfire. The pilot converts the warstrider's Speed bonus to non-Charm automatic successes on one roll. If she succeeds on an opposed roll that benefits from this bonus, defeating every other character's roll, then she may take her turn on any tick of the next round, regardless of her place in Initiative order.

Dissonant: Instead of acting at any point during the next round, the pilot must take her turn on the same tick as an enemy she beat on the opposed roll.

Resonant: On a successful contested roll, the pilot gains one Willpower.

HORIZON-ATTAINING PACE

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Racing Hare Method, Transluminial Stride

Godspeed Vanguard's Solar pilot manifests her own legendary speed through the warstrider, outpacing all foes. This Evocation upgrades Racing Hare Method (**Exalted**, p. 264). As long as Godspeed Vanguard's pilot is at Initiative 15+, she doubles 8s as well as 9s on rush attempts. If movement is tracked in range bands outside of combat, it can cross (Dexterity) range bands per turn, minimum three. If the pilot maintains Racing Hare Method for longer travel, Godspeed Vanguard's overland speed increases to (Dexterity x 20) miles per hour.

AEGIS OF LIGHT AND SHADOW

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

Type: Reflexive

Keywords: Dissonant, Mute, Resonant

Duration: Instant

Prerequisites: Fleeting Shadow Scout

Godspeed Vanguard's orichalcum armor fades into nigh-invisibility as light and shadow play across it, distorting and concealing its presence. The pilot ignores Stealth penalties for operating a warstrider (p. 142), and can attempt Stealth even without concealment sufficient to hide Godspeed Vanguard, vanishing into a shimmering ripple of thin air.

Dissonant: If the pilot uses this Evocation to enter concealment without any cover, she still suffers the normal penalty for attempting Stealth with a warstrider.

Resonant: This Evocation's duration is extended to one scene.

MIDNIGHT SUN VANISHING

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Aegis of Light and Shadow, Shadow-Crossing Leap Technique

If the dark can be said to outspeed the light, then Godspeed Vanguard is faster even than darkness. This Evocation upgrades Shadow-Crossing Leap Technique (**Exalted**, p. 408), allowing the Solar to move up to three range bands to enter a new hiding place. If she has Aegis of Light and Shadow active, she may use Shadow-Crossing Leap Technique to move into locations that offer no cover, the warstrider's light-warping Essence camouflaging her movement.

SHIMMERING AFTERIMAGE REFRACTION

Cost: 3m, 2i, 1wp; **Mins:** Essence 3

Type: Reflexive

Keywords: Decisive-only, Perilous, Resonant

Duration: One scene

Prerequisites: Aegis of Light and Shadow, Transluminial Stride

Nothing so massive as Godspeed Vanguard should be able to move so swiftly. In battle, it is a blur of speed across the battlefield, dancing away from enemy attacks. When the warstrider is targeted by a **decisive** attack with 12+ dice on the attack roll, its pilot may use this Evocation. On a successful dodge, Godspeed Vanguard

evades the attack with such incredible speed that it trails an afterimage behind it. The afterimage has a single -0 health level for each success by which the attack failed to hit the warstrider's Evasion.

Subsequently, any **decisive** attack that hits the warstrider, but rolls more 1s than 10s, damages the afterimage's health track instead of the warstrider's. Treat such an attack as having been dodged. The afterimage disperses once its health track fills with damage. Any remaining levels of **decisive** damage from the attack that disperses the afterimage are wasted, instead of applying to Godspeed Vanguard. A foe using Eye of the Unconquered Sun (**Exalted**, p. 273) or comparable illusion-piercing magic may ignore the afterimage, always striking at the warstrider.

Shimmering Afterimage Refraction can only be used once per scene.

Resonant: This Evocation can be used after the pilot dodges, instead of needing to be declared before the attack is rolled.

SHOOTING STAR ASCENT

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Horizon-Attaining Pace, Mountain-Crossing Leap Technique

Ascending the skies in a mighty bound, Godspeed Vanguard emulates the sun's arc. This Evocation upgrades Mountain-Crossing Leap Technique (**Exalted**, p. 265). The force of the warstrider's mighty leap creates a powerful shockwave that spreads out to short range from the warstrider's location, as does her landing's impact. The range band she jumps from and the band she jumps into both become difficult terrain, although her own movement isn't impeded. Enemies in close range of either point must roll against an environmental hazard with Difficulty 5, Damage (Essence) B that knocks damaged foes back one range band to fall prone. Trivial opponents and battle groups automatically take damage from the shockwave with no roll to resist. The Solar doesn't need to disengage from any close-range opponents to use the Charm unless they have Legendary Size.

The Solar may use Mountain-Crossing Leap Technique as her devastating action for a turn (p. 141), but must use it before she takes any other actions that turn, like attacking or moving.

SHADOW NOVA FLARE

Cost: 5m, 5i, 3a, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: Dissonant, Mute, Perilous, Resonant

Duration: Instant

Prerequisites: Shimmering Afterimage Refraction

Godspeed Vanguard begins to shine with its pilot's anima banner, its burnished orichalcum armor luminescing and steadily building in strength until the warstrider stands like a second sun on the battlefield. All characters within long range that can see Godspeed Vanguard must roll (Wits + Awareness) at difficulty 6 to avert their eyes, or be blinded for the rest of the scene (**Exalted**, p. 168). Trivial characters and characters that botch their roll are blinded permanently unless they receive medical treatment. Each character blinded by this also suffers (Essence) dice of **withering** damage. The pilot only gains 1 Initiative from each damaged enemy, regardless of how much damage they took.

Shadow Nova Flare can only be used once per scene.

Dissonant: Characters dissonant with orichalcum cannot awaken this Evocation.

Resonant: As the light recedes, Godspeed Vanguard vanishes into the shadows, rolling (Dexterity + Stealth) with double 8s. She automatically establishes concealment against blinded characters, who do not receive an opposing roll.

ILLIMITABLE LIGHTSPEED ADVANCE

Cost: —; **Mins:** Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Living Wind Approach, Shooting Star Ascent

Infinity itself yields to Godspeed Vanguard's velocity. This Evocation upgrades Living Wind Approach (**Exalted**, p. 266). The Solar may reset it by succeeding on a rush roll or an interval roll of a test of speed with more successes than the number of dice she rolled.

Ascendant Nova Phoenix (Orichalcum Warstrider,

Artifact § N/Δ)

Ascendant Nova Phoenix is a god-machine born of the apex of the First Age's majesty, a winged warstrider that commands the skies with awe-inspiring divinity.

Its creation was undertaken by a conspiracy of three Exalted, each among the most brilliant minds of the Age: Alesh Rabiya, a sorcerer-queen and savant who had been the Unconquered Sun's own student; Architect of the House of Tones, a solipsistic renegade philosopher of the Five-Score Fellowship; and Vicious Saint, who had drunk the dreams of enemies of the gods and learned forbidden secrets. They created the warstrider in secret aboard Alesh's starspire, twisting the world with sorcery and invoking the names of puissant deities before every fall of the hammer. Such was their unbridled ambition and hubris that creating Ascendant Phoenix Nova should have taken untold ages, but they wrought unreal millennia from the cauldron of the Wyld in which to complete it.

Supreme among First Age aerial warstriders, Ascendant Nova Phoenix stands sixty feet tall, nearly twice most warstriders' height. A pair of delicately ornamented wings unfurl from its back, forged from blue jade but covered with individually crafted feathers of orichalcum. Its fuselage is a sphere of crystalline adamant. An intricate gyroscopic harness allows the pilot to control the warstrider with simple motions and gestures even while executing complex aerial maneuvers, while the sphere's inner surface displays what's seen through the warstrider's eyes. Of the three Exalted who created it, one betrayed the others in a bid to seize control of the Phoenix, one died horrified by what they had wrought, and one flew away with power to shake the pillars of Heaven.

While it isn't in active operation, memory-like visions of Ascendant Nova Phoenix's legendary deeds swirl across its crystal fuselage, as though the warstrider were dreaming — battling the skyship armada of the Five Directions Navy, setting the skies ablaze with their ruin; dueling the Brass Seraph, forged by the demon prince Ligier to corrupt the champions of Creation; driving the renegade devil-stars back to their lairs in the firmament. It remains unused in the Second Age, though many have sought its power, from the feuding warlords of the Shogunate to the heavenly bureaucracy's Division of Battles. Ever since its final battle in the Usurpation and the death of the Solar hero piloting it, it has refused every would-be master's attunement. Now that the Sun's Chosen are reborn into the world, perhaps its long mourning has ended.

Attunement: 20m

Soak: 15; **Hardness:** 10

Damage track: -0x10/-1x15/-2x15/-4x15

Speed bonus: +5

Hearthstone slot(s): 4

Era: Dreams of the First Age

Evocations of Ascendant Nova Phoenix

Ascendant Nova Phoenix's pilot can fly the warstrider with incomparable maneuverability and grace. While flying, she can use her ordinary movement actions to ascend or descend, and can hover in place between turns. Outside of combat, the warstrider can fly up to six range bands a turn. Its long-distance flight speed is the same as its overground speed (p. 142), but it can soar at dramatically increased speeds while at extreme range from the ground or any obstacles that might block its flight path — like a forest canopy — and no hostile characters are within range. At high altitude, its flight speed is (Essence x 500) miles per hour. Its fuselage holds four human-sized passengers in addition to its pilot.

In addition, while the warstrider is airborne, the pilot may benefit from the following:

Diving Charge: While the pilot is at medium range above an enemy, she may attempt a diving charge. Once she's descended into close range, her first non-ranged attack against him adds +5 dice of raw **withering** damage or +3 dice of **decisive** damage. If she goes a turn without moving towards him, doesn't attack on the turn she reaches close range, or attacks another enemy, she loses this benefit.

Flyby Strike: When the pilot moves into close range with an enemy and succeeds on a non-ranged attack against him on the same turn, she may reflexively ascend one range band away from him (without needing to disengage).

Lift Off: When the pilot Joins Battle at the beginning of combat, she may reflexively ascend two range bands before any character takes their turn. She doesn't gain this benefit if ambushed.

Superior Vantage: While Ascendant Nova Phoenix is at medium range above the ground or higher, the pilot gains +5 non-Charm successes on vision-based Awareness rolls to observe anything below it or make out far-off details.

Winged Rush: The pilot may rush a character on the ground from long range. On a success, she flies one range band closer towards that foe on each of his next three turns in addition to her normal movement. She can rush aerial enemies from medium range, reflexively moving one range band toward a rushed opponent on each of his next two turns in addition to her normal movement.

STANDARD ARMAMENTS

Straight Sword: +3 ACC, +12 DMG, +1 DEF, OVW 5

Bow: Close ACC -1; Short +5; Medium +3; Long +1; +12L DMG, OVW 4

Unarmed: +5 ACC, +10 DMG, +0 DEF, OVW 3, Grappling, Natural, Smashing

STARFALLEN BLADE STRIKE

Cost: 3m, 3i, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: None

When the Phoenix descends to earth, only flames follow in its wake. This Evocation is a **decisive** diving charge that targets all characters within close range of a point on the ground. At the end of each turn spent descending into range with the targeted band, Ascendant Nova Phoenix begins to burn with a halo of heat as the fiery Essence of its descent ignites the air around it. Once she is in range, she rolls a single **decisive** attack against all characters in that range band, adding one non-Charm success for each fire halo she's built up. Characters hit by this attack suffer base damage equal to (3 + fire halos + threshold successes on the attack). The pilot divides her Initiative evenly among all targets to determine the total damage against them (round up), and resets to base Initiative after completing all rolls. Battle groups and trivial opponents take her full (3 + fire halos + extra successes + Initiative) in damage, without counting against her Initiative total.

This Evocation can only be used once per scene, unless reset by incapacitating an enemy with Legendary Size or comparable battle prowess, or by dealing enough damage to a battle group with Might to reduce its Size.

Resonant: The warstrider's fiery strike shatters and ignites the terrain in the targeted range band. All damaged enemies fall prone, and the range band becomes difficult terrain that burns as an environmental hazard with difficulty 5, Damage (3 + fire halos)L/round for the rest of the scene.

HORIZON GUARDIAN AEGIS

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Heavenly Guardian Defense, Starfallen Blade Strike

Ascendant Nova Phoenix hears its master's heart cry out to protect her allies and loved ones, and answers her plea with unmatched speed and force. This Evocation upgrades Heavenly Guardian Defense (**Exalted**, p. 349). When the Solar uses it against a Charm or other attack that targets multiple characters — whether it's multiple attacks or one area-of-effect attack — she may use her Parry to protect all targeted allies within close range as though with a defend other action (**Exalted**, p. 196), and grants the benefits of the chosen mode of Heavenly Guardian Defense to all protected allies. Successfully blocking a source of uncountable damage with the Charm's 4m, 1wp mode grants the Solar a point of Willpower.

At Essence 3, the Solar may use this Evocation to protect allies out to short range.

RISING PHOENIX GLORY

Cost: 7m; **Mins:** Essence 2

Type: Reflexive

Keywords: Dissonant, Dual

Duration: Instant

Prerequisites: Starfallen Blade Strike

Ascendant Nova Phoenix arises from battle burning with glory, spreading its wings wide to reveal its full power to its foes. After successfully executing a flyby attack, the pilot may use this Evocation to rise an additional range band for every 3 levels of **decisive** damage or 10 points of **withering** damage the attack dealt, rounded up. If she used Starfallen Blade Strike to enhance the attack, she may release her built-up fire halos as she ascends, trailing a pillar of fire through the range band she starts in and each one she climbs through. This is a one-time environmental hazard with difficulty equal to her attack roll successes (maximum 3 + Essence) and Damage (5 + fire halos)L.

Dissonant: This Evocation can only be used with **decisive** attacks.

AWE-INSPIRING GOD ARMOR

Cost: —(1wp); **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Rising Phoenix Glory, Terrifying Apparition of Glory

The Phoenix descends upon the battlefield on wings of terror, scattering legions before it. This Evocation upgrades Terrifying Apparition of Glory (**Exalted**, pp. 371-372). While the Solar is airborne, she may waive its mote cost, and its

effects extend out to extreme range, affecting anyone who can see or hear Ascendant Nova Phoenix. Resisting this influence requires a character to enter a Decision Point, calling upon a Major or Defining Intimacy that supports staying and fighting, and spending one Willpower and five Initiative. The Solar gains all Initiative spent resisting the Charm.

TEMPEST OF FORETOLD VICTORY

Cost: 3m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Resonant, Withering-only

Duration: Instant

Prerequisites: Rising Phoenix Glory

With a single wingbeat, Ascending Nova Phoenix unleashes a divine tempest to scatter armies or blow back behemoths. This is a (Dexterity + Archery) **withering** attack that must be made while airborne, affecting all characters in an 180-degree arc in front of the warstrider out to medium range. This attack cannot be blocked or dodged without defensive magic, an artifact weapon, or a suitable stunt. **Withering** damage is rolled separately against each enemy. The attack has a raw damage of (Essence + warstrider's Strength + threshold successes), doubling extra successes against battle groups or Legendary Size foes. The pilot gains no Initiative from the attack. An enemy that takes any damage is blown one range band away from the warstrider and falls prone; crashed enemies are blown back an additional band. Aerial enemies that are crashed fall out of the sky instead, landing prone on the ground and suffering damage as usual (**Exalted**, p. 232).

This Evocation can only be used once per scene, unless reset by successfully landing a **decisive** attack with 25+ Initiative.

Resonant: The pilot may use this Evocation reflexively as her devastating action (p. 141).

SUNFIRE SERAPH CONFLAGRATION

Cost: 7m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Decisive-only, Dissonant, Resonant

Duration: Instant

Prerequisites: Tempest of Foretold Victory

Ascending Nova Phoenix sheds its orichalcum feathers in a shower of golden blades, each bursting into a streak of sunfire as they rain down on the earth. To use this Evocation, the warstrider must be at long range above the ground, and at least two range bands higher than any enemies. The pilot rolls an unblockable **decisive** (Dexterity + Archery) attack out to long range horizontally against all characters below her warstrider, adding a free full Excellency. She rolls

(Initiative/3, round up) lethal damage against each hit enemy, ignoring Hardness, and resets to base Initiative once this is complete. Each enemy that takes damage burns with unquenchable sunfire, suffering an additional (Essence) dice of lethal damage at the start of each turn for the rest of the scene unless extinguished by magic. Both the initial attack and subsequent burning deal aggravated damage to creatures of darkness.

Once this Evocation has been used, it cannot be used again until the warstrider has received maintenance (p. 142), restocking and replenishing its supply of feathers. The Dawn Caste anima power cannot reset it.

Special activation rules: This Evocation cannot be purchased using experience points. Instead, it awakens at no cost when the pilot uses Tempest of Foretold Victory to crash an enemy that's at least two range bands beneath her.

Dissonant: This Evocation requires a minimum Essence of 4 to awaken.

Resonant: The pilot may use this Evocation reflexively as her devastating action (p. 141).

WINGS OF HEAVEN UNFURLED

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Eagle-Wing Style, Rising Phoenix Glory

The Solar's anima banner arcs along Ascendant Nova Phoenix's wings, etching out the legend of her glory in fiery glyphs. This Evocation upgrades Eagle-Wing Style (**Exalted**, p. 265). She may use it while flying to convert the warstrider's Speed bonus into non-Charm successes for Eagle-Wing Style's duration. In addition, while it is active, she may use her devastating action (p. 142) to fly one range band in any direction instead of attacking, without it counting as her movement action for that turn.

If the Solar knows Bonfire Anima Wings (**Exalted**, p. 266), she may use the motes granted by that Charm to activate Ascendant Nova Phoenix's Evocations.

Special activation rules: This Evocation awakens at no cost when the Solar uses Eagle-Wing Technique.

INFINITE SUNLIGHT SHRIKE

Cost: 5m, 5i, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisites: Wings of Heaven Unfurled

Setting her sights on her foe, the Solar communes with the god-consciousness that permeates Ascendant Nova Phoenix's Essence, uniting to fly with speed beyond speed. While the Solar is airborne, she may use this Evocation to rush any non-trivial enemy within her line of sight — out to extreme range — with double 7s on her roll. On a success, she instantly flies into close range of the enemy and makes a non-ranged **decisive** attack. Add threshold successes on her rush to the attack's damage. This counts as both her attack and her movement action for the turn. If her target is a battle group or has Legendary Size, she may use this Evocation against it as her devastating action (p. 141), and doesn't count it against her attack or movement for her turn.

Crossing more than six range bands with this Evocation creates a sonic boom. Any character within long range of the point where she stops must roll (Stamina + Resistance) against the pilot's rush successes or be knocked prone by the shockwave and deafened for the rest of the scene (**Exalted**, p. 168).

BLAZING GOD-SIGHT REVELATION

Cost: —(3m, 1wp); **Mins:** Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Eye of the Unconquered Sun, Sunfire Seraph Conflagration

The Phoenix descends into darkness and illusion to consume them, revealing the truth of the world through flame. This Evocation upgrades Eye of the Unconquered Sun (**Exalted**, p. 273). While the Solar is in flight, she may use it at a reduced cost of three motes and one Willpower. The piercing light of her gaze extends to extreme range, out to six range bands. If she has Unsurpassed Sight Discipline active, then it extends as far as her line of sight instead.

DAYSTAR SMITES THE HORIZON

Cost: 8m, 3a, 1wp; **Mins:** Essence 4

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisites: Blazing God-Sight Revelation

Ascendant Nova Phoenix's eyes shine with a brilliant beam of light, in the radiant hues of the Solar's anima, that sweeps in circular revolutions as the warstrider spins in mid-air, the Solar regarding the enemies arrayed against her and deeming them unworthy. Seconds after the beam pierces a foe, a blast of sunfire erupts from him in a devastating blaze. This Evocation can only be

used in flight. It is an unblockable **decisive** (Dexterity + Archery) attack against all flying enemies within medium range. The Solar divides her Initiative evenly among all hit enemies (round up) to determine the lethal **decisive** damage rolled against them, ignoring Hardness. Creatures of darkness take aggravated damage instead. Battle groups and trivial opponents take the pilot's full (Initiative) in damage, without counting against her total. This doesn't reset the Solar to base Initiative on a hit. Enemies that take 3+ levels fall out of the sky and land prone on the ground, suffering damage as usual (**Exalted**, p. 232).

This Evocation can only be used once per scene, unless reset by using Sunfire Seraph Conflagration and then building back to Initiative 15+.

THE SWORD THAT CONQUERS FIVE DIRECTIONS

Cost: —(3m, 1wp); **Mins:** Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Heaven Sword Flash, Infinite Sunlight Shrike

The Phoenix strikes with god-speed to cut down foes on all sides, ripping through the ranks of legions or flying devils. This Evocation upgrades Heaven Sword Flash (**Exalted**, p. 353), reducing its cost to three motes and one Willpower while the Solar is airborne. In addition, the range of her attack is extended based on her aerial elevation. At medium range above the ground, she may attack all enemies in short range; at long range or higher above the ground, she attacks out to medium range.

If the Solar knows Circle of Bright Reaving, she waives its mote cost while airborne, and its range is extended to match that of Heaven Sword Flash.

PHOENIX SURPASSES THE SUN MEDITATION

Cost: 15m, 3a, 2wp; **Mins:** Essence 5

Type: Simple

Keywords: None

Duration: One journey

Prerequisites: Infinite Sunlight Shrike

The Solar's bonfire anima limns Ascendant Nova Phoenix's wings, overlaying them with great pinions of light as she accelerates towards the absolute apex of speed. To use this Evocation, she must have a specific destination in mind and know of a route — whether through personal knowledge or studying maps — that leads there from her current location. The warstrider dissolves into a streak of light, flying at an immeasurable

speed sufficient to reach any point in Creation in one hour or less from any point of Creation, no matter how distant. It can fly through other realms of existence such as Yu-Shan or the Wyld at a comparable pace — the endless desert that surrounds Malfeas is one of the few obstacles to defy it, taking the usual five days to cross.

While it maintains this flight, the Phoenix shines with its pilot's bonfire anima, making its presence unmissable to anyone who sees it in flight. The Solar can still act and see while maintaining this supreme speed, but takes a -4 success penalty on all Awareness-based rolls due to that speed. If she wishes to stop — or Join Battle to enter combat — before reaching her destination, she must end this Evocation.

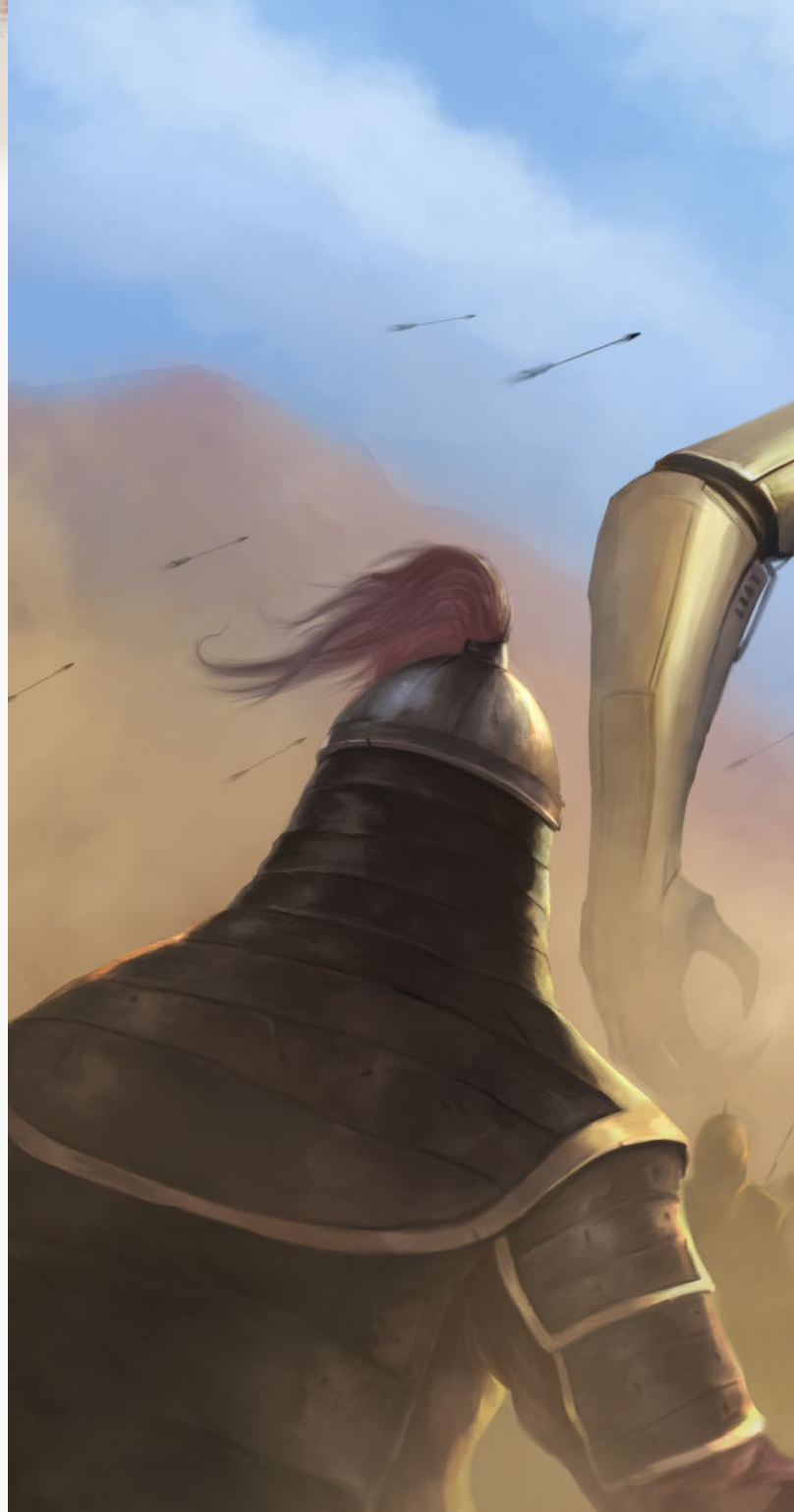
This Evocation can only be used once per story, unless reset by achieving a legendary social goal (**Exalted**, p. 134) with Ascendant Nova Phoenix. The Dawn Caste anima power cannot reset this Evocation.

Karvara, the Walking Devil Tower

(Moonsilver Warstrider, Artifact § 0/Δ)

Karvara is the incarnation of a principle antithetical to Creation, a god-monster older than the world that slept for most of the First Age, lying dormant in the depths of ruined Zen-Mu. It was awoken and unleashed upon the world by the treachery of Feng Huang Morningstar, one of the Sun's Chosen who sold his soul to the demon princes of Hell. Karvara could not exist in Creation, so wherever it went, Creation was not. The behemoth might have torn the Loom of Fate asunder and erased all Creation from memory if not for the heroism of the Hundred Sinners King and his famed war band, the Ninety-Nine Dragons. Hundred Sinners King fought the behemoth in the shapes of tyrant lizard and strix, siaka and serpent, withstanding its reality-annulling touch to wrestle it to the ground. The Ninety-Nine Dragons pierced the beast with jade direlances, employing an ancient and invincible battle formation lost in the modern age. They defeated Karvara, but could not kill the immortal behemoth, whose veins flowed with the lifeblood of ancients.

Hundred Sinners King sought the aid of his bondmate and beloved, the cunning artificer Taitalos. With the behemoth pinned to the earth by ninety-nine spears of jade, they set about creating a prison that could hold a monster which was not. At the dawn of each day, Taitalos doused the



behemoth in molten moonsilver, and set to work sculpting it into the form of armor that would constrain and control the behemoth. Though the devil sought to unmake its cage, moonsilver's Essence is wild and otherworldly, creating a bridge between Karvara's alien unreality and Creation: the Walking Devil Tower. While Taitalos worked from the outside, Hundred Sinners King moved within the behemoth as tapeworm and botfly, hollowing out its flesh and carving the ivory pillar of its spine into a pilot's fuselage, controls interwoven with the ropy cords of its nervous system. In its dormant state, the Walking Devil Tower confines Karvara,



constraining it with unbreakable force. Only when the warstrider is attuned and powered by a hearthstone do these restraints release, allowing the pilot to command the behemoth into action.

Imprisoned within the armor, Karvara was forced to perceive Creation's nature for the first time, experiencing the chaotic and alien flux of each successive master's emotions every time they walked in its flesh. From its Chosen masters, it learned to rage against its imprisonment and to hate its

gaolers. With this newfound understanding of humanity, Karvara slowly learned to communicate with its pilots in projected sense-impulses and god-language. The chains that fetter it to a master's will go in both directions, and it learned to corrupt those who claim it, poisoning them with its mad rage. It believed freedom was inevitable.

The Usurpation robbed Karvara of its chance. Taitalos and Hundred Sinners King fell in battle together, standing with the Ninety-Nine Dragons against the Dragon-Blooded

traitors. Their killers laid them to rest in a palatial tomb to appease their ghosts, and sealed the warstrider away with them as a funereal offering. The binding upon their tomb is spun from the silk of pattern spiders and the sinews of elemental dragons, woven together with a measure of the Silent Wind of Malfeas. Upon the return of the Solar Exalted, Yu-Shan's celestial bureaucracy dispatched one of the Sidereal Exalted to ensure the seal's integrity. She has not sent word back to Heaven in the last five years, and is feared either dead or renegade.

Attunement: 15m

Soak: 15; **Hardness:** 10

Damage track: -0x5/-1x5/-2x15/-4x25

Speed bonus: +3

Hearthstone slot(s): 4

Era: Falling Stars Interregnum

Special: Only characters that possess a Limit Track can attune to Karvara.

Evocations of Karvara, the Walking Devil Tower

Upon attuning to Karvara, the pilot awakens Eat the Heart of God at no experience point cost.

Karvara is a fully sapient being, communicating with its attuned pilot in fleeting snippets of synesthetic impulses and incomprehensible speech that she nevertheless understands. The pilot may use social influence to interact with Karvara, explaining the world or changing its Intimacies. It has Resolve 7, Guile 7, Willpower 10, and rolls 12 dice for social influence. It regains a point of Willpower each day. Karvara has the following Intimacies:

- **Defining Tie:** My master (Loyalty). This Intimacy is sorcerously enforced, and cannot be weakened or altered.
- **Defining Principle:** "I will be free of my imprisonment, even if the world must end." Karvara may treat any influence that erodes or alters this Principle as unacceptable.
- **Defining Tie:** Those who confine me (Hatred).
- **Major Tie:** The Exalted (Fear)
- **Minor Tie:** Creation (Acceptance)

If the Storyteller decides that an Exalt suffers Limit Break while piloting Karvara (**Exalted**, p. 135), instead of using a Virtue Flaw like normal, the pilot's mind is subsumed within the warstrider's alien god-consciousness. For the

STANDARD ARMAMENTS

Bite: +1 ACC, +14 DMG, +0 DEF, OVW 6, Natural, Piercing

Claws: +5 ACC, +10 DMG, +0 DEF, OVW 3, Natural, Piercing

remainder of the scene, she doesn't play her character. Instead she roleplays Karvara as it usurps her will, based on its current Intimacies. She still uses her traits to determine dice pools of actions the warstrider takes and can enhance them with her Charms as usual (p. 140). This ends if Karvara's Incapacitated health level takes damage.

EAT THE HEART OF GOD

Cost: —; **Mins:** Essence 2

Type: Reflexive

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: None

Standing triumphant over its fallen prey, Karvara's armored mouth plate slides back to reveal a horrible, sharp-fanged maw. It stoops over the battlefield, lapping up hot gore and the Essence of slain foes. This Evocation counts as the pilot's devastating action for her turn (p. 141). Karvara may feast on a significant enemy in close range that's been incapacitated, gnawing at the carcass of a Legendary Size foe or swallowing smaller victims whole. She rolls the devoured enemy's (Essence + 3) and gains that much Initiative. Alternatively, she may slaughter a routed battle group (**Exalted**, p. 211), rolling that group's initial (Size + Might) as of start of combat to determine the Initiative she gains. Devoured spirits are permanently destroyed.

Eat the Heart of God can only be used once per scene, unless reset by landing a **decisive** attack with 15+ Initiative. Karvara cannot feed on the same foe more than once.

Resonant: When Karvara devours a behemoth, a battle group with Might, or another puissant foe whose Essence equals or exceeds the pilot's own, the pilot gains a point of Willpower.

BERSERKER FURY BLITZ

Cost: 6m, 3i; **Mins:** Essence 2

Type: Reflexive

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Eat the Heart of God

Unleashing the restraints that hold back Karvara's furious power, the Exalt pours its rage and hers into a devastating surge of strength. She adds (Limit/2, round up) in non-Charisma bonus dice on a Strength-based roll, including a **withering** damage roll. If she is in Limit Break, she adds ten non-Charisma dice instead. After each use of this Evocation, the pilot rolls a single die, and gains Limit equal to the successes.

Special activation rules: This Evocation cannot be purchased with experience points. It awakens at no cost when the Exalt Limit Breaks while piloting Karvara.

Resonant: The pilot may use this Evocation to enhance the damage of **decisive** attacks.

CHAIN-BREAKING FRENZY

Cost: —(3m); **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Battle Fury Focus, Berserker Fury Blitz

As her vision goes red with fury, the Solar becomes one with the beating heart of Karvara's infinite rage. This Evocation upgrades Battle Fury Focus (**Exalted**, p. 378), reducing its cost to three motes. The Solar may use it reflexively whenever she takes damage or gains Limit. While the Solar is in Limit Break, the bonus dice it adds are converted to automatic successes.

If the Solar knows Bloodthirsty Sword-Dancer Spirit (**Exalted**, p. 379), its cost is reduced to five motes and one point of Willpower, and it gains the same benefits as its prerequisite.

GOD-MONSTER APOTHEOSIS

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Eat the Heart of God, Carnal Spirit Rending

The protean Essence of moonsilver suffuses Karvara with the capacity for self-evolution, remaking and reshaping itself as it mangles the corpses of gods and drinks of their ichor. This Evocation upgrades Carnal Spirit Rending (**Exalted**, p. 356). The Solar may use it for free when she devours a spirit using Eat the Heart of God. If she absorbs a spirit's Charms, she may spend ten experience points per Charm to permanently add them to Karvara's Evocations as long as she meets their Essence prerequisites. These spirit-eaten Evocations are unique to the Solar, and cannot be awoken by another pilot.

DEVIL-MIND GESTALT MEDITATION

Cost: —; **Mins:** Essence 3

Type: Reflexive

Keywords: Resonant

Duration: Instant

Prerequisites: Berserker Fury Blitz

Having come to understand the soul of the behemoth imprisoned in the Walking Devil Tower, the Exalt attains a deeper communion with Karvara, their minds becoming one. She may call on one of Karvara's Intimacies to bolster her Resolve or to use in a Decision Point. She gains that Intimacy at Minor intensity or strengthens it by one step, and cannot voluntarily weaken it this session. In addition, once per scene, she may draw one Willpower from the warstrider and add it to her total, up to a maximum of her permanent Willpower. Whenever the pilot draws on an Intimacy or its Willpower, she rolls one die, gaining Limit equal to the successes.

This Evocation cannot be used to undermine Karvara's Willpower for the purpose of dominating it through social influence — for each point of Willpower she draws from the warstrider in a session, it may resist one of her successful influence rolls for free that session or the next one.

Special activation rules: This Evocation cannot be purchased with experience points. It awakens at no cost if the pilot instills Karvara with one of her own Defining Intimacies and raises its intensity to Defining through social influence, or when she Limit Breaks while piloting Karvara.

Resonant: There is no limit on how much Willpower the pilot can draw from Karvara each scene.

ROARING GOD-MONSTER FURY

Cost: 5m, 3i, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Devil-Mind Gestalt Meditation

Karvara raises its head to the sky and howls, a terrifying roar that breaks the courage of gods and sends legions fleeing. The pilot makes a (Charisma + Presence) threaten roll — ignoring the group influence penalty and adding (Limit/2, round up) non-Charisma bonus dice — against all enemies or bystanders that hear the roar, out to (Essence) miles. In Limit Break, she adds ten non-Charisma successes. A battle group whose Resolve is beaten must roll against rout (**Exalted**, p. 209), adding the pilot's threshold successes to the rout roll's difficulty. A character whose Resolve is beaten must spend three Willpower to remain in the area through which the roar was heard instead of attempting to flee at all cost. Even

if he pays Willpower to remain, his fear of Karvara imposes a -3 penalty on any actions he takes against it in combat.

This Evocation can only be used once per story, unless defeated by completing a major character or story goal (**Exalted**, p. 170) by defeating a powerful enemy with Karvara. This Evocation cannot be reset by the Dawn Caste anima power.

Resonant: The pilot may use this Evocation as her devastating action for the turn.

TORN FROM THIS WORLD

Cost: —(1wp); **Mins:** Essence 3

Type: Permanent

Keywords: Dissonant, Resonant

Duration: Permanent

Prerequisites: Eat the Heart of God

The Walking Devil Tower imprisons Karvara's seething alien unrealities. When the warstrider devours a foe with Eat the Heart of God, its pilot may pay one Willpower to dissolve that foe within Karvara's unreality, unmaking that character's existence entirely. This permanently destroys mortal souls; they neither reincarnate nor form ghosts. The Willpower cost is waived against trivial opponents. The devoured character's existence is erased completely from the memory of everyone who has ever known him, and all physical signs that he ever existed are unmade. Though this Evocation doesn't actually change the past, its effect is as though the devoured character had never been. His accomplishments remain intact, but there's no one who can recognize them as his.

The loss of memories isn't considered a Psyche effect or a form of social influence. It is treated as a fiat-level alteration of destiny that can be resisted or mitigated through Destiny-Manifesting Method, Invincible Solar Aegis (**Exalted**, pp. 304, 309) or comparable magics.

Special activation rules: As long as the pilot isn't dissonant with moonsilver, this Evocation awakens at no cost when Karvara uses Eat the Heart of God to devour a foe that the pilot has a Major or Defining Tie towards.

Resonant: This Evocation's Willpower cost is waived against characters if the pilot has a Major or Defining Tie to them.

SOLIPSISTIC DREAMING GOD-BEAST

Cost: 4m, 4i, 3a; **Mins:** Essence 3

Type: Reflexive

Keywords: Dissonant, Perilous, Uniform

Duration: One tick

Prerequisites: Devil-Mind Gestalt Meditation, Torn From This World

The Walking Devil Tower rejects the weapons and armies of Creation, armored in solipsism against that which it denies. Channeling her anima banner through Karvara, the Exalt creates a shining barrier that manifests this reality-negating defense. For one tick, any attack made against the warstrider with a mundane weapon is negated as the weapon or its projectile is unmade as it passes through the barrier. Unarmed attacks not enhanced by magic fail in a spectacularly gruesome manner, the attacker pulling back the stump of an arm or leg. Attacks made with an artifact, a magically enhanced unarmed strike, or a magical attack such as Blazing Solar Bolt are capable of penetrating this barrier, but subtract (the pilot's Limit) from their raw damage. In Limit Break, the barrier subtracts ten successes from damage rolls.

Dissonant: This Evocation's duration is reduced to Instant, applying only against a single attack. If the Exalt uses it multiple times on the same tick, the anima cost of subsequent activations is waived.

RAGE BEYOND CONSTRAINT

Cost: —; **Mins:** Essence 3

Type: Reflexive

Keywords: Resonant

Duration: Instant

Prerequisites: Solipsistic Dreaming God-Beast

As much as Karvara may hate its master, there is nothing it hates more than chains. Against any bedeviling enchantment or warping power that would fetter her mind, it offers the gift of freedom in rage. Whenever the pilot suffers a Psyche effect, sorcerous mind control, or a similar form of unnatural influence, she may use this Evocation to instantly terminate that effect. She rolls dice equal to the (Essence) of the character that used that effect, gaining Limit equal to the successes.

This Evocation can only be used once per story, unless reset by successfully defeating a powerful enemy that threatens one of the pilot's Major or Defining Intimacies. This Evocation cannot be reset by the Dawn Caste anima power.

Resonant: This Evocation also resets whenever the pilot Limit Breaks.

UNDYING BEHEMOTH REBIRTH

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

Type: Reflexive

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Eat the Heart of God

Created from immortal devil-flesh and flowing moonsilver, Karvara's god-metal body warps and distorts to heal damage or regenerate severed limbs. As her devastating action for her turn, Karvara's pilot may roll (Initiative), healing a single level of bashing or lethal damage from the warstrider's health track for every success. In addition, she may regenerate a body part damaged or severed by a crippling attack (**Exalted**, p. 201) by spending successes equal to the number of health levels of damage required to inflict that injury. Any damage Karvara has taken from anti-warstrider gambits is also regenerated. This resets her to base Initiative.

This Evocation can only be used once per story, unless reset by using Eat the Heart of God to consume an enemy with equal or higher Essence, or a battle group with Might.

Special activation rules: This Evocation cannot be purchased with experience points. It awakens at no cost when the pilot uses Eat the Heart of God to devour the flesh of a potent spiritual being — one of the Exalted, a powerful god or elemental, a Second or Third Circle demon, a behemoth, or a comparable entity.

Resonant: Using this Evocation doesn't reset the pilot to base Initiative.

FINAL FURY RAMPAGE

Cost: —; **Mins:** Essence 5

Type: Reflexive

Keywords: Perilous

Duration: One scene

Prerequisites: Chain-Breaking Frenzy, Undying Behemoth Rebirth

As the Walking Devil Tower is toppled, falling in defeat, Karvara speaks a simple offer to the Solar: let me take control, and I promise you victory. This Evocation can only be used when the warstrider's Incapacitated health level takes damage. The Solar immediately Limit Breaks without resetting her current Limit, as the warstrider's moonsilver armor struggles to constrain the behemoth and ultimately fails, drawing back to expose patches of a monstrous giant unlike anything seen in this world. All non-aggravated levels of damage in Karvara's health track are healed, and the motes committed to attuning it are returned to the Solar's mote pool; the warstrider's berserker rage maintains their bond. She gains 2 Initiative at the start of each turn until end of scene. Once the scene ends, Karvara falls dormant as the moonsilver prison finally succeeds in restraining it. It cannot be attuned to again until it has received maintenance (p. 142).

This Evocation can only be used once per story, unless reset by accomplishing a legendary social goal (**Exalted**, p. 134) by defeating a powerful enemy or devastating a location with Karvara. This Evocation cannot be reset by the Dawn Caste anima power.

VOICE OF THE APOCALYPSE

Cost: 7m, 3wp; **Mins:** Essence 5

Type: Simple

Keywords: Dissonant

Duration: Instant

Prerequisites: Rage Beyond Constraint, Roaring God-Monster Fury

Bellowing out a single word of the sealed tongue of Zen-Mu, Karvara creates a counter-harmony to the symphony of Creation, nullifying the existence of those caught within it. To use this Evocation, the pilot must be at Initiative 20+. She makes a **decisive** (Charisma + Presence + Limit) attack roll against all characters in an 180-degree arc in front of the warstrider out to four range bands at extreme range. In Limit Break, she adds ten non-Charisma successes on the attack roll. This attack cannot be dodged or parried without defensive magic or an artifact weapon. Each character hit by the attack suffers dice of aggravated **decisive** damage equal to the pilot's ([Initiative/3, round up] + Limit), or ([Initiative/3, round up] + 10) in Limit Break. Battle groups and trivial opponents hit by the attack instead suffer uncountable damage (**Exalted**, p. 205). This attack doesn't reset the pilot to base Initiative on a hit.

An enemy who's incapacitated by this attack is utterly unmade, as per Torn From This World. This attack also deals uncountable damage to terrain and mundane structures or objects caught in the blast, erasing them from reality. Landscapes destroyed by Voice of the Apocalypse are replaced with alien vistas unlike any in Creation.

This Evocation can only be used once per story, unless reset by using Eat the Heart of God to devour a formidable opponent with Essence 6+. The Dawn Caste anima power cannot reset this Evocation.

Dissonant: Characters dissonant with moonsilver cannot awake this Evocation.

Resonant: For every five points of Initiative the pilot has over 20, the range of this attack is extended by an additional range band. In addition, the base damage of the attack rises to her ([Initiative/2, round up] + Limit).



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